

Gomoku (Japanese for "five points") or, as it is sometimes called, "gomoku-narabe" (五目並べ, "five points in a row"), the game is quite ancient. The birthplace of Gomoku is considered to be China, the Yellow River Delta, the exact time of birth is unknown. Scientists name different dates, the oldest of which is the 20th century BC. All this allows us to trace the history of similar games in Japan to about 100 AD. It was probably at this time that the pebbles played on the islands from the mainland. - presumably in 270 AD, with Chinese emigrants, where they became known under different names: Nanju, Itsutsu-ishi (old-time "five stones"), Goban, Goren ("five in a row") and Goseki ("five stones "). In the first book about the Japanese version of the game "five-in-a-row", published in Japan in 1858, the game is called Kakugo (Japanese for "five steps). At the turn of the 17th-18th centuries, it was already played by everyone - from old people to children.

Players take turns taking turns. Black is the first to go in Renju. Each move the player places on the board, at the point of intersection of the lines, one stone of his color. The winner is the one who can be the first to build a continuous row of five stones of the same color - horizontally, vertically or diagonally.

A number of fouls - illegal moves - have been determined for the player who plays with black. He cannot build "forks" 3x3 and 4x4 and a row of 6 or more stones, as well as any forks with a multiplicity of more than two. There are no fouls for White; when building a row of more than 5 stones, White wins.

The game continues until one of the players wins, or until a draw, or until the moment when the whole board is occupied by stones (in the latter case, the result of the game is also a draw). In practice, the latter case is extremely unlikely - the game usually ends in a few dozen moves. The standard set for Renju contains 50 stones of each color, cases when there are not enough stones are extremely rare.