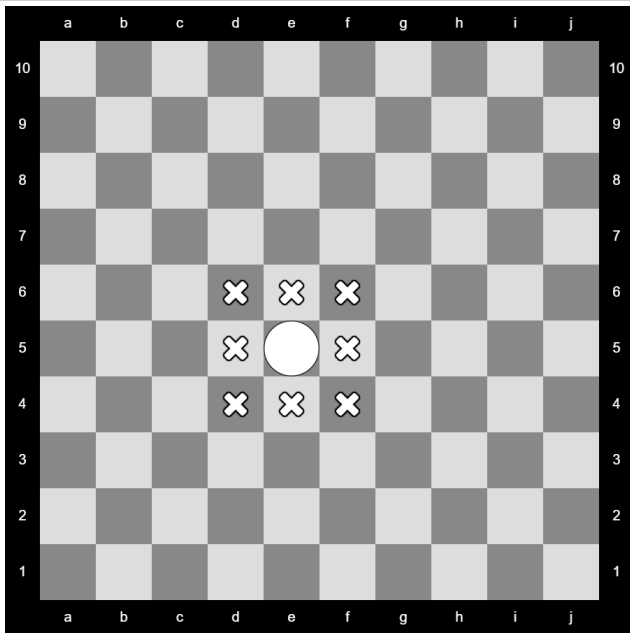
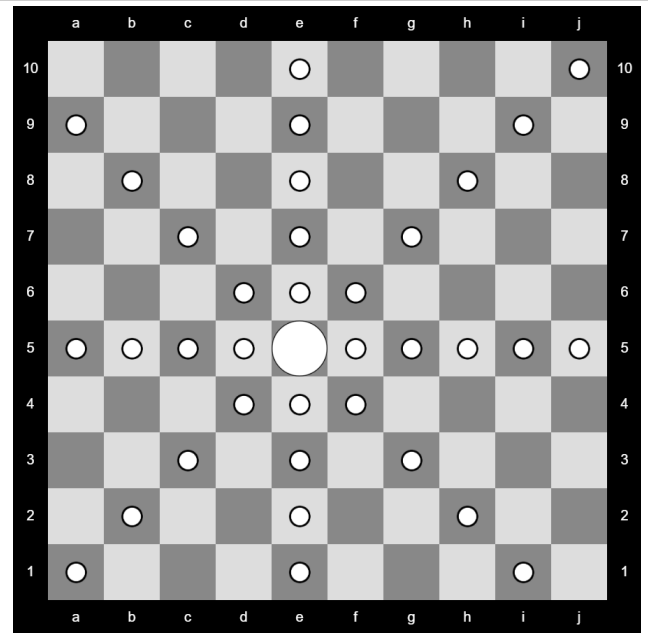


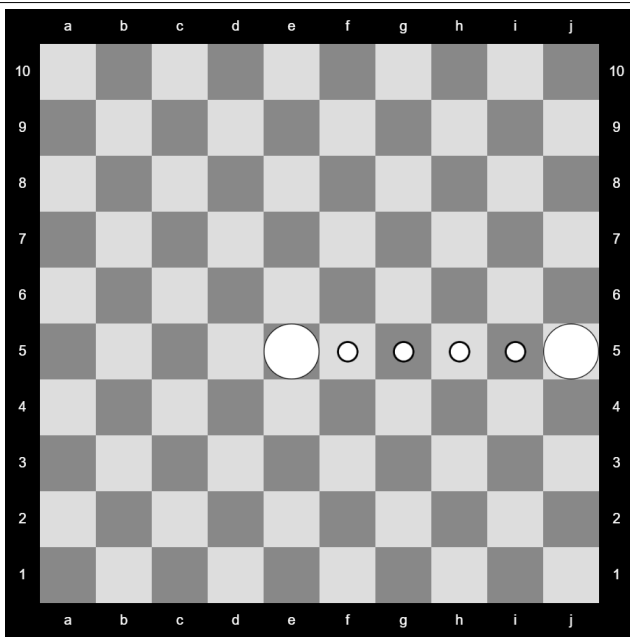
# Stroll



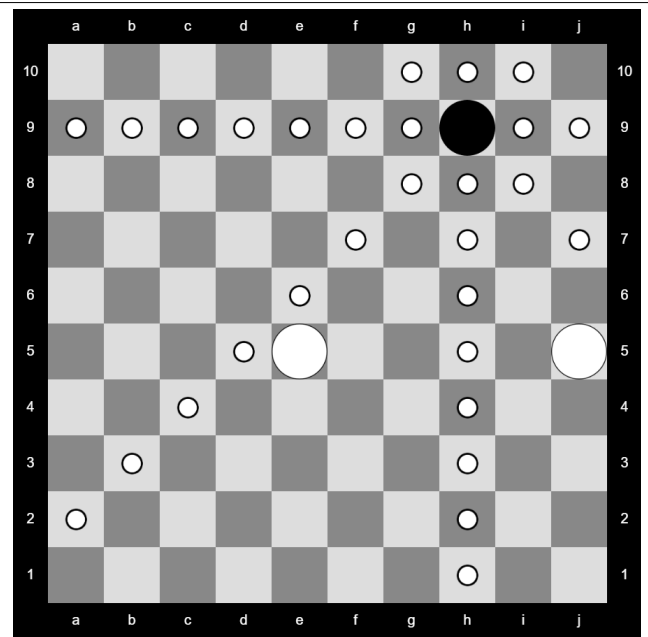
White places a stone in an empty space. The stone must not have any other adjacent stones.



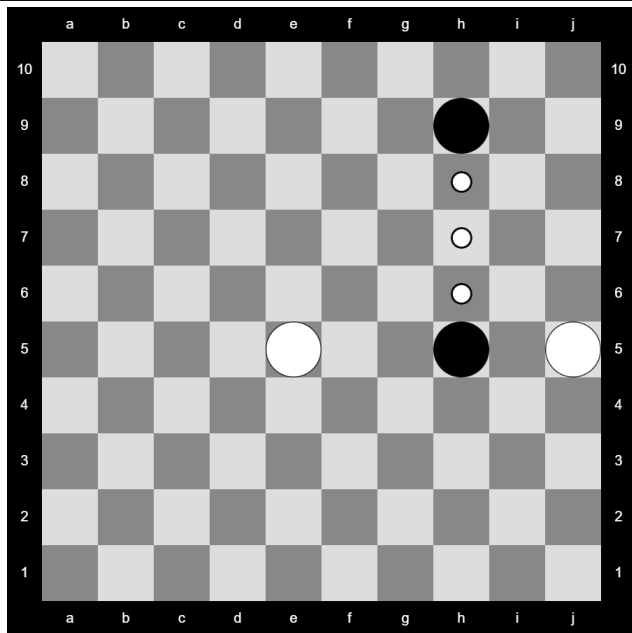
White projects a new stone from itself in an orthogonal or diagonal direction, like the queen in chess or the piece from Game of Amazons.



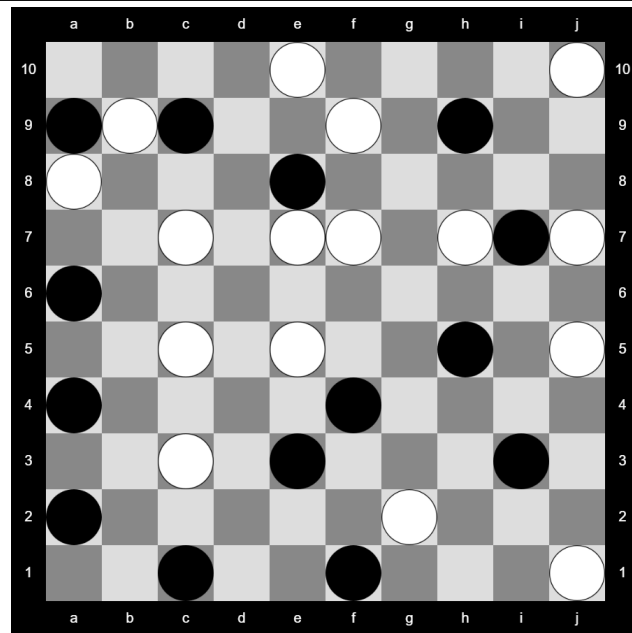
The two stones are considered connected if they are on the same clear line of sight.



Black does the same thing as White, placing a stone in an empty space without adjacent stones and projecting a new stone along a clear line of sight.



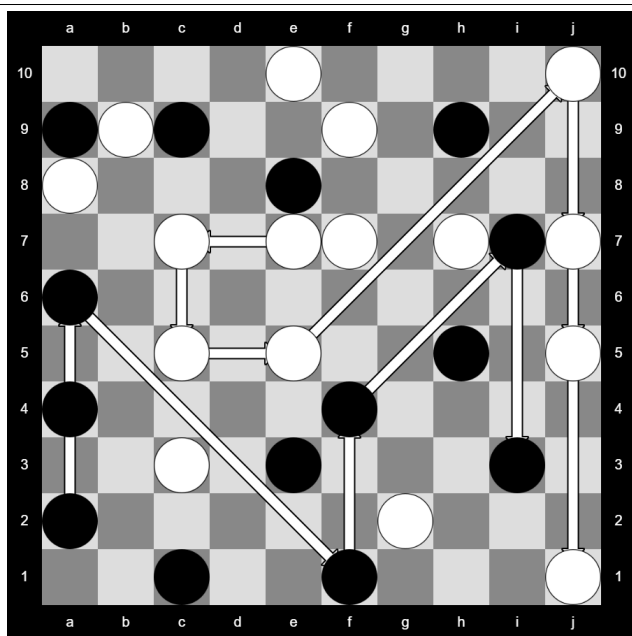
Black projects the stone and interrupts the clear line of sight of White.



The game continues until there is no more available space for placement.

Several groups of stones connected by line of sight are created.

Adjacent stones are not considered connected.



The game ends with a puzzle to solve: find the longest path between connected stones. Your path cannot cross over itself, and each stone can only be passed once.

Both the stones and the distance between them are counted.

White wins with 21 steps, while Black loses with 20 steps.

In case of a tie, the second longest path is counted, which cannot pass through the stones of the first path.

I conceived the ending as the resolution of a puzzle, in which the paths actually chosen by the players are compared, which may not be the longest paths because the player may not have been able to see a better solution.

The game lends itself well to being played with pen and paper on a graph paper sheet, because on large boards, the greater complexity would make it difficult to remember the path and the stones already used.



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