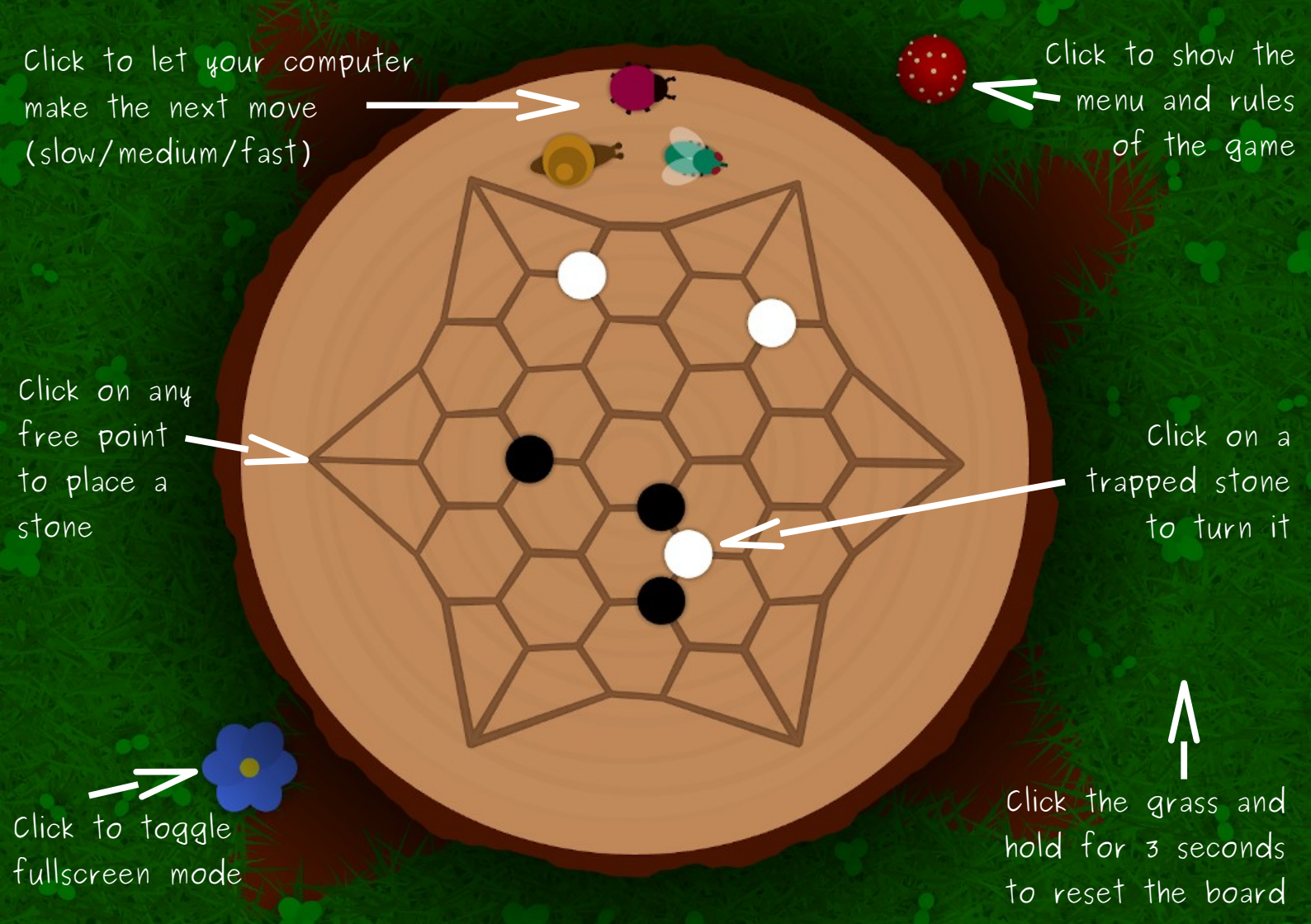


Rules of the Elm Game

The players Black and White take turns. Each turn a player chooses to either place a stone on any free point of the board or to change the color of any trapped stone. A stone is trapped if two or three stones of different color lie next to it. The game ends when there is no free point left and whoever has the most stones on the board wins.




Click to let your computer make the next move (slow/medium/fast)
Click to show the menu and rules of the game
Click on any free point to place a stone
Click on a trapped stone to turn it
Click to toggle fullscreen mode
Click the grass and hold for 3 seconds to reset the board

Tips for Beginners



A good move by Black because the white stone gets trapped. It can be turned into a black stone by Black's next move.



White should not place a stone here because it enables Black to make the move described above. Avoid getting trapped.



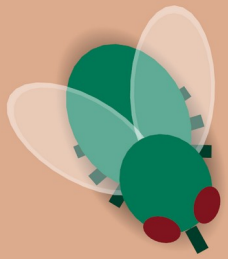
A good move by Black because White would never place a stone between two black stones (unless White is out of options). In effect, by placing only one stone, Black captures two points at once. Try to hinder your opponent from making such moves.



Placing right next to one's own stone, without any stone of the opposite color around, is usually pointless. Instead consider the move described above.

? ? ?

There are many more constellations that are rather good or bad for either player. Figuring them all out is what makes you a master of this game!



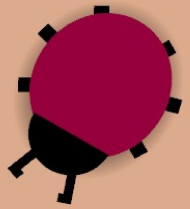
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