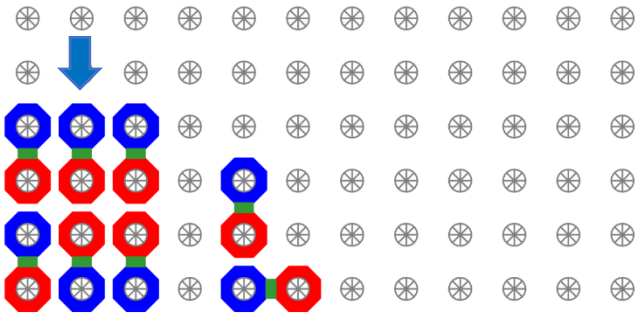


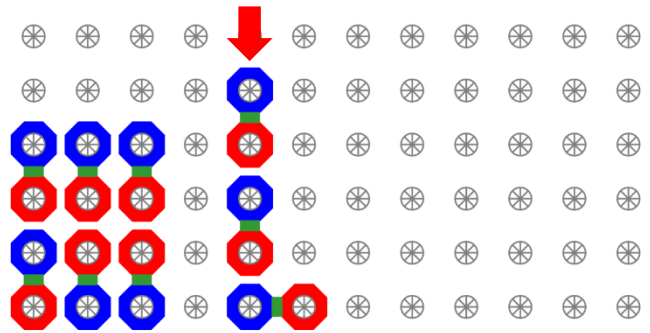
Playing One Piece For Two

An exemplary illustration showcasing the application of every rule in the game. Starting from move 8, each action is meticulously presented, accompanied by insightful commentary.

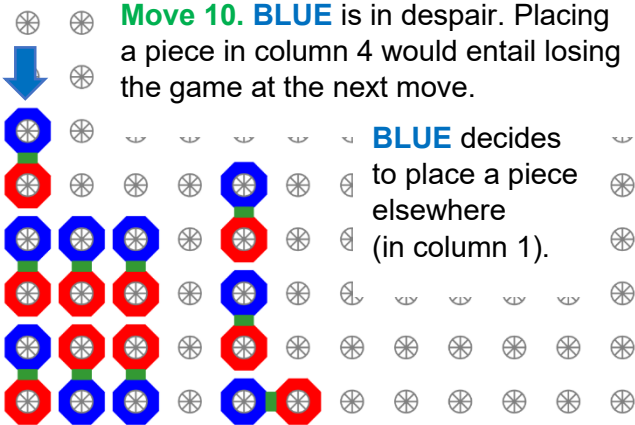
Move 8. Player **BLUE** placed a game piece in column 2. Player **RED** is now at move.



Move 9. **RED** places a game piece in column 5, vertically oriented with **RED** down.

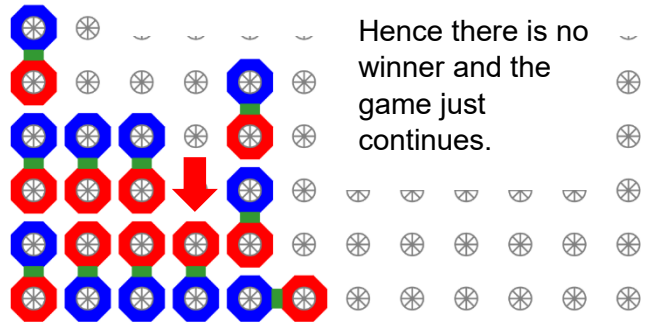


Move 10. **BLUE** is in despair. Placing a piece in column 4 would entail losing the game at the next move.



BLUE decides to place a piece elsewhere (in column 1).

Move 11. **RED** drops a piece in column 4 resulting, for both players, in $n \geq 4$ of their colors on a line.



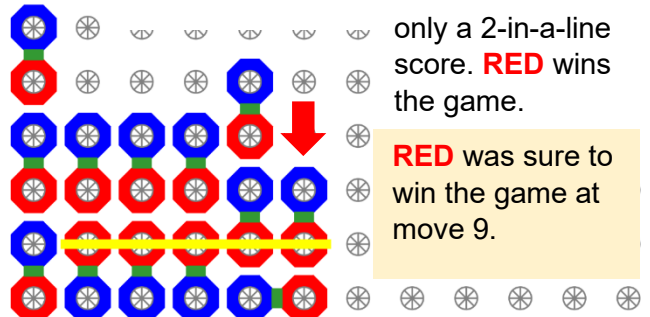
Hence there is no winner and the game just continues.

Move 12. **BLUE** places a piece in column 4 thereby resolving a $n \geq 4$ -in-a-line threat made by **RED** in move 11



Again, there is no winner as both players have $n \geq 4$ of their colors on a line.

Move 13. **RED** places a piece in column 6 resulting in $n \geq 4$ red colors in-a-line (actually $n=5$). **BLUE** has



only a 2-in-a-line score. **RED** wins the game.

RED was sure to win the game at move 9.