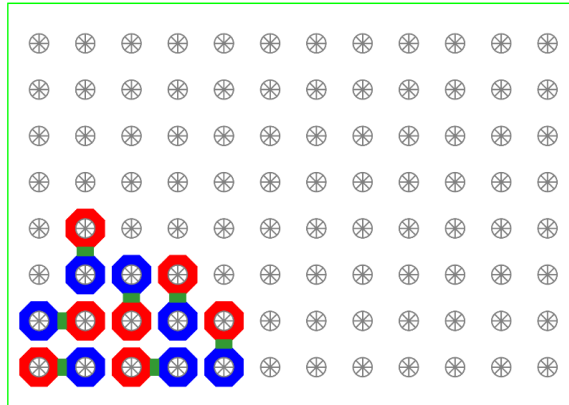


One Piece For Two Anonymity of game pieces

The figure below illustrates a game scenario featuring seven pieces placed on the board. By examining this board it is impossible to assign individual game pieces to players. As a matter of fact, the game pieces, once placed on the board, are **anonymous** as both players play with the same type of game piece.



This anonymity extends to the absence of a singular 'owner' for each game piece; instead, both players collectively share ownership of any piece placed on the board.

The scoring mechanism aligns with this theme of shared participation. Upon placing a game piece, a score is calculated for each color (representing a player), not solely for the one placing the piece, but for both players.

Only, if for a given color, but not for the other, there are four or more colors on one or more lines (horizontal, vertical, and 2 diagonal lines intersecting at the grid markings of the newly placed game piece) the corresponding player wins the game. In all other cases, there is no winner and the game just continues.