CAPTAIN'S MISTRESS

The game is played on a vertical grid of seven columns of six rows each.

- 1. The game starts with the board empty.
- 2. Players decide at random who begins. The first player takes the twenty-one black pieces, his opponent taking the white.
- 3. In his turn a player drops a piece from the top of the board into any column that is not already full.
- 4. The piece drops down, or is moved down, that column until it reaches the bottom or is stopped by another piece. This move is shown in the diagram.
- 5. Once placed, a piece never moves to another square.
- 6. There is no capture of pieces. A piece played stays on the board till the end of the game.
- 7. If a player manages to form his pieces into a row of four, vertically, horizontally or diagonally, the game is over, and he is declared the winner.
- 8. If the board is filled without either player making a row, then the game is a draw.

