SHURIKEN 2D

Fig. 1 - Single Node Loops
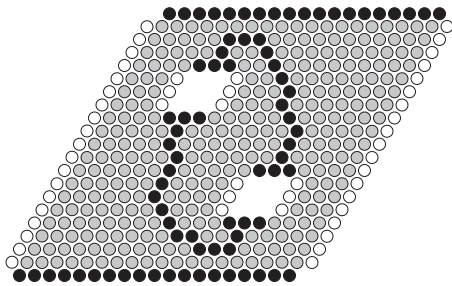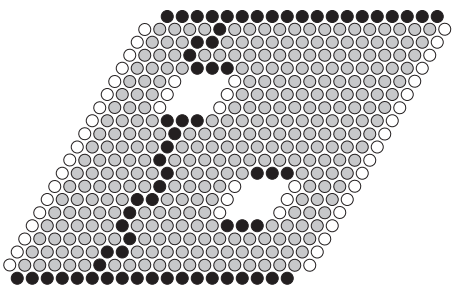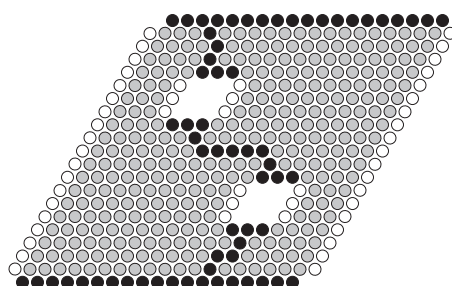
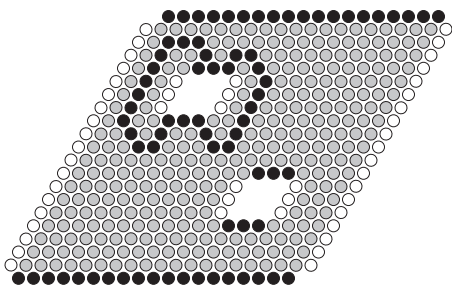**INTRODUCTION** Shuriken 2D is a two player game played on a hexagonal patterned rhombus with two windows and an initial placement of stones as shown in the diagrams. Shuriken 2D is a two dimensional adaptation of Shuriken, a three dimensional game. Each player takes possession of an entire set of stones of one color, black or white. Draws cannot occur in Shuriken 2D. Mark Steere designed Shuriken and Shuriken 2D in November 2008.

STONE PLACEMENT Players take turns adding their stones to unoccupied cells on the board, one stone per turn. Black makes the first placement of the game. Each player will always have a placement available on his turn and must make one.

LOOPS Figure 1 shows two examples of single node loops. The loop on the left side of the diagram doesn't look like a loop, but stone sequences connecting opposite sides of the board are considered to be loops. (Some loops in the 3D version of Shuriken are represented by lines in the 2D version.)

Fig. 2 - Double Node Loop

Figure 2 shows a double node loop. Figure 3 shows another double node loop. Again, this loop doesn't actually look like a loop but is considered to be one in the 2D version of the game. Figure 4 shows a triple node loop.

OBJECT OF THE GAME To win you must form at least two loops. Each of the two loops must be a single node loop, a double node loop, or a triple node loop. The two loops must be topographically distinct. Two loops of the same type (e.g. two double node loops) that use the same set of nodes are not topographically distinct. For example, in Figure 5 Black has not won because the two single node loops use the same node.

Fig. 3 - Double Node Loop

In Figure 1 Black has won with two distinct single node loops. In Figure 6 Black has won with a single node loop and a double node loop. Note that loops of different types that share nodes are topographically distinct. In Figure 7 Black has won with a single node loop, a double node loop, and a triple node loop.

AUTHOR'S NOTE Feel free to publish this rule sheet and to program the game of Shuriken 2D for online or offline play. No licensing fee or royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.
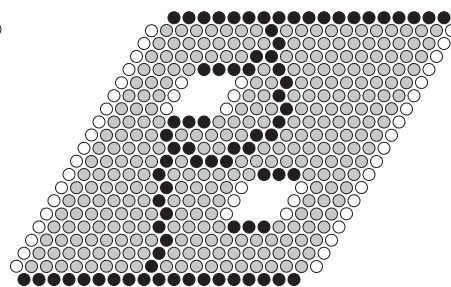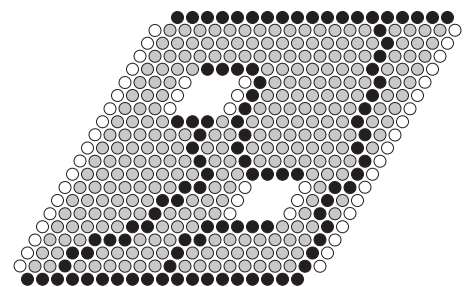

Fig. 4 - Triple Node Loop

Fig. 5 - Black Has Not Won

Fig. 6 - Black Wins

Fig. 7 - Black Wins

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