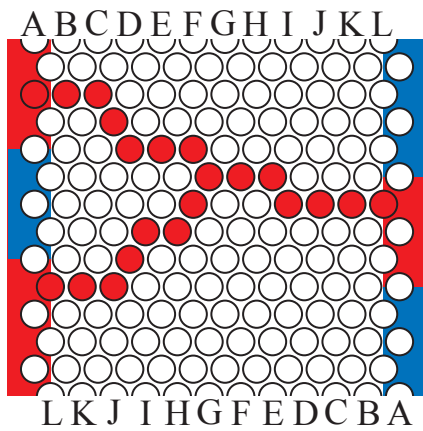# MOBIUS



**Fig. 1 - Three bars**
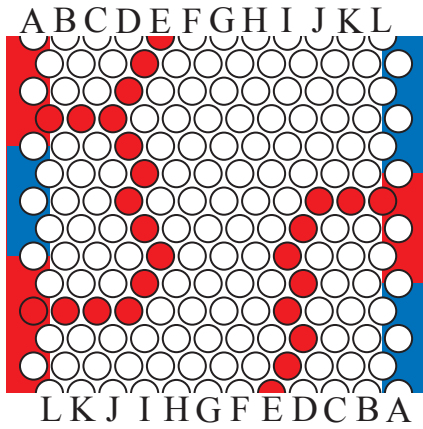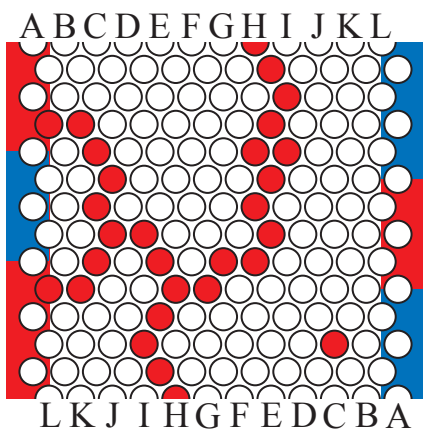


**Fig. 2 - Three bars**
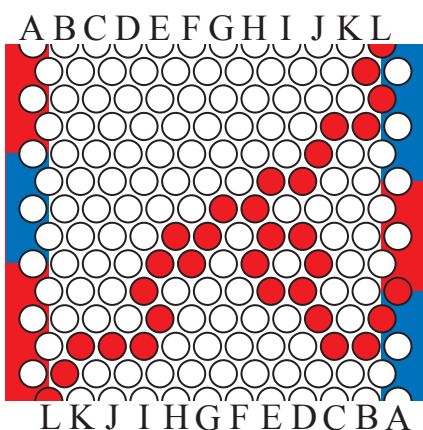


**Fig. 3 - Two bars and a loop**



**Fig. 4 - Two bars and a loop**

**INTRODUCTION**   Mobius is a two player game played on a hexagonal patterned mobius strip.   The half cells at the top of the board match up with the half cells at the bottom of the board - **in reverse order**.  So the half cell at the top marked A matches up with the half cell at the bottom marked A.  And so on for cells B - L.

The board is initially empty.  Each player takes possession of an entire set of stones of one color, red or blue.  Draws cannot occur in Mobius.  Mark Steere designed Mobius in November 2008.

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

**OBJECT OF THE GAME**  There are two ways to win.  You can form an interconnected group of your stones that
  a) links the three bars of your color, or
  b) links two of your bars and a loop of your stones around the top and
     bottom of the board.

In Figure 1 Red has linked the three red bars.  For clarity, the blue stones are not shown.  In Figure 2 Red has again linked the three red bars.  Note the link between half cell E at the top of the board and half E cell at the bottom of the board.

In Figure 3 Red has linked two red bars and a loop of red stones around the top and bottom of the board.  In Figure 4 Red has again linked two red bars and a loop.

**AUTHOR'S NOTE**  Feel free to publish this rule sheet and to program the game of Mobius 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.