

# Osiron

2009 David Huffman, <https://boardgamegeek.com/boardgame/37032>



The gameboard is comprised of seven perfectly interlocked circles. Through this interlocking, twenty-four concave triangle playing spaces emerge. Each of the seven interlocked circles contains six of these playing spaces.

There are twenty-four playing pieces that correspond to the gameboard's twenty-four playing spaces. Twelve playing pieces are light colored for one player and twelve being dark for the other.

## Object of the game

With six of their twelve playing pieces, the first player to fully occupy one of the gameboard's seven circles before their opponent does is the winner.

## Game play

One player chooses the players' colors, the other chooses who will move first. Players alternate taking turns exchanging playing pieces on the gameboard with one another until the object of the game is achieved.

### Movement

- 1) During their turn, a player chooses which one of their playing pieces, and which one of their opponent's playing pieces, they would like to exchange on the gameboard.
- 2) The opponent's playing piece being exchanged with must directly border the player's playing piece along one of its three sides.

3) To perform the exchange, the player momentarily lifts the two chosen playing pieces from the gameboard. The player then places their playing piece where the opponent's was just removed from. The player then places the opponent's playing piece where their own was just removed from...a perfect trade.

4) Players may not exchange playing pieces with themselves. The exchange must be with one of the opponent's playing pieces.

5) Players may not undo their opponent's last move by immediately exchanging the very same two playing pieces.

6) Only one playing piece per playing space is allowed. Playing pieces may not leave the gameboard except while completing an exchange. All of the gameboard's twenty four playing spaces must be occupied with the twenty four playing pieces for the duration of the game.

#### Beginner's game set up

Players set up their playing pieces according to the diagram below. There is a unique game objective. Since each player starts with two completed circles, the first to fully occupy any one of their five remaining circles before their opponent does is the winner.

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[from the original [website](#)]

### The challenge of Osiron's circles

#### Background

*Osiron is an abstract strategy game for two players, twelve years of age and up. It is based upon the Flower of Life, an ancient geometrical figure of equally spaced, interlocked circles. The earliest example of this sacred symbol can be found at Osirion, the Temple of Osiris in Egypt, dating back thousands of years. Throughout history, philosophers, artists, and architects have studied the Flower of Life for its perfect form, proportion, and harmony. It is considered by many to be a symbol of sacred geometry, said to contain ancient, religious value depicting the fundamental forms of the universe. It is a visual expression of the connections life weaves through all of us. We hope the game Osiron will be equally meaningful through its unique, challenging, and intricate gameplay.*

