

TORUS

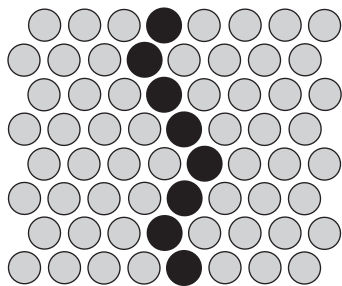


Fig. 1 - Ring

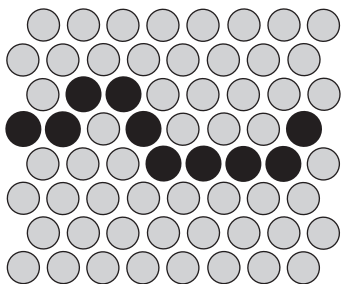


Fig. 2 - Bracelet

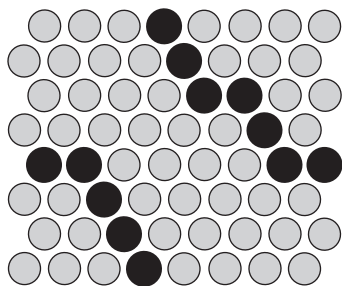


Fig. 3 - R-Helix

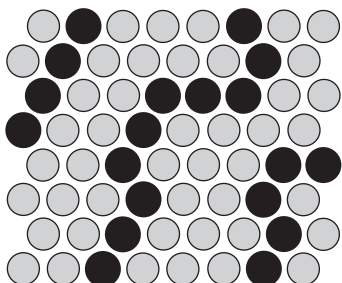


Fig. 4 - L-Helix

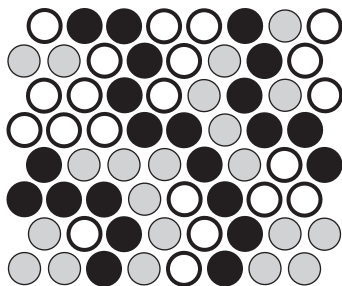


Fig. 5 - Black wins

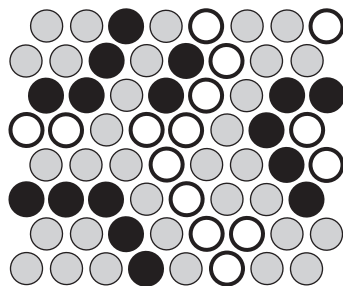


Fig. 6 - Black wins

INTRODUCTION Torus is a two player game played on a hexagonal pattern grid. The top edge of the grid connects to the bottom edge and the left edge connects to the right edge. See the TORUS section below.

Each player takes possession of an entire set of stones of one color, black or white. Draws and ties cannot occur in Torus. Mark Steere designed Torus in February 2008.

STONE PLACEMENT Players take turns adding their stones to 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.

PATH TYPES

Figure 1) A “ring” surrounds a horizontal axis. It does not surround a vertical axis.

Figure 2) A “bracelet” surrounds a vertical axis only, and not a horizontal axis.

Figure 3) An “r-helix” (right handed helix) surrounds both a horizontal axis and a vertical axis and slopes downward from left to right.

Figure 4) An “l-helix” (left handed helix) surrounds both a horizontal axis and a vertical axis and slopes upward from left to right.

OBJECT OF THE GAME

Black’s goal is to form a ring or an r-helix.

White’s goal is to form a bracelet or an l-helix.

Figure 5) Black has won by forming an r-helix.

Figure 6) Black has won by forming a ring.

TORUS If you take the game grid and bend it so that the top edge meets the bottom edge, you form a cylinder with two open ends. If you bend the cylinder so that the two open ends meet, you form a torus (donut shape). This is the shape that the game of Torus is played on.

AUTHOR’S NOTE Feel free to publish this rule sheet and to program the game of Torus 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.