Throngs

Objective: Have a majority of stones in play when the game ends.

Definitions:
• A 'site' is where stones are allowed during play. Depending on the style of the board, this is a hexagonal cell or an intersection of grid-lines.
• The vicinity of a site is that site, together with all the sites immediately adjacent to it.
• The action-potential of a site is the number of the player's stones in the site's vicinity minus the number of the opponent's stones there.
-- For example, the action-potential of a location on Black's turn is 3 if its vicinity contains either: 5 Black and 2 White, 4 Black and 1 White, or 3 Black and no White.

The structure of the game:
Before play begins, one player places a Black stone and two White stones on different sites.
After this, the other player decides to play either as Black or as White.
Then, beginning with Black, the players alternate taking turns, each turn consisting of two 'moves' composed of phases.

Phases:

Site Selection Phase

Each 'move' of the turn starts with the 'Site Selection Phase'.

In this phase the player chooses an intersection and calculates it's action-potential, in accordance with the definition section above.

The subsequent phase is determined by the occupancy of the selected site:

• A site occupied by an enemy stone requires a 'Deployment and Capture' phase.

• An empty site requires a 'Deployment' phase.

• A site already occupied by one's own stone requires an immediate 'Dispatch phase'

Deployment and Capture

This phase requires an action potential of at least 2.

The opponent's stone is removed and replaced with one's own, ending the maneuver.

Deployment

This phase requires an action potential of at least 1.

One's own stone is placed on the empty site and the action-potential is <u>reduced</u> by 1.

If the remaining potential is still positive, a Dispatch of the newly placed stone is then allowed, but not required, to complete the maneuver.

Dispatch

This phase is for the movement of the stone on the selected site. It requires an action potential of at least 1.

The stone must leave the selected site.

It does this in a sequence of one or more steps and/or jumps, spending one action per site moved across or reached during the sequence.

No captures occur and sites may not be revisited.

• A step is a movement to an adjacent empty site.

• A jump is a movement in a straight line over occupied sites, ending at an the empty site beyond.

• The piece may change direction after each step or jump.

The total distance along the path traveled may not exceed the action potential available.

Ending the game:

Both 'moves' in a turn must be taken, if possible.
If a player has no available 'moves', the other player immediately deploys stones to all the remaining empty sites and makes any available captures.
The game then ends, and the player with the most stones on the board wins.

Resigning in advance is a courtesy.
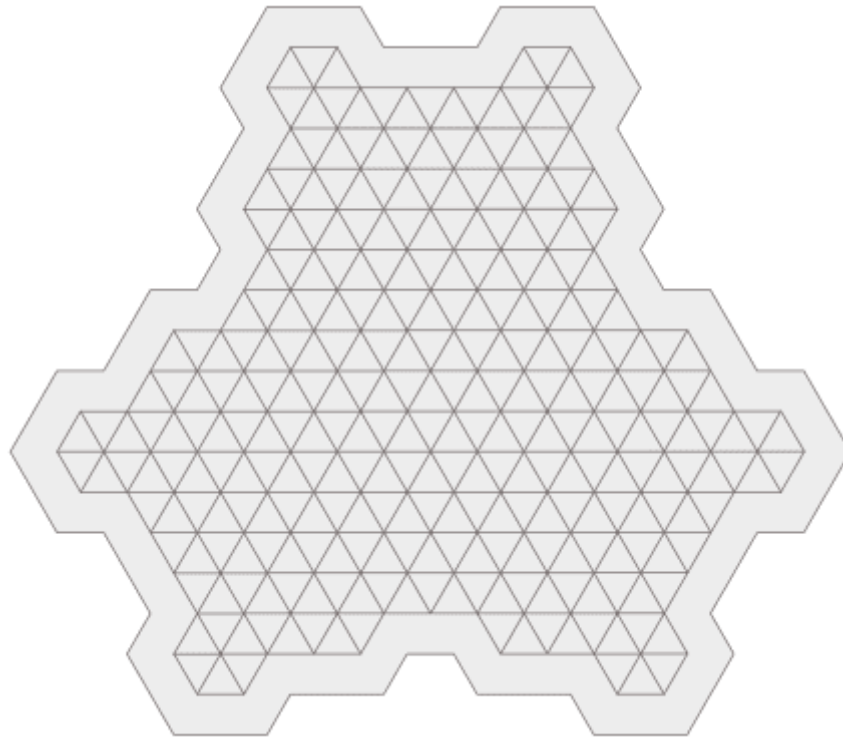
Here is a larger board that keeps edge sites with 3 or 4 neighbors, - which are easily invaded and secured, - broken into pairs as much as possible, and away from the center; It also has an odd site count, no playable center and has 3-fold symmetry and mirror lines. It is about twice the size of the original board (177 vs 93)

A game on this size should be decided in about than 30 turns per player as that is a fill rate of 2/3 assuming 2 placements for every turn. Highly contested games with a lot of positional intermixing could go a little longer.

[BGG description, Dale Walton, 2020]