Tholian Go

For ages 8 and above. Starting token placement shown above.

SCAN FOR
ONLINE
INSTRUCTIONS

JDB
GAMES

Tholian
Go

Summary

Tholian Go is comprised of two separate boards woven into one. One web has dark nodes in a triangular configuration, and is referred to as the **dark web**. The other web has light nodes in a hexagonal configuration referred to as the **light web**. The tokens all move in the web that they start in (with one exception covered later) and they can only push one another around in their web, but they interact with tokens on the other web. Two tokens one path away from one another form a barrier to opposing tokens on the other web. If an area containing opposing tokens is blocked-off in the other web, those opposing tokens within that sequestered area are removed. Larger areas require more nodes, but can capture more tokens. Right and left edges of the game board have advantages in capturing more tokens with fewer tokens. Treat the edge as an area boundary. Each player starts with 20 tokens, 6 on dark nodes and 14 on light nodes. The starting nodes on each end of the game board are marked with dots. Read further for more detailed rules. For more games to play read the Tholian Go Manual on the JDB Games website.

Goal

Surround and remove your opponent's tokens. Reduce the number of your opponent's light-web tokens to 5, or the number of dark-web tokens to 2 to win. A game usually takes about an hour.

To Play the Game

Each player choose a starting color and place your tokens on the starting positions. These are marked with dots. There are six on the dark web and fourteen on the light web for each player.

Take turns making up to three moves per turn. One move on the dark web, and one or two moves on the light web per turn. Any move order is allowed. In a move you can move a token or push a connected string of any
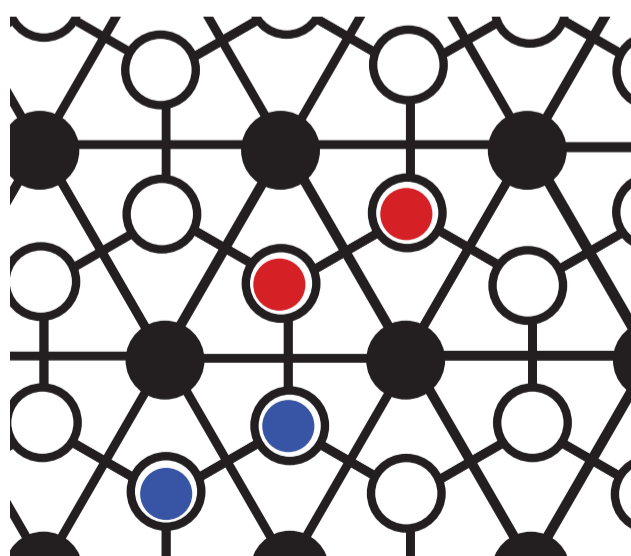

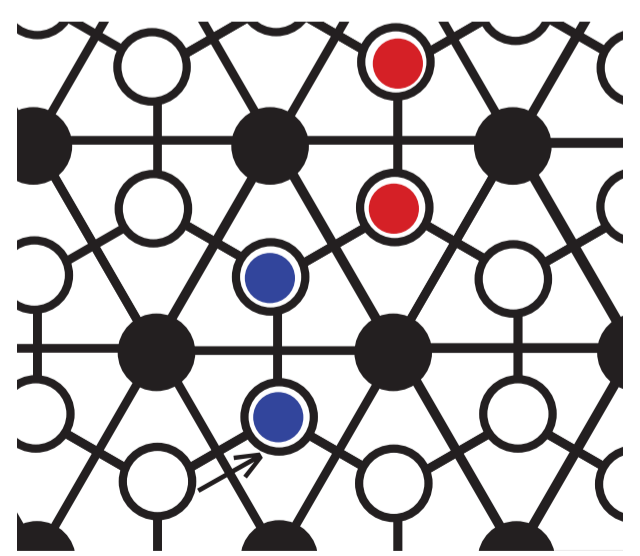Fig. 1. Starting string of tokens.

Fig. 2. String of tokens after a push.

color tokens provided you push with your token. See Figures 1 and 2. A string may be a piece of a longer string. Direct it where you want.
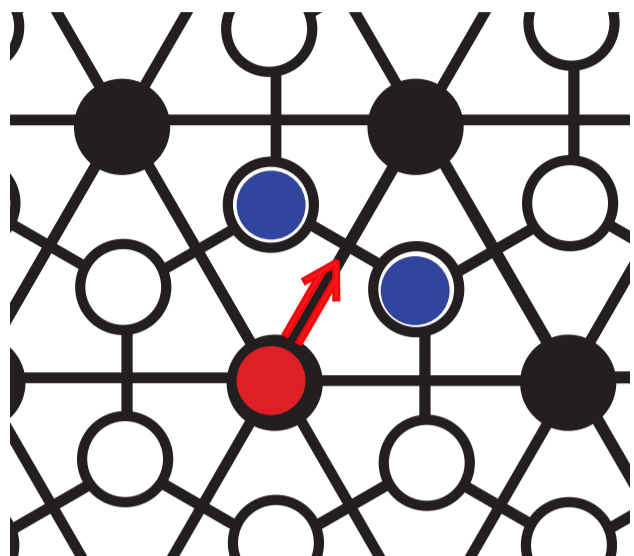

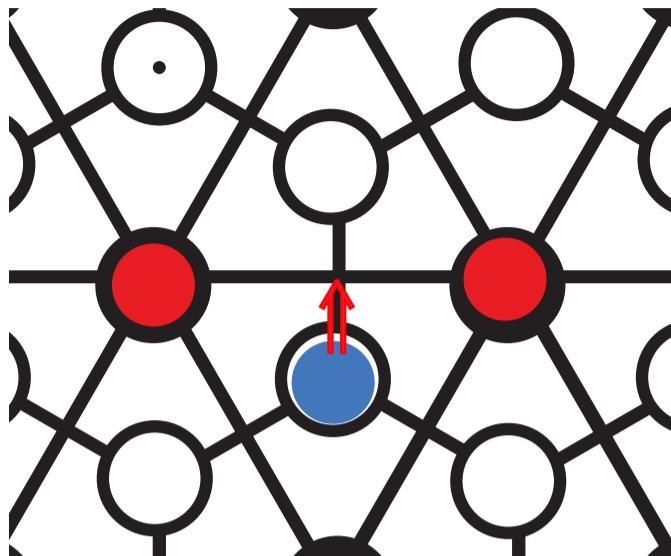Figure 3. Dark web token's path is blocked.

Figure 4. Light web token's path is blocked.

You cannot push tokens through blocked paths. Your tokens are blocked by opposing tokens on the other web, on both sides of the path (see Figures 3 and 4). You may pass between your own tokens. The same holds true for pushing opposing tokens, although you may push them past their own barriers, your barriers block their path.

Try to capture all your opponent's tokens by surrounding them. This forms a barrier around the area. Once you surround an area of the other web with your tokens, all opposing tokens in that area may be removed. See figures 5 and 6. Three dark-web tokens can take one light-web token. On an edge, three dark-web tokens can take two
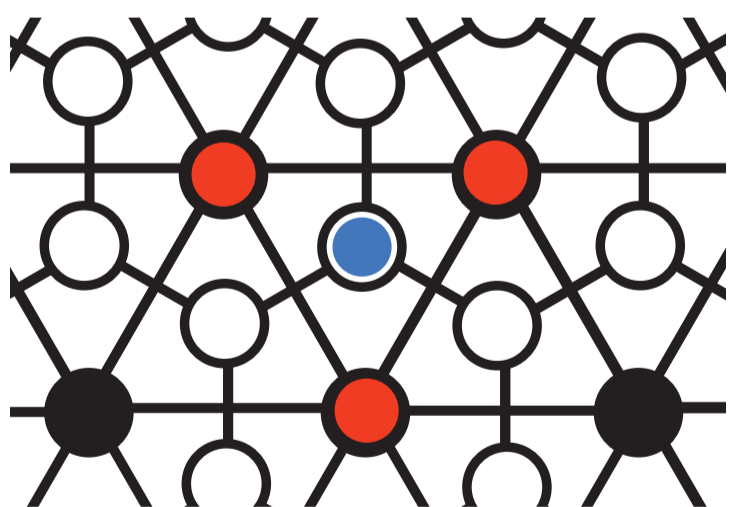

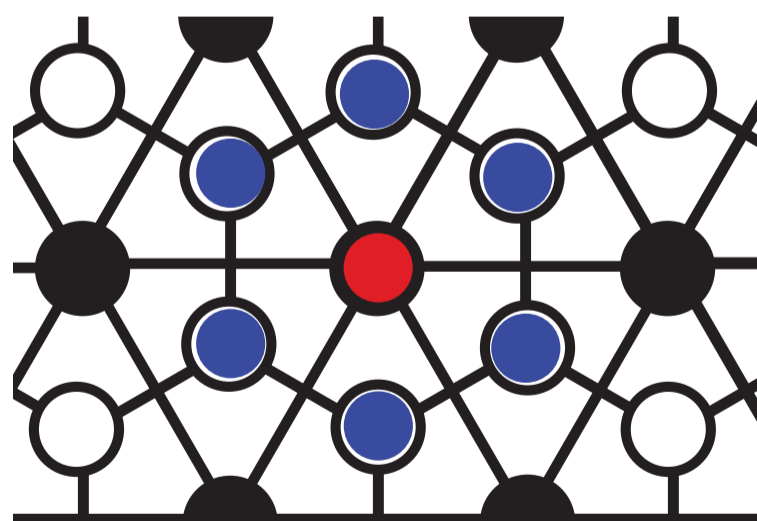Figure 5. Surround a light-web token with dark-web tokens.

Figure 6. Surround a dark-web token with light-web tokens.

light-web tokens. See Figure 7. Conversely four light-web tokens can sequester a dark-web token using an edge. More tokens can take more opponent tokens. Sequester six
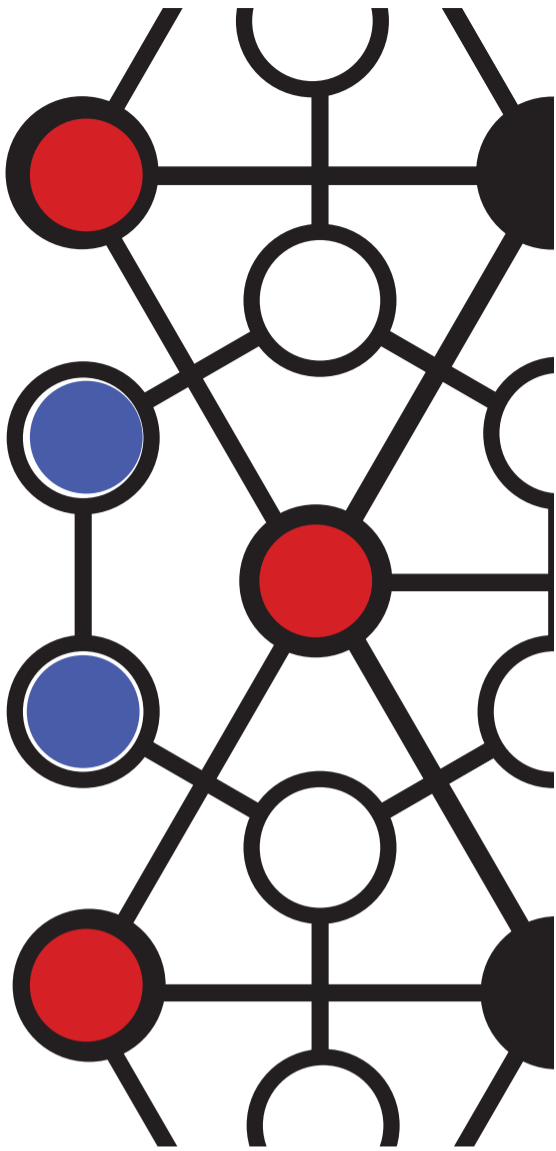
Figure 7. Use an edge and fewer tokens.

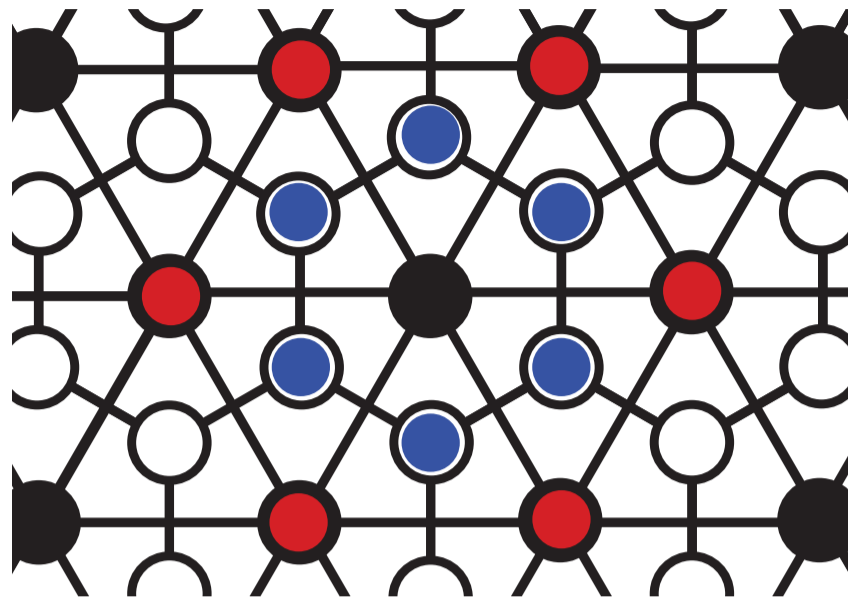light-web tokens with six dark-web tokens (see Figure 8), or five using an edge.

Figure 8. Sequester six light-web tokens with six dark-web tokens.

A light-web token which makes it all the way across to the **double-circled node** on the opponent's side jumps to the nearest dark node and becomes a dark-web token. See Figure 9. This gives you a free push if there are any tokens on that dark-web entry node. This reduces the number of light-web tokens closer to the fatal five.
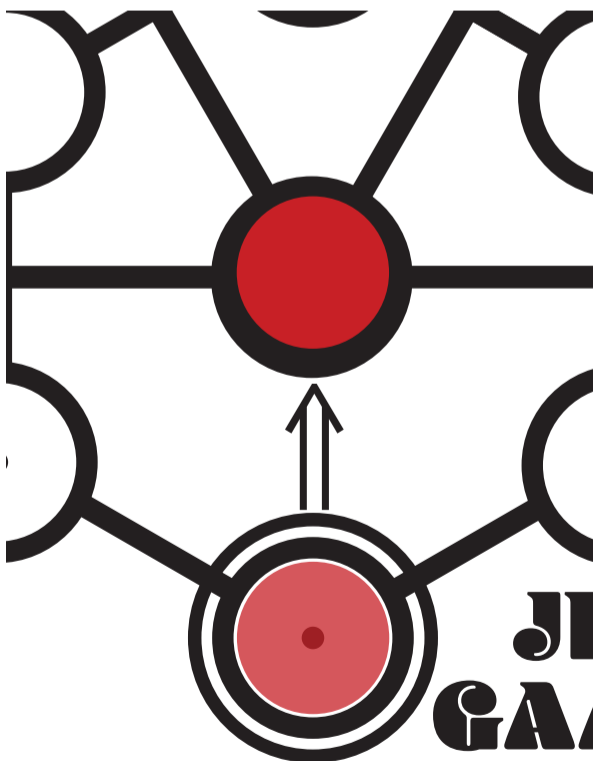
With additional dark-web tokens, eight can sequester an area of ten light-web tokens. See Figure 10.

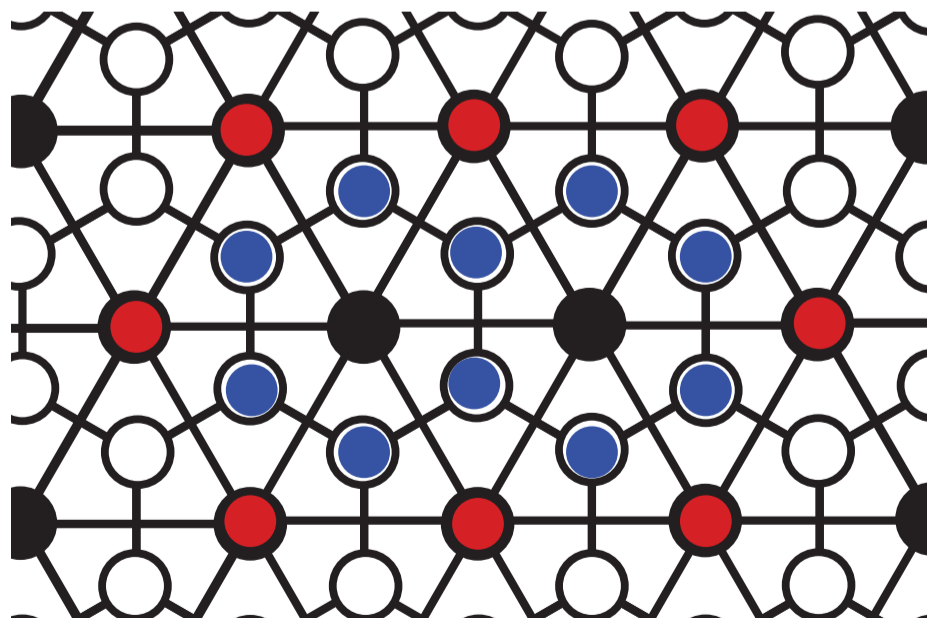Figure 9. Transform a light-web token into a dark-web token.

Figure 10. Additional dark-web tokens enable greater capture numbers.