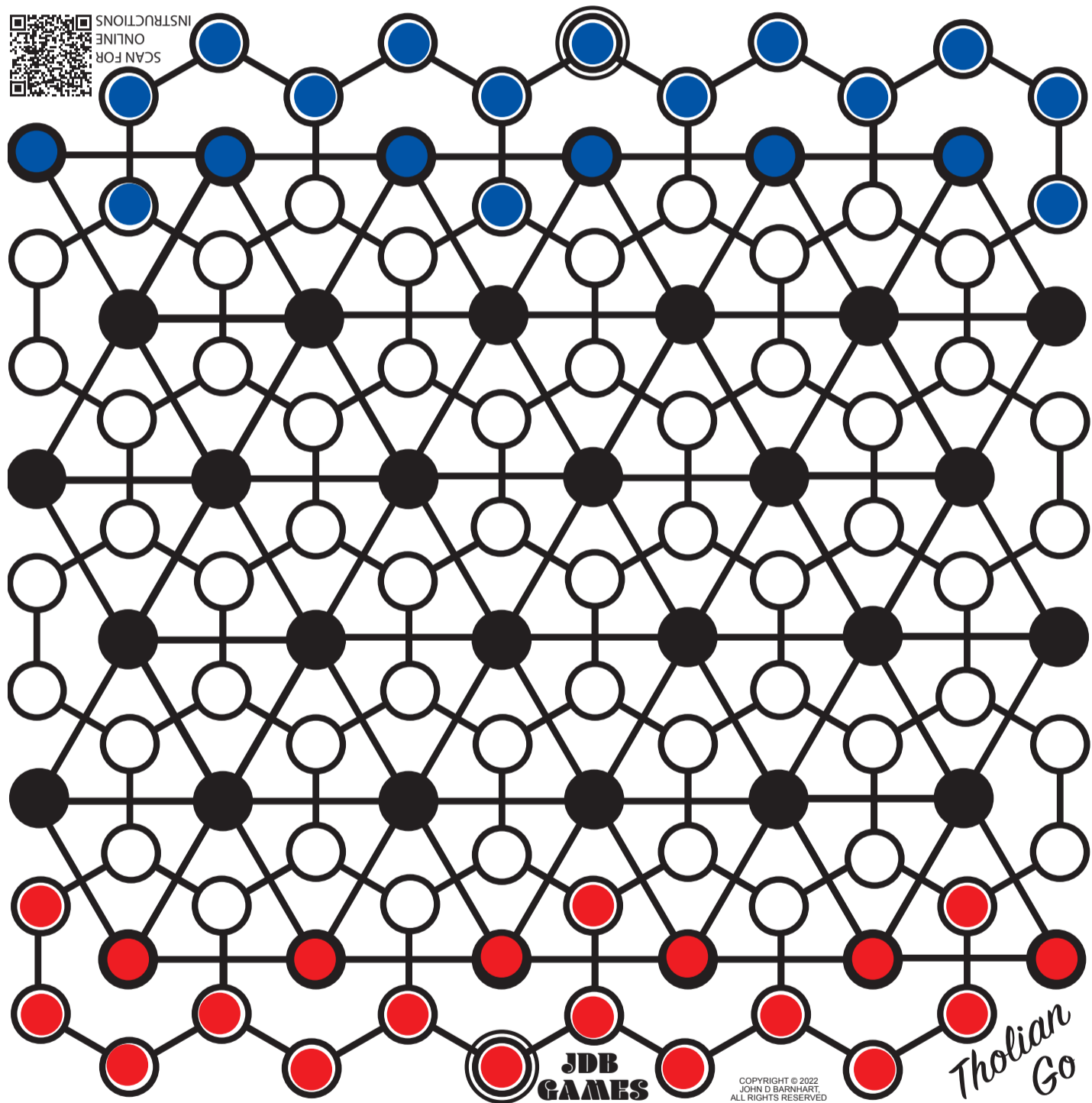


Tholian Go



For ages 8 and above. The above illustration shows starting token placement.

The Tholian Go Game Space

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 own web, but they interact with tokens on the other web in a certain way. Two tokens one path away from one another form a barrier to opposing tokens on the other web. As such, if an area containing opposing tokens is blocked-off in the other web, those opposing tokens within that sequestered area are removed. Most dark nodes require six light nodes covered around it to sequester it. Most light nodes require three dark nodes in a triangle around it to capture it. 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 rules.

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

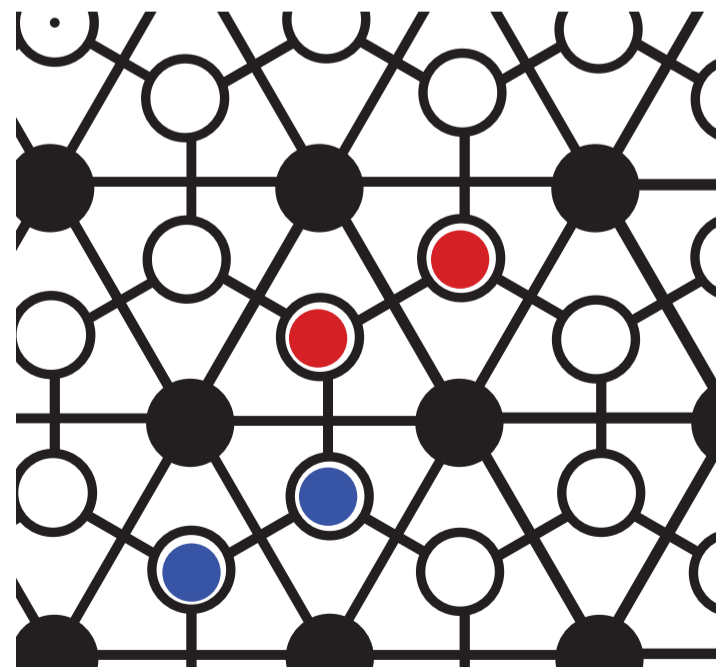


Figure 1. Starting position of a string.

longer string. Direct it where you want.

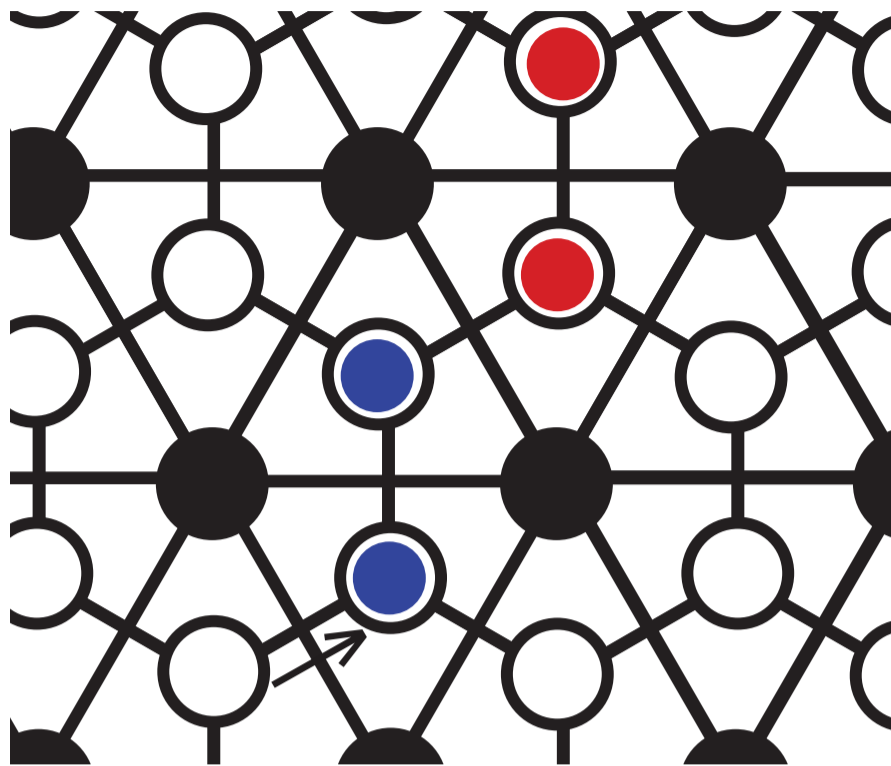


Figure 2. Move the whole string on one move.

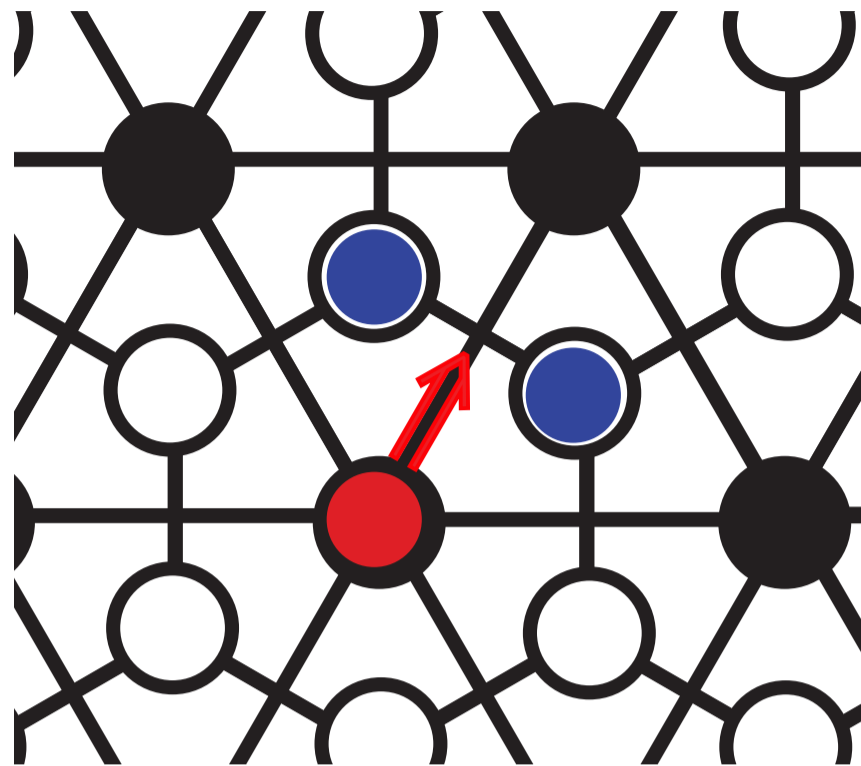


Figure 3. Dark web token's path is blocked.

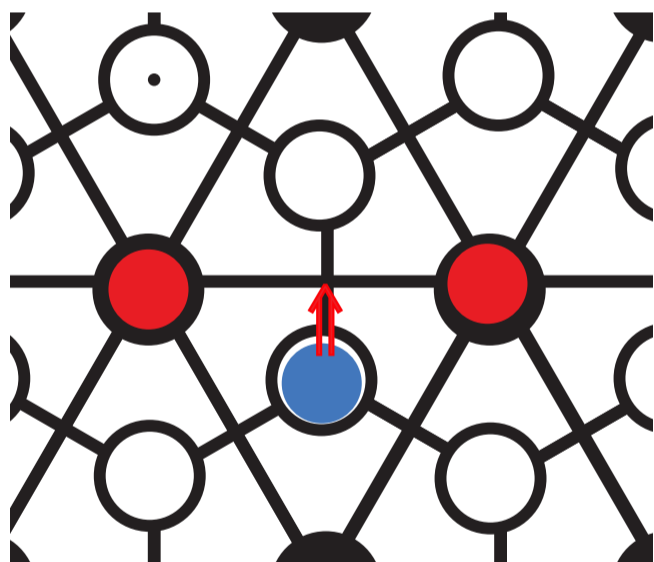


Figure 4. Light web token's path is blocked.

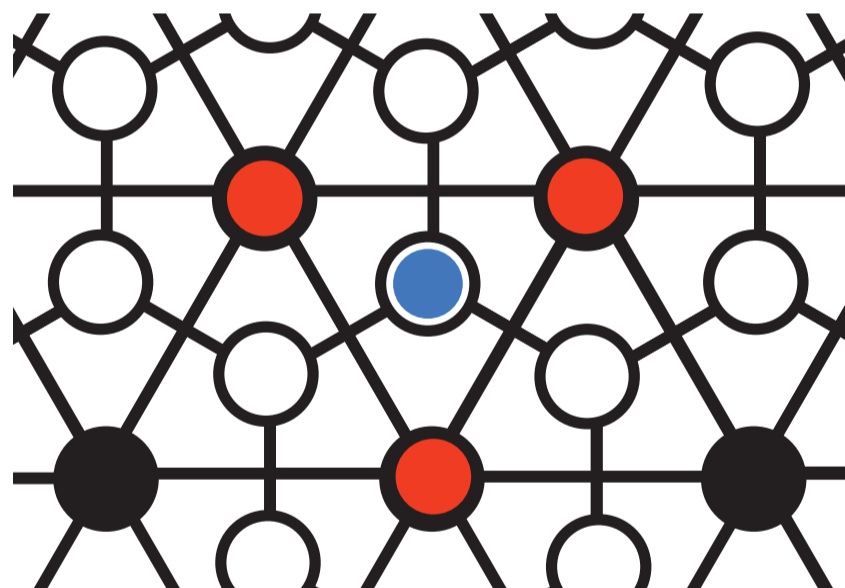


Figure 5. Surround a light-web token with dark-web tokens.

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

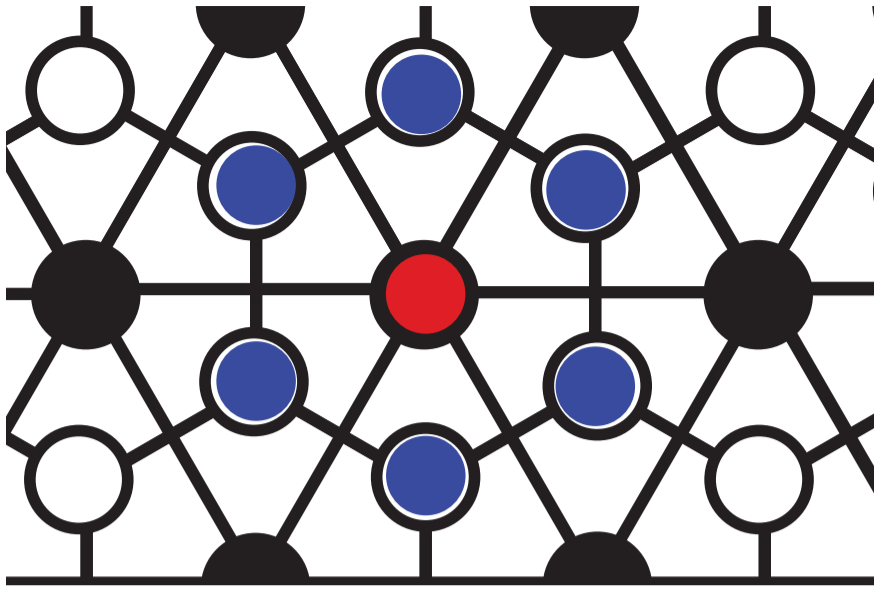


Figure 6. Surround a dark-web token with light-web tokens.

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 light-web tokens. See Figure 7.

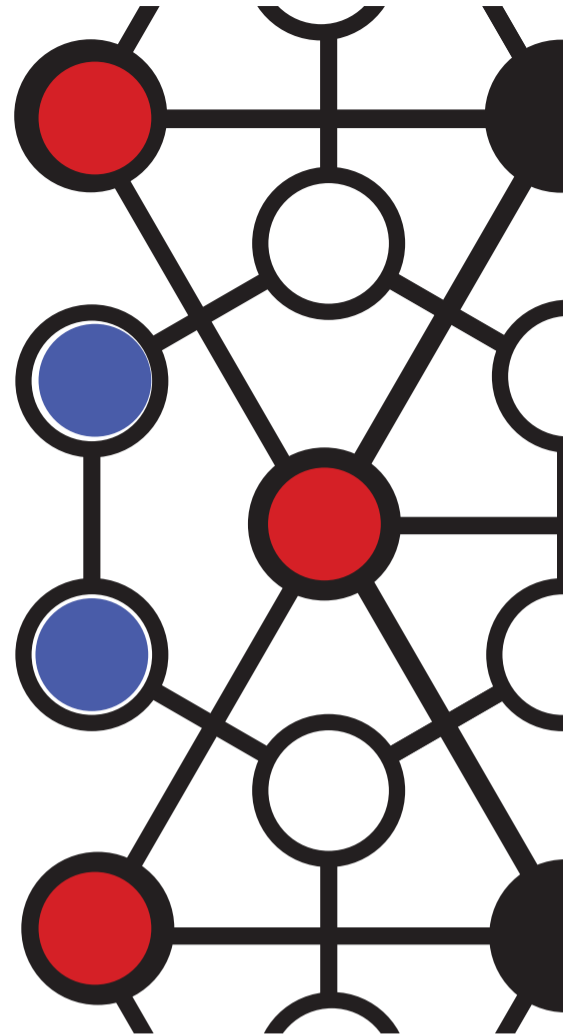


Figure 7. Use an edge and fewer tokens.

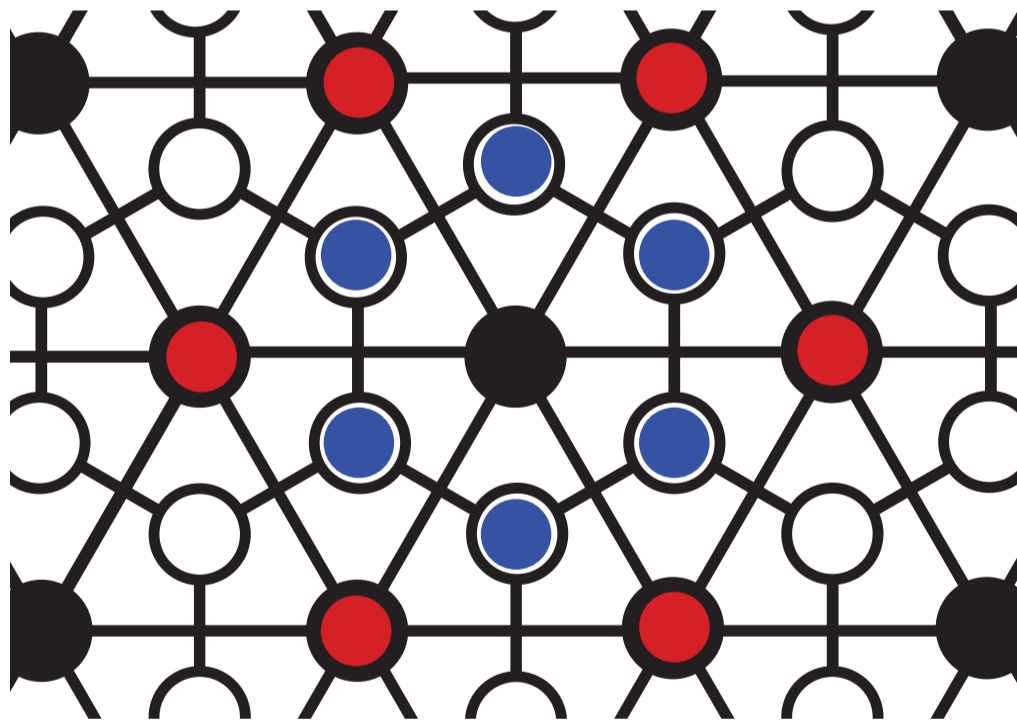


Figure 8. Sequester six light-web tokens with six dark-web tokens.

Conversely four light-web tokens can sequester a dark-web token using an edge. More tokens can take more opponent tokens. Sequester six light-web tokens with six dark-web tokens (see Figure 8), or five using an edge.

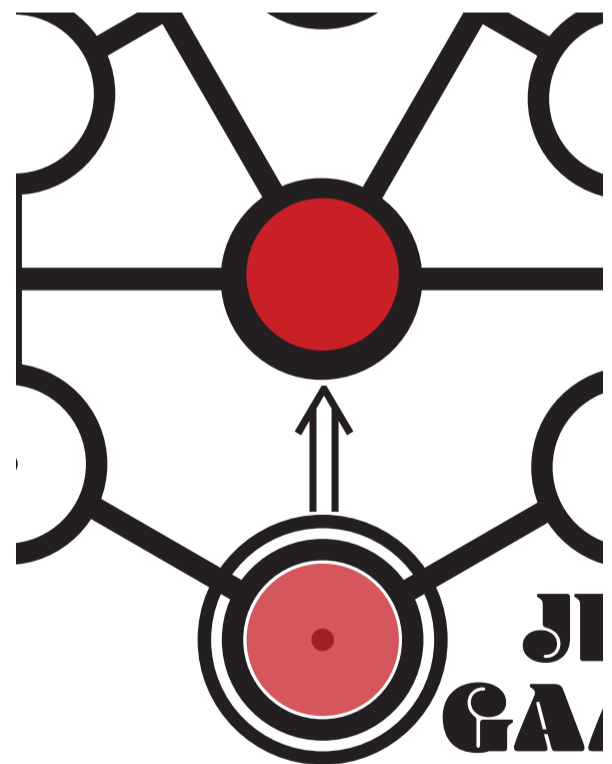


Figure 9. Transform a light-web token into a dark-web token.

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.

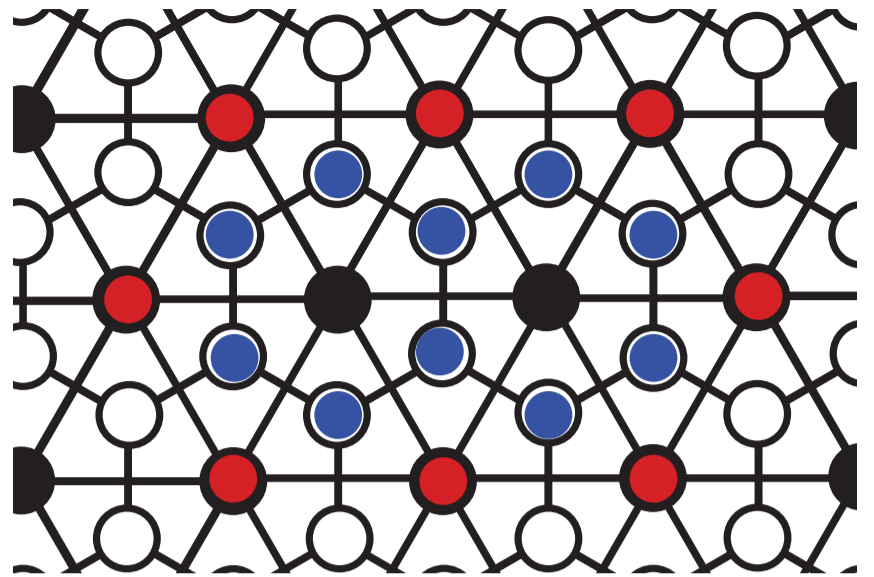


Figure 10. Additional dark-web tokens enable greater capture numbers.

More Games

Ultimate Tholian Go

The difference between this game and Tholian Go is that you alternate turns placing tokens on the game board for the first seven moves rather than using a starting configuration of tokens.

Goal

Capture your opponent's tokens. Leave your opponent with five or fewer white-web tokens or two or fewer dark-web tokens to win.

To Play

Phase One

Your first seven moves is spent placing tokens not the game board. Place one dark-web token and two light-web tokens per turn for the first six moves. On the seventh move you will place two light-web tokens and move a dark-web token. If during this phase you form a barrier around your opponent's tokens, you may remove them and they do not return to play.

Phase Two

Alternate turns moving one dark-web token and two light-web tokens per turn in an order. Mechanics of play are just like Tholian Go from this point on except you do not use the double-ringed transformation node.

Chain

Another game to play on the Tholian Go game board is a connection game.

Goal

Be first to create an unbroken chain of fourteen light-web tokens from one end of the game board the other. Possible endpoints are the five nodes at each end of the game board.

To Play

Set up the game board as you do the original game- on the dotted nodes.

Alternate turns making two light-web token moves and one dark-web token move per turn (as in the original game). Push strings as in the original game (see Figures 1 & 2). Tokens form barriers as in the original game (see Figures 3 & 4).

There are no capturing moves, so moves should be to either form a chain or block your opponent from creating a chain.

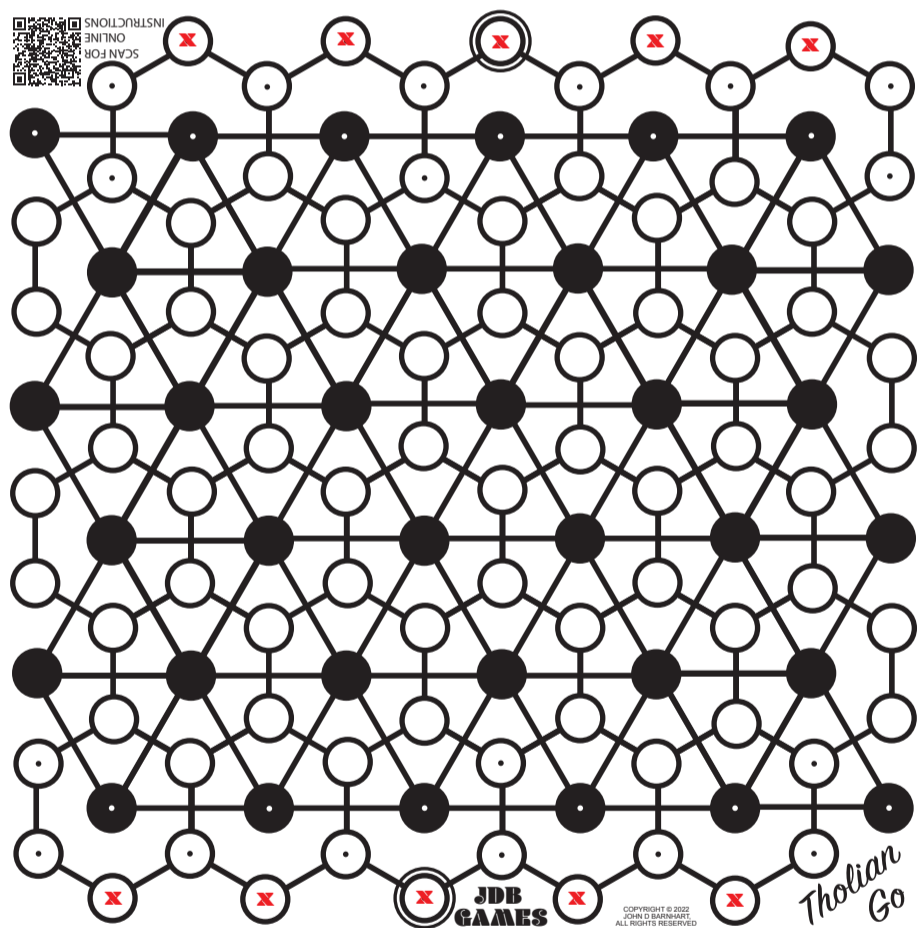


Figure 11. Red Xs show the five possible endpoints on each end of the game board.

Tholian Football

This game uses the same types of moves, blocking, and token setup as the original game Tholian Go. The goal is different- you need to be the first to score a goal.

Goal

Be the first to get one of your light-web tokens to the double-ringed node on your opponent's side. Call that a touchdown. You only need one to win.

To Play

Set your tokens up on the dotted nodes in the light and dark webs on your side of the game board. Alternate turns making moves as in [Tholian Go](#). Make two moves for a light-web token or string, and one move for a dark-web token or string per turn. See Figures 1 & 2.

Use capture moves to take opponent's tokens out of the game (see Figures 5 & 6) and block paths as in Figures 3 & 4. Defend your double-ringed node while trying to reach your opponent's double-ringed node first to win. Touchdown!

Tholi Go Lucky

Goal

Capture your opponent's tokens as in the game [Tholian Go](#).

To Play

First use the [Tholian Go Placement Dice](#) on the [JDB Games website](#) to place six dark-web tokens and fourteen light-web tokens each. Then move, block, and capture opponent's tokens as in the original game [Tholian Go](#). Decide whether or not to use the double-ringed nodes as token web-transformation nodes before the game. See Figure 9.

Refer to the [section on game space notation](#) to know how to use the placement dice.

Oracle Go

This game is played like [Tholian Go](#)- except these superstitious Tholians ask the Oracle to give them the axes for each of their moves via the [Tholian Go Movement Dice](#).

Goal

Capture your opponent's tokens. Refer to the [goal for Tholian Go](#).

To Play

Alternate turns rolling the movement dice on the website and using the result to determine the axis of movement for each of your moves. Dark web moves are along one of the axes a , b , or c . Light web moves are along one of the axes x , y , or z . See Figure 14. In moving a string determine the initial token movement according to the roll. Blocking, capturing, and token transformation all go according to the play rules for Tholian Go.

Scrimmage

This game only uses seven tokens each.

Goal

First player to get to get a token to the opponent's double-circled node wins.

To Play

First set your tokens on your choice of your dotted nodes to start. Each player uses two dark-web tokens and five light-web tokens. Use moving strings and blocking as in Tholian Go.

Lucky Scrimmage

For a different related game use the Tholian Go Movement Dice on the JDB Games website to add an element of chance. Play the game Scrimmage above but alternate turns rolling the movement dice and moving according to the axes rolled. Learn more about moving along axes in the section Axes of Movement.

Create Your Own Games

There are many different ways to create your own game to play on the Tholian Go game board. Share them on the JDB Games website. Some ideas are below.

String Push Limit

Create a rule: to push a string of multiple opponent's tokens, you must use a string of your own tokens of the same number or more.

Expand Game Space

Combining game boards and tokens gives you larger play areas and changes the strategy. Put two games side by side or end on end, or four in a square, treat the QR-code and the word "Go" at the middle top and bottom as nodes to bind the boards. Fold the edges of the game board to get a configuration as shown in Figure 12.

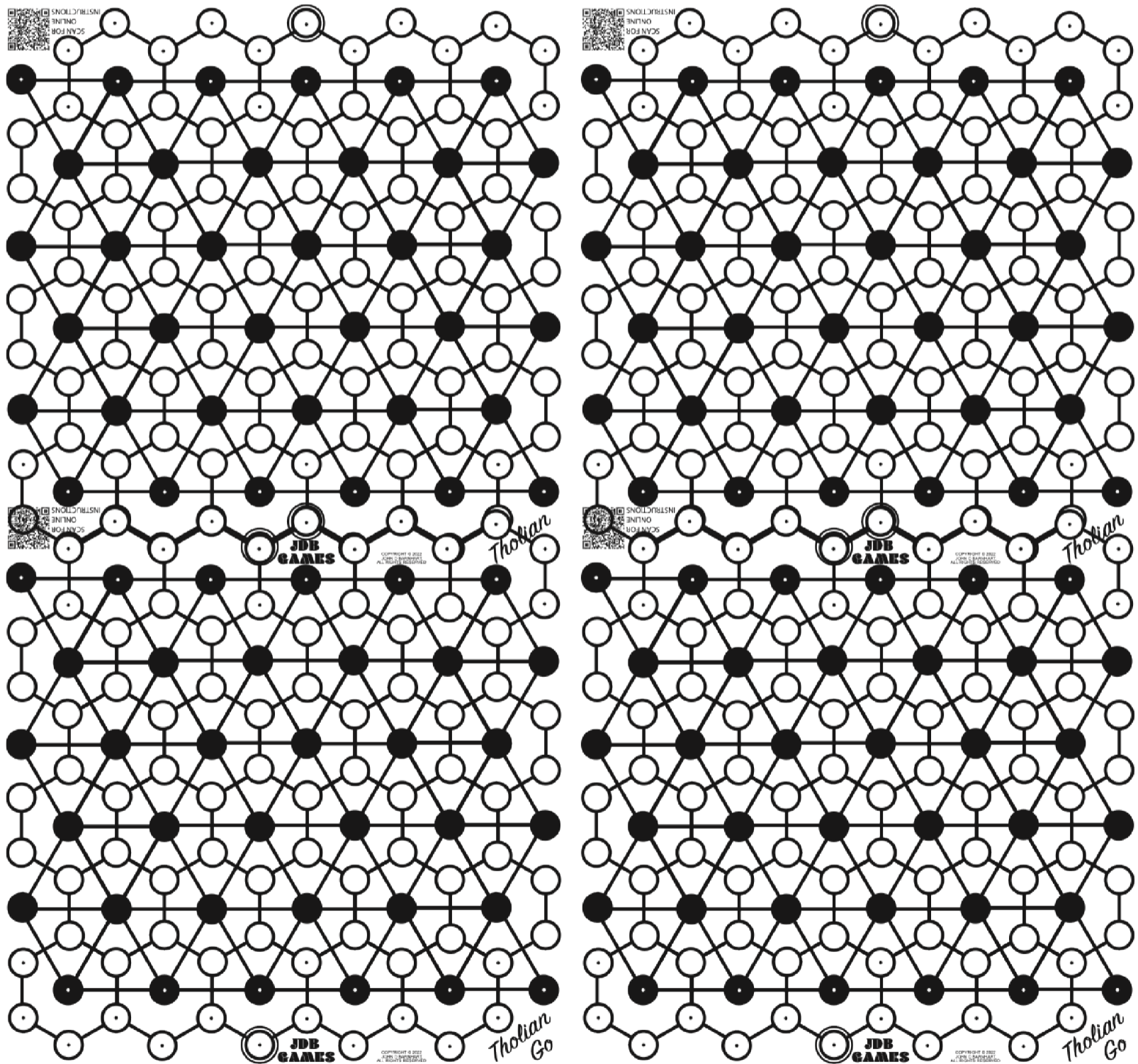


Figure 12. A four-game-board game space expansion.

Periodic Space

Consider the left edge nodes as continuing right hand nodes and vice versa. Just like the game boards can be extended by placing the left edge of one against the right edge of another, consider the left-right dimension continuous on one game board. In periodic space an edge doesn't exist so to capture space along an edge you must surround it using nodes near the opposite edge. See Figure 13. To complete the web consider the "Go" in the game name and the QR-code as white nodes. This effectively changes the playing surface to a cylinder.

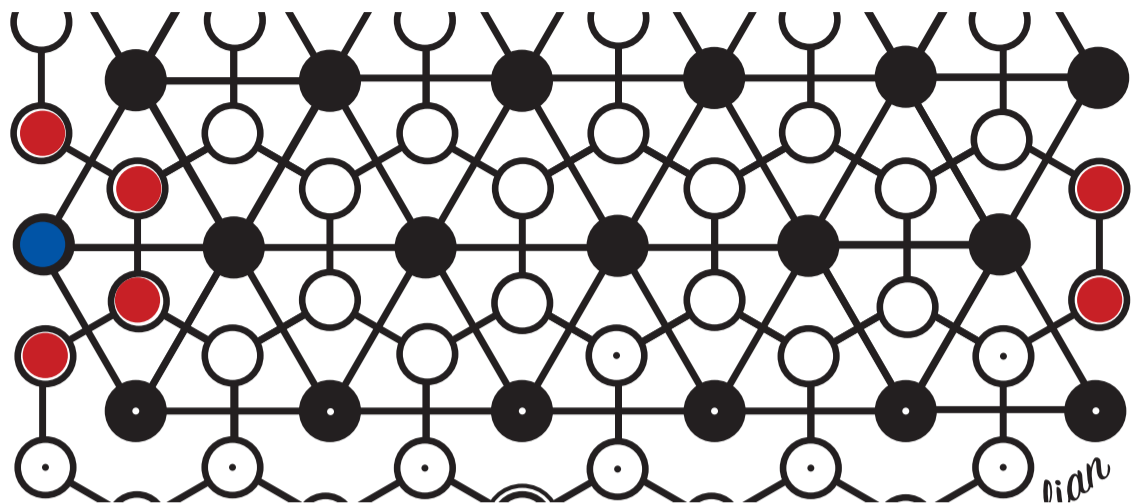


Figure 13. In periodic space, to surround the dark-web token on the left edge of the game board you must complete the barrier with two tokens at the right edge of the game board.

Axes of Movement

There are six axes, three per web. It can be challenging remembering which is which. Print out Figure 14 and set it near the game board as a reference.

Use the [Tholian Go Movement Dice](#) (on the JDB Games website) to determine the axis of movement to use for moves. Each web has three axes to move on. In the dark web label the axes a , b , and c . In the light web label them x , y , and z . See Figure 14. Any moves parallel to an axis are considered moves of that axis. From a node on the dark web different directions of movement along the three axes a , b , and c are possible on most nodes. On a light-web node only one move along each of its axes (x , y , and z) is possible, and the direction of movement along each

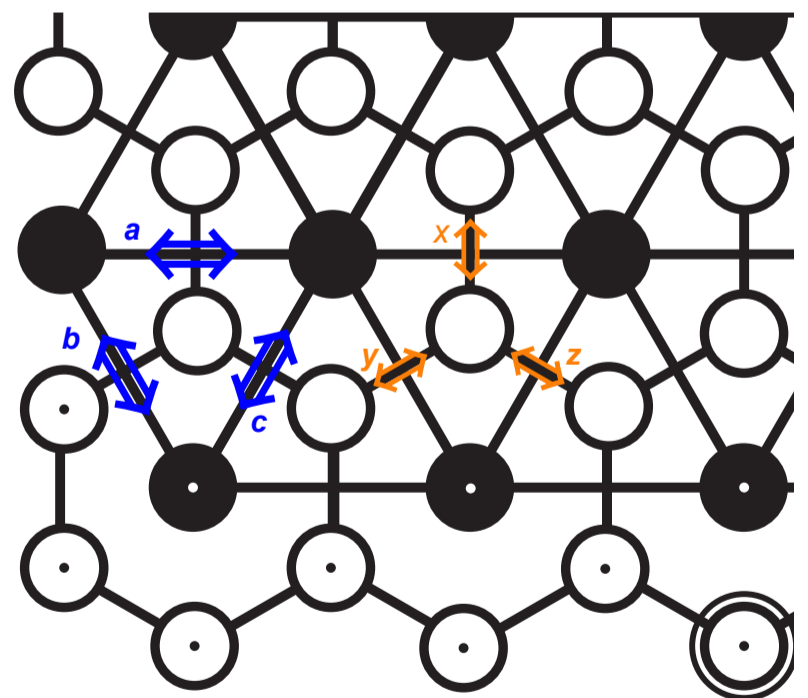


Figure 14. The axes of movement for the dark and light webs.

axis differs from node to node. The movement dice give you one dark-web axis, and two light-web axes to correspond with a player's moves per turn. When moving a string use the direction of the initial token as the direction, the end token of a string may move on a different axis.

Chance Operations

On the JDB Games website there are virtual dice to select token movement parameters, and to select starting token placement.

Add chance operations to your games by employing these random selection dice. The [movement dice are here](#), and the [placement dice are here](#).

Game Space Notation

To have a system of coordinates to describe individual nodes use two cartesian coordinate systems, one for each web.

Dark Web Notation

Starting at the lowest-leftmost dark-web node and refer to that coordinate as $D(1, 1)$. Up from there along the leftmost edge of the web you have $D(1, 2)$, $D(1, 3)$, ... , $D(1, 6)$. To the right of $D(1, 1)$ you have $D(2, 1)$, $D(3, 1)$, ... , $D(6, 1)$. We refer to the horizontal dimension as the x-axis, and the vertical dimension as the y-axis. Each coordinate must have the form $D(x, y)$ where x is the column and y is the row from the origin.

Light Web Notation

Similar to the Dark-web notation, use the lowest leftmost node in the light web as the origin: $L(1, 1)$. Notice that rows 1 and 7 have eleven nodes and the other rows have 12, and row 7 has its members offset from the other rows.

Notation for a string of tokens uses the web designation first then R or B for red or blue. An example of a dark web string is: $D(R(1,3), B(2, 3), B(3, 3))$. That describes a string of one red and two blue tokens on the first, second, and third nodes of row three.