nestorgames

# taiji

A strategy board game for 2 players designed by **Néstor Romeral Andrés**.

## INTRODUCTION

**TAIJI** is a Chinese term that means 'Great Duality'. **TAIJI** represents the fight of Good vs. Evil, Light vs. Darkness, YIN vs. YANG. But YIN and YANG are indivisible! That's why both players use the same indivisible "dual" pieces. This piece is called **TAIJITU**.

The goal of the game is to get the highest score summing up the **largest shapes of connected squares of your colour** (1, 2 or 3, depending on the type of game) by placing TAIJITUS anywhere you want in the board, as long as there's a free space to do so. Be careful! Every time you put a TAIJITU you're playing both colours! So you might be helping your opponent!

## COMPONENTS

- A **TAIJI** board consisting of a grid of 11x11 squares.
- 60 rectangular pieces of 2 colours (TAIJITUS).

## SETUP

Determine the size of the game (7x7, 9x9, 11x11). The 7x7 game is played on the inner 7x7 square. The 9x9 game is played on the inner 7x7 square plus the surrounding light square. The 11x11 uses the whole board.

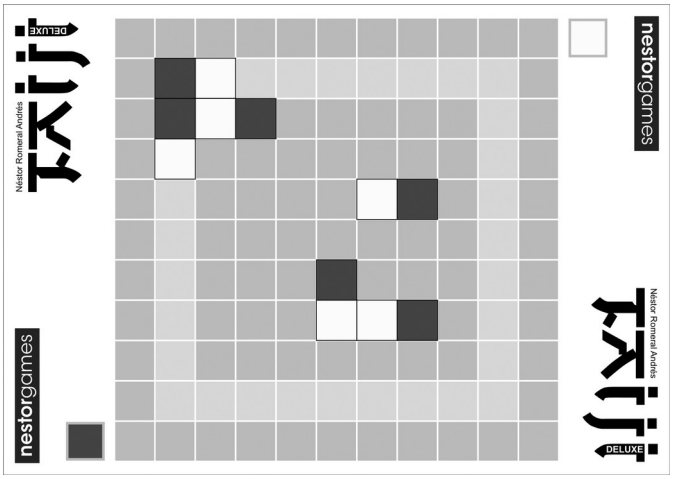
Determine the scoring type (1, 2 or 3 groups. See "game end"). I recommend using 1 group for the 7x7 game, 2 groups for the 9x9 game and 3 groups for the 11x11 game.

Player's colours (light/dark) are determined randomly.

"Light" player starts. The players take alternate turns during the game.

## HOW TO PLAY

On its turn, a player must place one TAIJITU on the board as long as there is a free space to do so. A TAIJITU can only be placed in a free space of 2 connected squares.



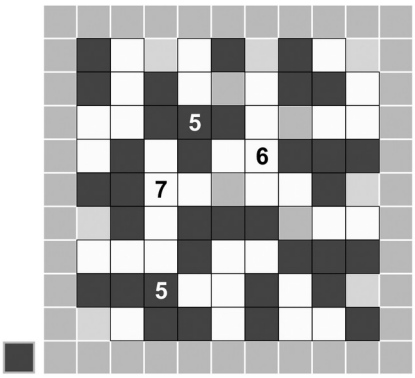

Example of a 9x9 game after 6 turns

## GAME END

The game ends when there's no free space to put a TAIJITU.

The player with the highest score wins the game. To get your score sum up the size of the **'n' largest groups** of your colour, with 'n' being the scoring type determined in the setup phase.

To determine the size of a group just count the squares that conform it. A square is considered to be connected to another square if it is horizontally or vertically adjacent (not diagonally). In case of a tie, the "**Dark"** player wins.




Example:

9x9 game.

Type = 2 groups.

Light wins (6+7=13 vs. 5+5=10)

**Tournament play:**

In a tournament, players must play twice, once with 'Light' and once with 'Dark'. Each player sums up its score playing "Light" and its score playing "Dark". The player with the highest total score wins the tournament.

## OMEGA SCORING VARIANT (ADVANCED)

Your score is calculated by multiplying the sizes of **all the groups** of your colour.

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