

TETHER

by Mark Steere

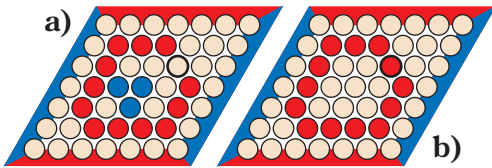


Fig. 1 - Red captures blue.

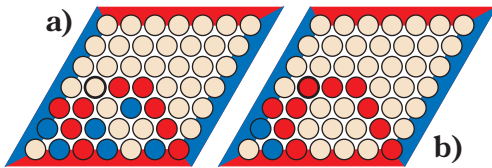


Fig. 2 - Red captures blue.

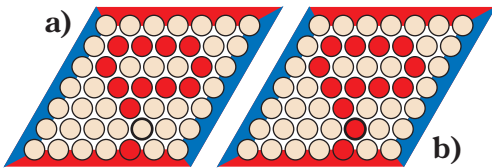


Fig. 3 - Red tethers his territory.

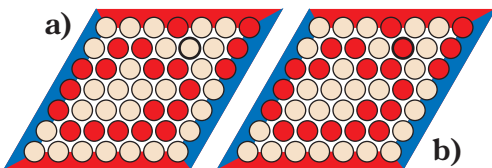


Fig. 4 - Red wins.

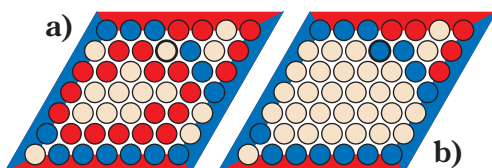


Fig. 5 - Blue wins.

INTRODUCTION Tether is a two player game played on an odd sized rhombus, as shown in the figures. The four sides are alternately colored red and blue. The board starts out empty. The board would normally be much larger than the one shown in the figures. Draws cannot occur in Tether. Mark Steere designed Tether in December, 2009.

STONE PLACEMENT The two players, Red and Blue, take turns adding stones of their own color to the board, one stone per turn. Red makes the first placement of the game. Each player will always have a placement available on his turn and must make one.

Players cannot place stones in surrounded territory. For example, in Figure 1b, neither Red nor Blue would be allowed to place stones within the red loop.

CAPTURING You capture your opponent's stones by forming a loop around them - a loop comprised only of your stones, or of your stones and sides of your color.

In Figure 1 Red captures three blue stones by forming a loop of red stones around them.

In Figure 2 Red captures four blue stones by forming a loop around them comprised of red stones and part of a red side.

Captured stones are returned to their owner.

TETHERING In order to claim territory in Tether your stones must be "tethered". That is, they must be connected to at least one of your sides by stones of your color.

In Figure 3 Red tethers one of his groups to a red side. By doing so Red claims all of the cells occupied by and surrounded by that group.

OBJECT OF THE GAME The object is to claim the most territory.

In Figure 4 Red wins by claiming a majority of the board cells.

In Figure 5 Blue wins by claiming a majority.

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