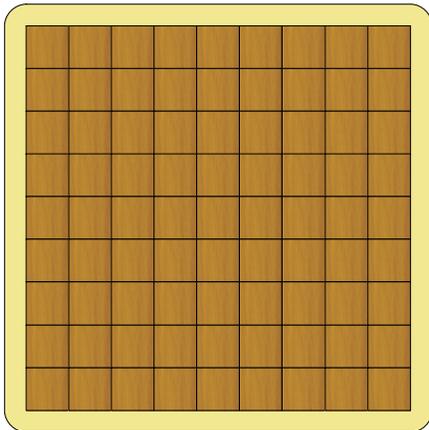


# Taiji

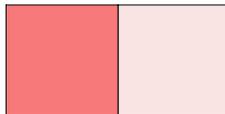
*A Blue Panther Game by Néstor Romeral Andrés*

Taiji is the Chinese term for “great duality”, often thought of as Light versus Dark or Yin versus Yang. These indivisible, dual sides of nature are represented by playing pieces known as Taijitu.

## *Components*



*1 Gameboard (9x9 grid)*



*40 x Taijitu (playing pieces)*

## *Setup*

Place the gameboard between the players. Place all the Taijitu close to the board. Taiji is played in matches (two games). In the first game of the match one player will choose light and the other dark. In the second game of the match, players will reverse colors.

## *Playing the game*

Light player moves first. Each turn you may place one Taijitu anywhere on the board subject to the following rules:

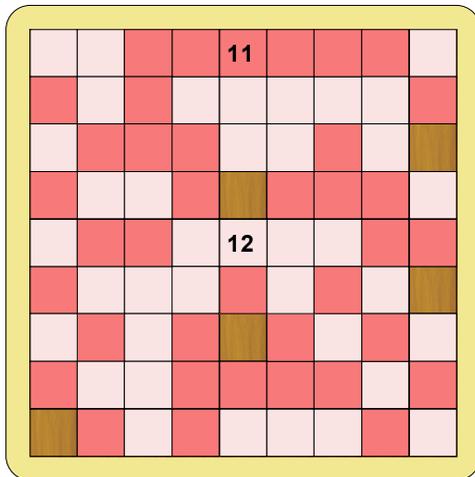
- 1) There are two adjacent open spaces on the board for the Taijitu to occupy.
- 2) A Taijitu may not “overhang” the edge of the board.
- 3) No portion of a Taijitu may overlap another Taijitu

Play alternates between light and dark until there are no open spaces left to place a Taijitu, then the game ends.

### Winning

One point is scored for each Taijitu in each player's largest connected area at the end of each game. Connections are horizontal or vertical only, not diagonal. The player with the highest score after two games (the match) is the winner. In the case of ties, the player who played Dark in the second game wins.

In the example below, the largest connected area for the Dark player is 11 Taijitu located near the top of the board. The largest connected area for the Light player is 12 Taijitu, located near the middle of the board.



### Advanced Game

For a more strategic challenge, score the TWO largest connected areas at the end of each game of the match. All other rules remain the same.

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