TRIVOR

by Mark Steere

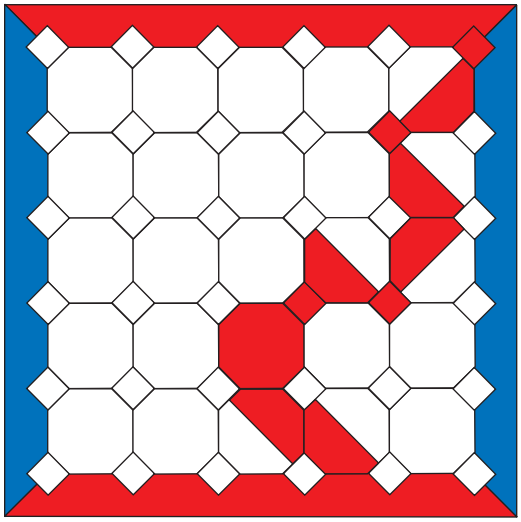

Figure 1 - Red wins.

INTRODUCTION Trivor is a two player game. The square board would typically be larger than the one shown in Figure 1, with an array of at least 49 octagons (7x7) and associated diamonds. Half octagon tokens can be placed in four ways: in the upper left, upper right, lower left, or lower right of an octagonal cell. There are also diamond shaped tokens.

Trivor is an acronym for **TRI**valent, **V**ariable **OR**ientation cell division. Draws cannot occur in Trivor. Mark Steere designed Trivor in December, 2012.

PLAY The two players, Red and Blue, place one token per turn onto an initially empty board, starting with Red. They either place a diamond token onto an unoccupied diamond cell, or a half octagon token onto an unoccupied portion of an octagonal cell. Half octagon tokens may not be placed to overlap onto existing, onboard tokens of either color. Passing is not allowed.

OBJECT OF THE GAME To win you must form a path of your own color connecting the two borders of your color.

In Figure 1, Red has won. Blue tokens and extraneous red tokens have been ommitted from the diagram for clarity.

PIE RULE Trivor makes use of the pie rule for balance. After Red's first move, Blue has the option of switching colors with Red and claiming Red's first move as his own. The player formerly known as Red is now Blue. Blue places a blue token, and the two players take turns making placements thereafter.

AUTHOR'S NOTE Feel free to publish this rule sheet, and to program the game of Trivor for online or offline play. There is no licensing fee, and no 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.

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