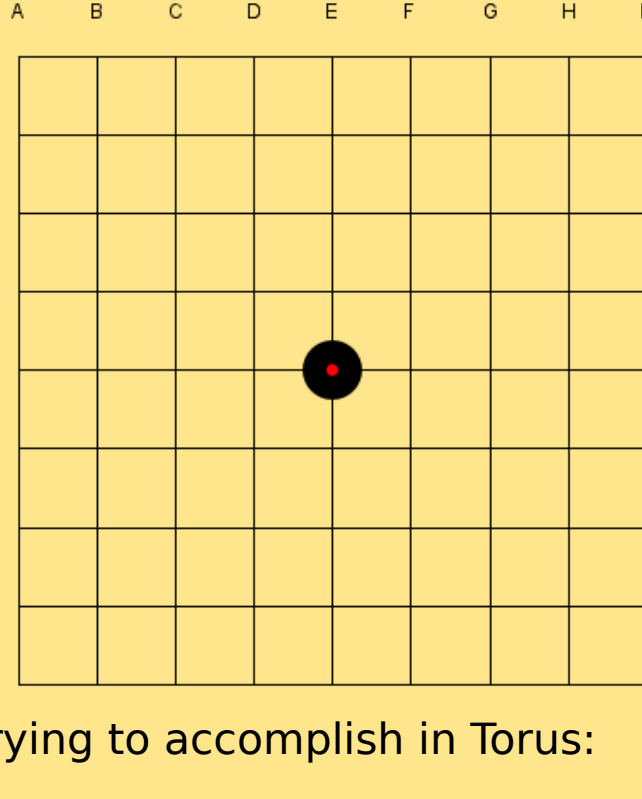


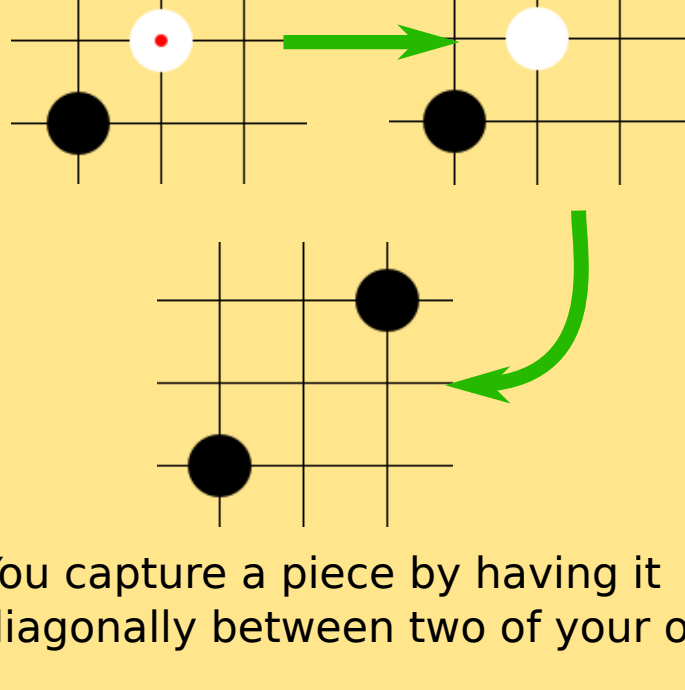
# The Complete Rules of Torus

Torus is a board game played by two players who take turns placing stones of their color (black or white) on the board. The board is a 9x9 grid. Like in Go, you play on the intersections, and black goes first.



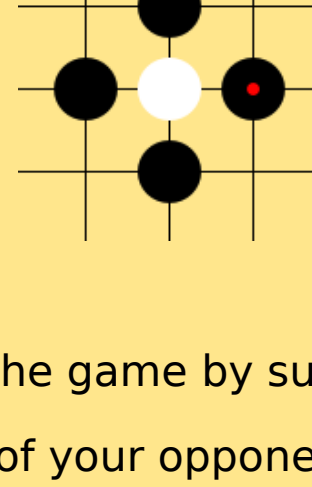
There are two basic things you are trying to accomplish in Torus:

## Capturing



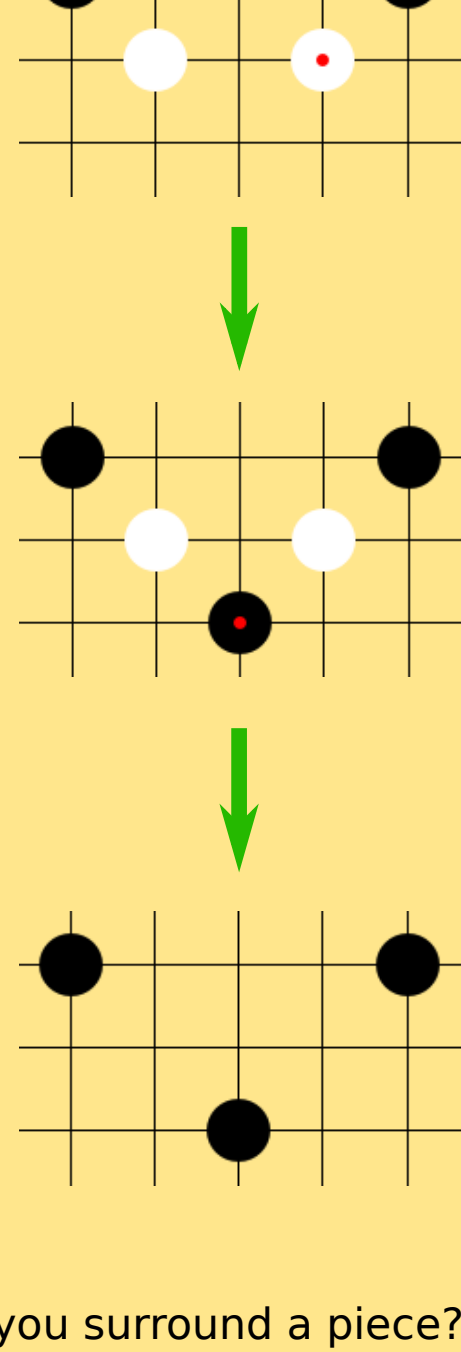
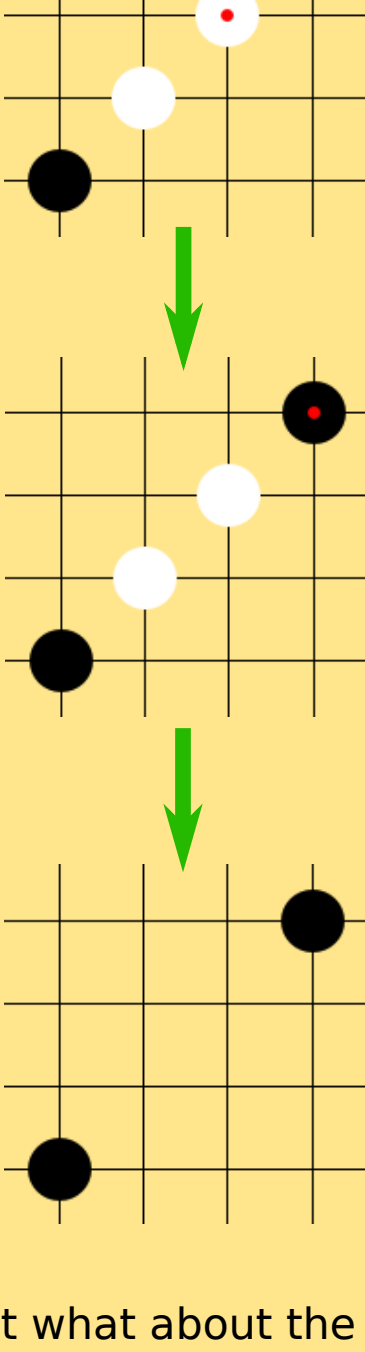
You capture a piece by having it diagonally between two of your own.

## Winning

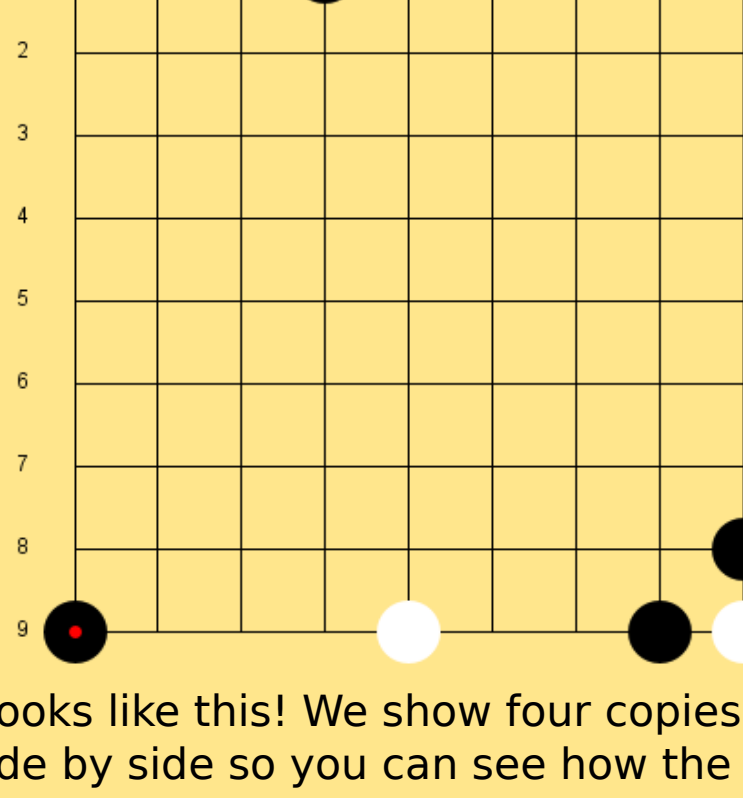


You win the game by surrounding any one of your opponents pieces on the top, bottom, left, and right by your own pieces.

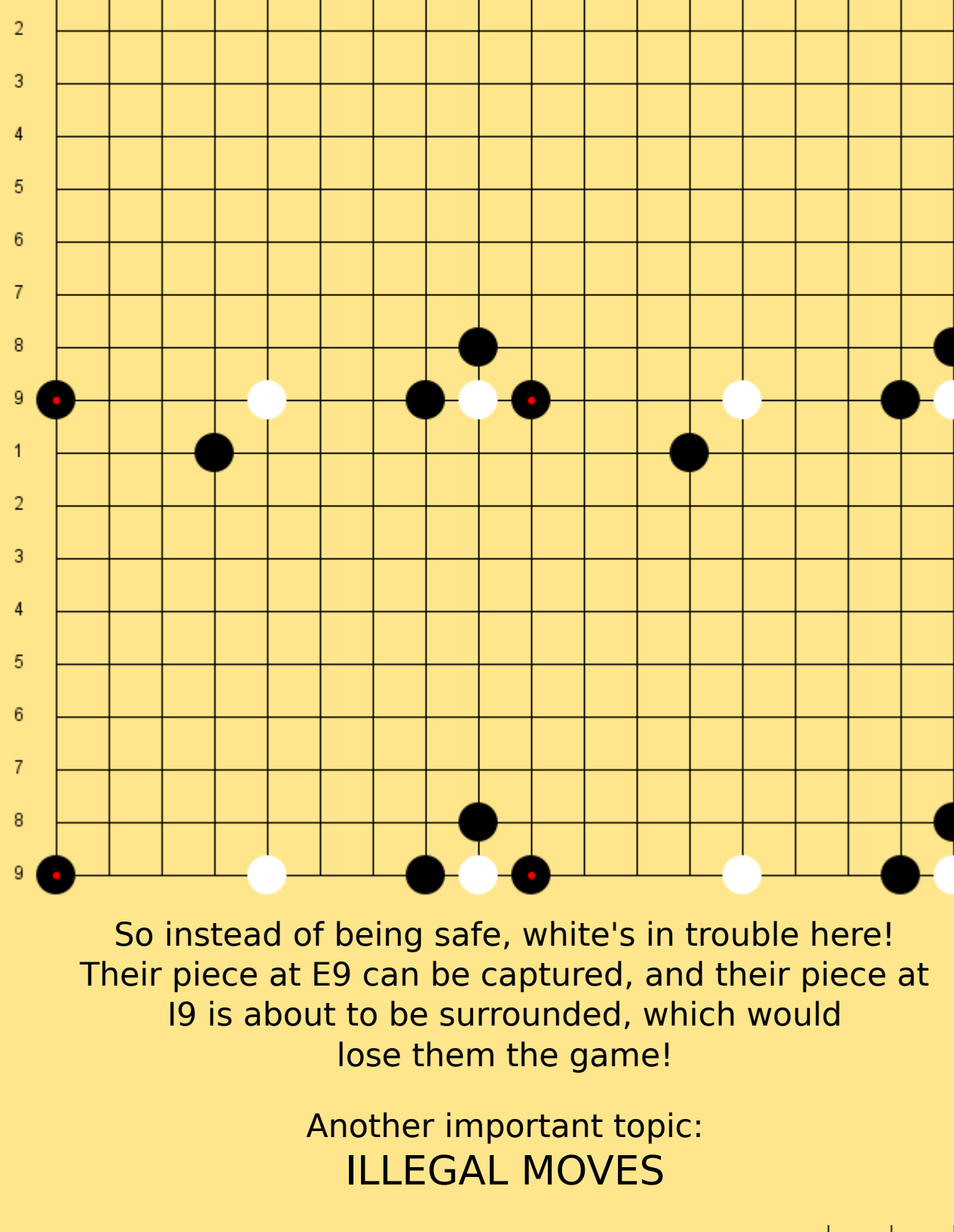
You can also capture multiple pieces at once, and even in multiple directions at once:



But what about the edges? How can you surround a piece? Well, in Torus, you don't have to worry about that- there is no edge! So a board that looks like this:



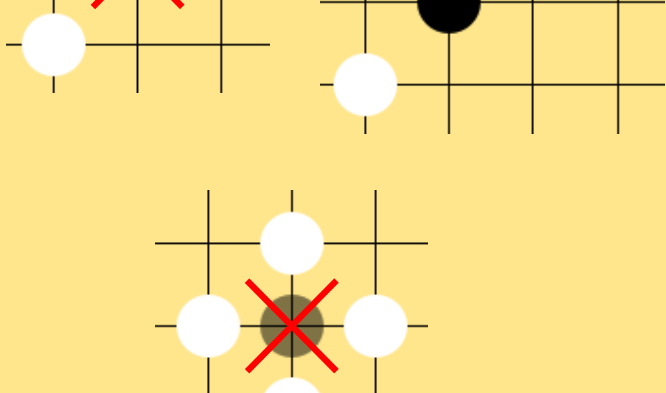
Actually looks like this! We show four copies of the board layed out side by side so you can see how the edges interact:



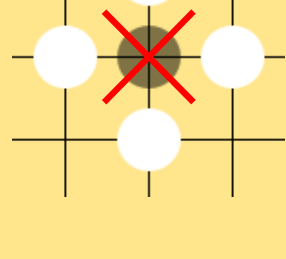
So instead of being safe, white's in trouble here! Their piece at E9 can be captured, and their piece at I9 is about to be surrounded, which would lose them the game!

## Another important topic: ILLEGAL MOVES

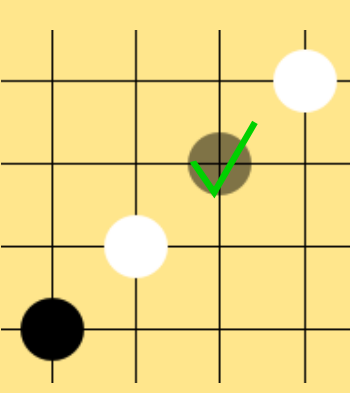
The short version is, you can't play a stone where it would be captured...



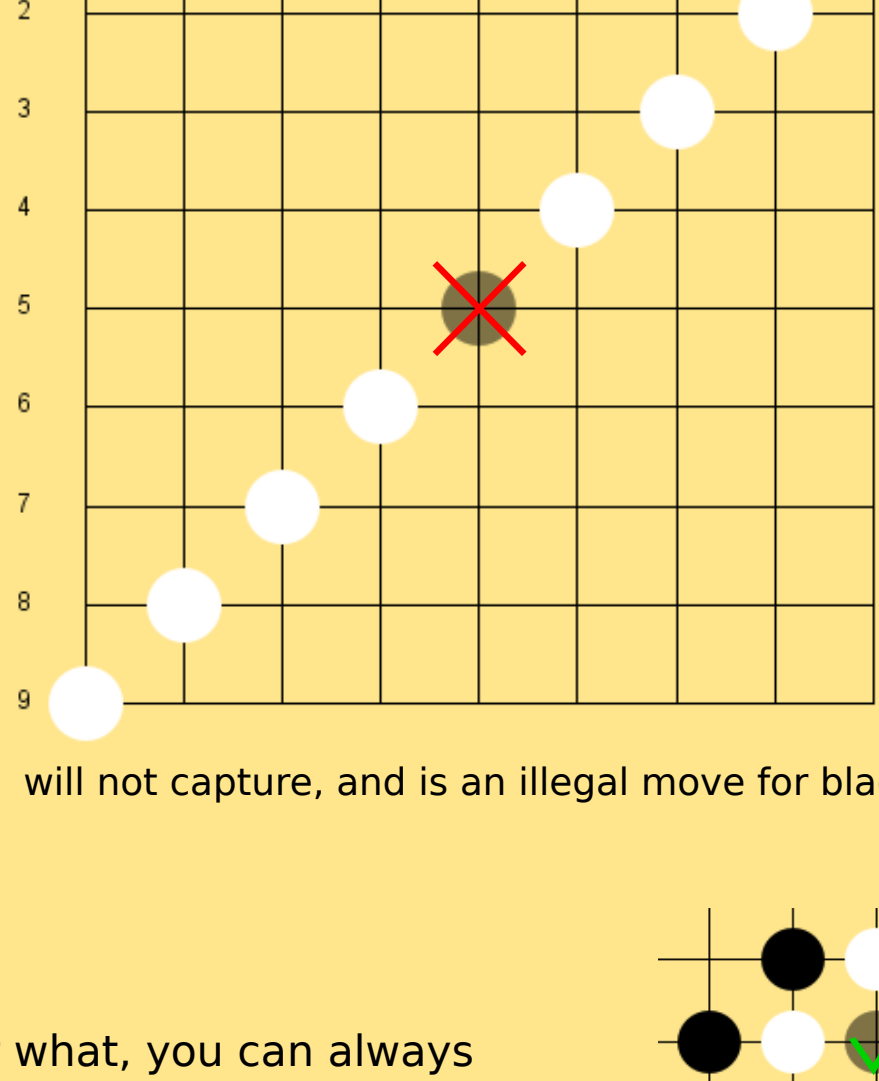
Nor where your opponent would win:



However, you CAN play into a capture if your OWN capture would cause the resulting board to not be illegal:

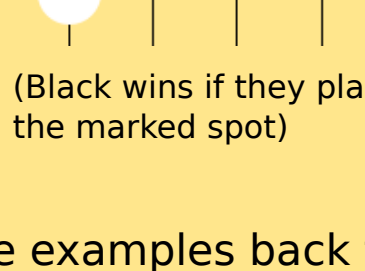


Note: you can only perform a capture with two pieces. So this:



will not capture, and is an illegal move for black.

And, no matter what, you can always play the last piece to win the game:

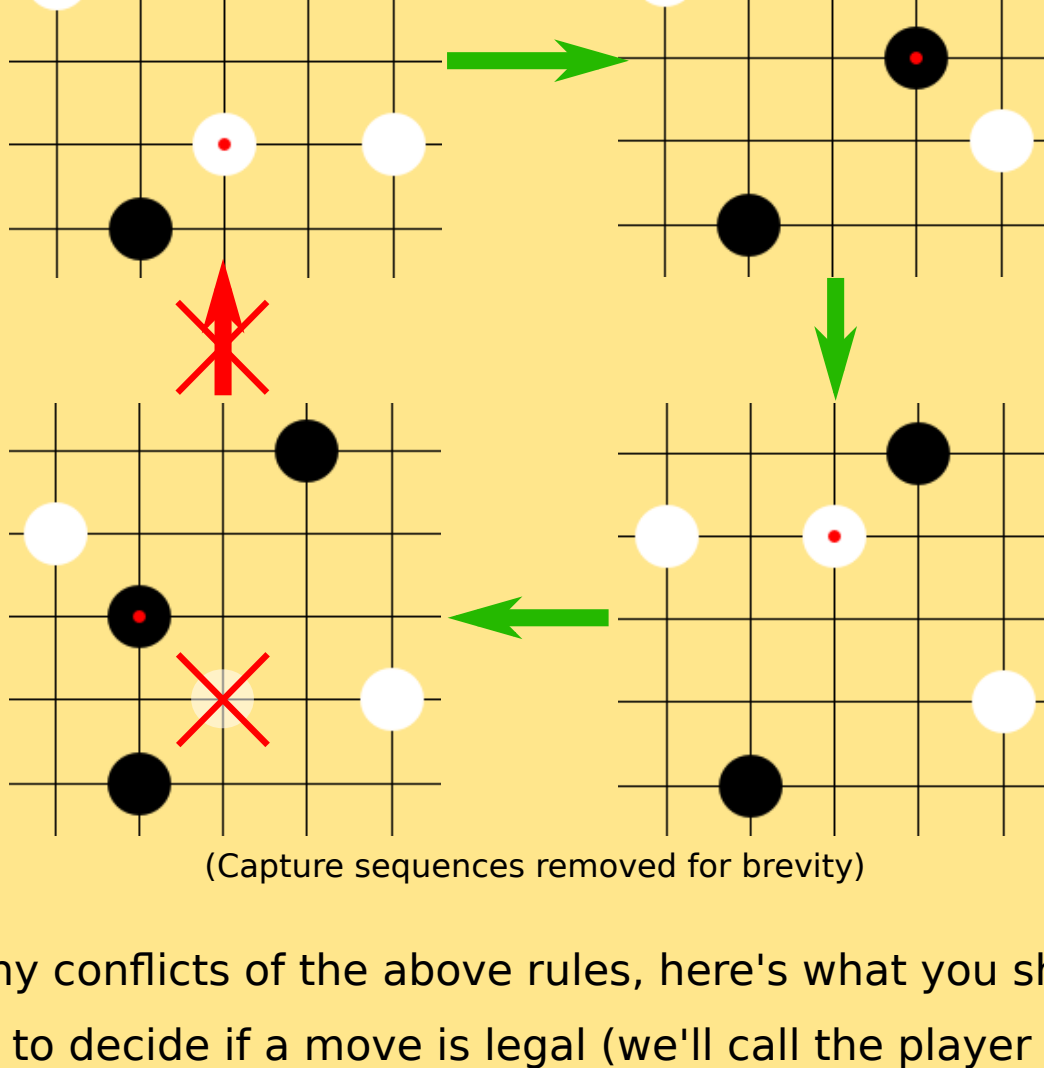
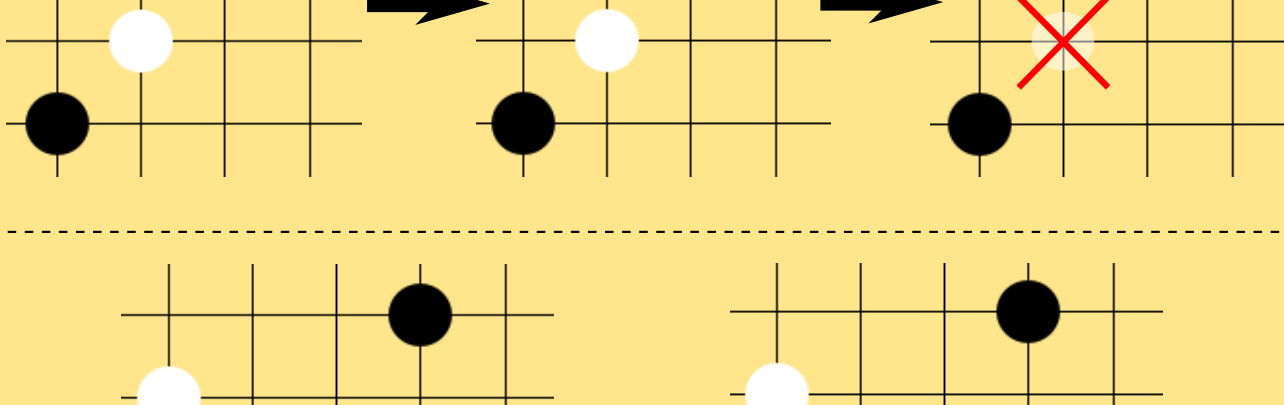


(Black wins if they play the marked spot)

Finally, you may have noticed a couple examples back that it looks like white can just capture right back. To avoid this, there's the no repeats rule:

"You may never perform a move such that the result would create a board state that has already existed that game."

or, more simply: NO LOOPS



(Capture sequences removed for brevity)

To resolve any conflicts of the above rules, here's what you should do step by step to decide if a move is legal (we'll call the player who made the move the "active" player, and the other the "passive"):

- 1) Does this move cause the active player to be in a winning position?  
If so, they win!
- 2) Does this move cause the passive player to be in a winning position?  
If so, it's illegal! Reset the board.
- 3) Does this move cause the active player to capture any passive player's stones?  
If so, perform those captures.
- 4) Does this move cause the passive player to capture any active player's stones?  
If so, it's illegal! Reset the board.
- 5) Does this move recreate a board state that's already happened this game?  
If so, it's illegal! Reset the board.
- 6) Otherwise, it's legal, continue with the game.

## One final note:

There is one other way to win the game: if you make it so that your opponent has no legal moves on their turn, then you win. This will probably never happen in a normal game- you would both have to be trying for it!

**And that's the full rules of Torus! Enjoy the game!**