

# Thoughtwave

## 1. What the game is about.

*Thoughtwave* is a very simple idea, but like many of the classic two player games it is capable of infinite variation and tactical invention.

Two players compete to be the first to link opposite sides of an open grid of squares. The link is a *Thoughtwave*, which each player lays down with up to 24 pieces of different types.

*Thoughtwave* is a battle of minds, and will be won by the player who:

1. Most efficiently counters attempts to turn his *Thoughtwave* of course.
2. Most ingeniously takes advantage of opportunities to frustrate his opponent.

## 2. Preparing to play.

Each player takes 24 pieces, either the red set or the black set. Each player will have pieces of five types:

2 'Crosses'

10 'Bends'

5 'Straights'

6 'Junctions'

1 'Terminator'

The pieces with the *Thoughtwaves* connecting two or more edges have straightforward uses in that other pieces can always link with them. The other piece each player has, however, connects one side only and is a terminating piece.

Only one other piece may link with the terminator.

Choose which two opposite sides of the board are yours, and which are the opponent's. The player with the red pieces takes the first turn.

## 3. Moving.

Each player in turn places down one piece in an empty square on the board.

**A piece once played belongs to either player. It may be used thereafter to**

carry both players' *Thoughtwaves*.

You may place a piece anywhere on the board you wish. However, if you lay a piece next to another, any *Thoughtwaves* on touching edges must link up. Similarly, blank edges on one piece must touch blank edges on other pieces if pieces are touching.

#### 4. Illegal Moves.

A piece played may not be moved subsequently, unless it is discovered to have been illegally placed (e.g. a blank edge of one piece is touching the *Thoughtwave* of another). In this case, the piece is removed from the game and takes no further part.

The player who placed the illegal piece misses one turn immediately.

#### 5. Winning.

The first player to get his *Thoughtwave* linking his two opposite sides of the board wins the game. The winning *Thoughtwave* must precisely touch the outer edges of squares on opposite sides of the board. **These squares do not need to be directly opposite each one another.**

If the final move of a player connects all four sides of the board, thus completing both players' *Thoughtwaves*, the winning *Thoughtwave* is the one belonging to the player placing the final piece.

#### 6. Some hints on tactics.

Since each player has a terminating piece, any player who is too single minded in laying down his *Thoughtwave* will find his fate quickly sealed. It is wiser to lay down alternative routes, well spaced out, in order to keep open more than one option.

In this respect, those pieces with *Thoughtwaves* connecting three and four edges become increasingly useful as the game progresses.

Similarly the blank edges of the pieces are every bit as important as the edges carrying a *Thoughtwave* particularly in defensive play.

Another thing to remember is that the player going first has a slight advantage

(as in Chess and Draughts, for instance.) The second player must defend initially, delaying the progress of his opponent, if he is to stand a reasonable chance of winning.

It may take several games before a player realises the tactical and strategic possibilities of *Thoughtwave*. Regular players will find they acquire a fair degree of skill.

**Note** : If the last piece connects both players the winner is the player who played that piece.

(c) Dr Eric Solomon 1998, reproduced by permission.

The board is 10\*10



| | | | |

+ +

T T T T T T

」 』 』 』 』 』 』 』 』 』



| | | | |

+ +

T T T T T T

」 』 』 』 』 』 』 』 』 』



