

# 0-1-2: A Thread Game (06/11/2024)

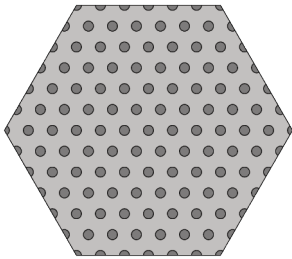
## 1. Introduction

### 1.1. What is 0-1-2? Why should I play it?

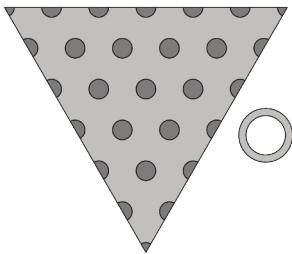
**0-1-2** is an unforgiving abstract strategy game where the only purpose for the two of you is to beat your opponent. It lacks a complex theme, and instead provides a means by which to engage in a novel approach to intellectual gameplay. The game will focus around setting up and capturing key locations on a board that increases in complexity and design throughout the course. 0-1-2 is a foray into a plethora of principles of life: that offense and defense are often intrinsically linked, that tides can and will turn quickly, and that the only path to victory is to be wiser and more perceptive than your opponent.

### 1.2. Components

#### Common Components



1x Hex (Starting Board)

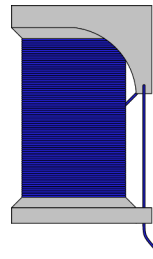


18x Deltas (board additions) and fasteners



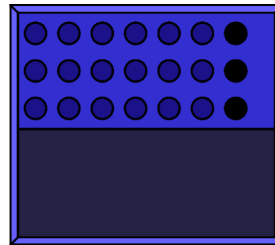
9x Black Pegs

#### Player Components



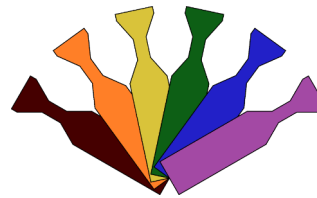
1x Spool

Player should take **Spool** according to color choice. **Spool** will be attached to a **Color Peg**. To use in play, it can be placed over the top of any peg and spun to automatically wrap



1x Player Tray

Player should take tray according to color choice. The player tray holds Unavailable pegs in the holes, and available pegs in the recessed area.



18x Color Pegs

Player should have **Color Pegs** according to their color choice. 17 **Color Pegs** will start in the holes on the **Player Tray**. 1 **Color Peg**, the starting **Color Peg**, will be attached to the **Spool**.

### 1.3. Goal of The Game

**0-1-2** is played in turn-based order where players can place **Color Pegs** or string thread between pegs to gain resources, modify the board, and ultimately vie for the win. Wrapping your thread around **Black Pegs** is the primary method to obtain victory, and is the primary method by which the game will end.

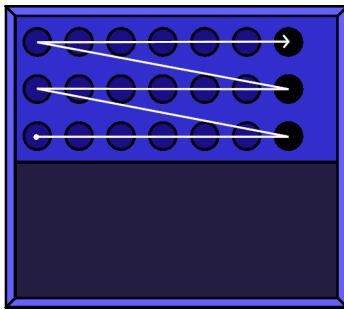
## 1.1. Glossary of Terms:

- **Unavailable Peg:** either black or **Color Pegs** which cannot be placed on the board, held in the holes in the player tray
- **Available Peg:** either black or **Color Pegs** which are ready to be placed on the board if the player chooses. Held in the recess within the player tray

## 2. Setup:

*Note: In addition to the below setup rules, a visual aid is present on the following page, Figure 2.*

1. Place the **Hex** in an easily accessible location for all players roughly in the center of play. Place a single **Black Peg** at the center point of the **Base**. Set **Deltas** and **Fasteners** in one or more piles on the table in position(s) which are accessible to all players.
2. Each player chooses a color, and takes a **Player Tray** with **Color Pegs** and **Spool** of that color. This tray should contain 18 **Color Pegs**, though one is affixed to the **Spool**. **Color Pegs** should be organized in 3 rows of 6 on the player tray with the rightmost hole of the row occupied by a **Black Peg**
3. Each player should take one **Delta** with a **Fastener**, and one **Black Peg** from the common offering.
4. Each player should take three **Color Pegs** from their unavailable and move to their available, starting with the closest and leftmost peg. This will always be the order in which Pegs are taken from the unavailable area. The picture below is provided to assist in the order by which Pegs are made available.



*Figure 1: Pegs are always made available starting with the innermost, then leftmost peg currently on the player tray. The white arrow traces the path a player should use when making pegs available. This holds true even at the start of the game, the three **Color Pegs** taken should be the three innermost, leftmost, as indicated by the player tray in Figure 2. When making Pegs unavailable, place them back into the player tray in reverse order as shown.*

5. Players may wrap their thread from their **Spool** around the starting **Color Peg** in preparation for their first turn. This can be done simply by placing the top (side with the taper) of the **Color Peg** into the bottom indentation of the **Spool**, and spinning the **Spool** by manipulating the top. This is the method by which you can easily wrap thread around both **Color Pegs** and **Black Pegs** throughout the course of the game.
6. First player is the player currently wearing the newest woven fabric. In a competitive or careless setting, the first player can be decided randomly or through other “fair” means. Play proceeds clockwise from them after their first turn.
7. The first player attaches their **Delta** to the **Hex** with a **Fastener**; Due to the symmetric nature of the **Hex**, this can always be the edge closest to them without impacting the outcome. Then, they place their starting **Color Peg** at the point on that **Delta** furthest from the center point of the board. The player places the **Black Peg** from their **Supply** on the edge of the **Hex** opposite their **Delta**. Then, the player places one **Color Peg** on the **Hex** in an unoccupied location not on the outermost edge and performs a **Jump** to it. This **Jump** has no additional rules or requirements associated with it, such as those detailed in 3.2 The **Weave** Action, nor will it result in any of the effects defined within the **Weave** action.
8. The next player does the same as the first, excepting that they may place their **Delta** in any remaining position on the **Hex** edge, not just the one in front of them.
9. Once all players have placed their **Delta** and first **Color Peg**, play returns to the starting player, and continues from then on with the following rules.

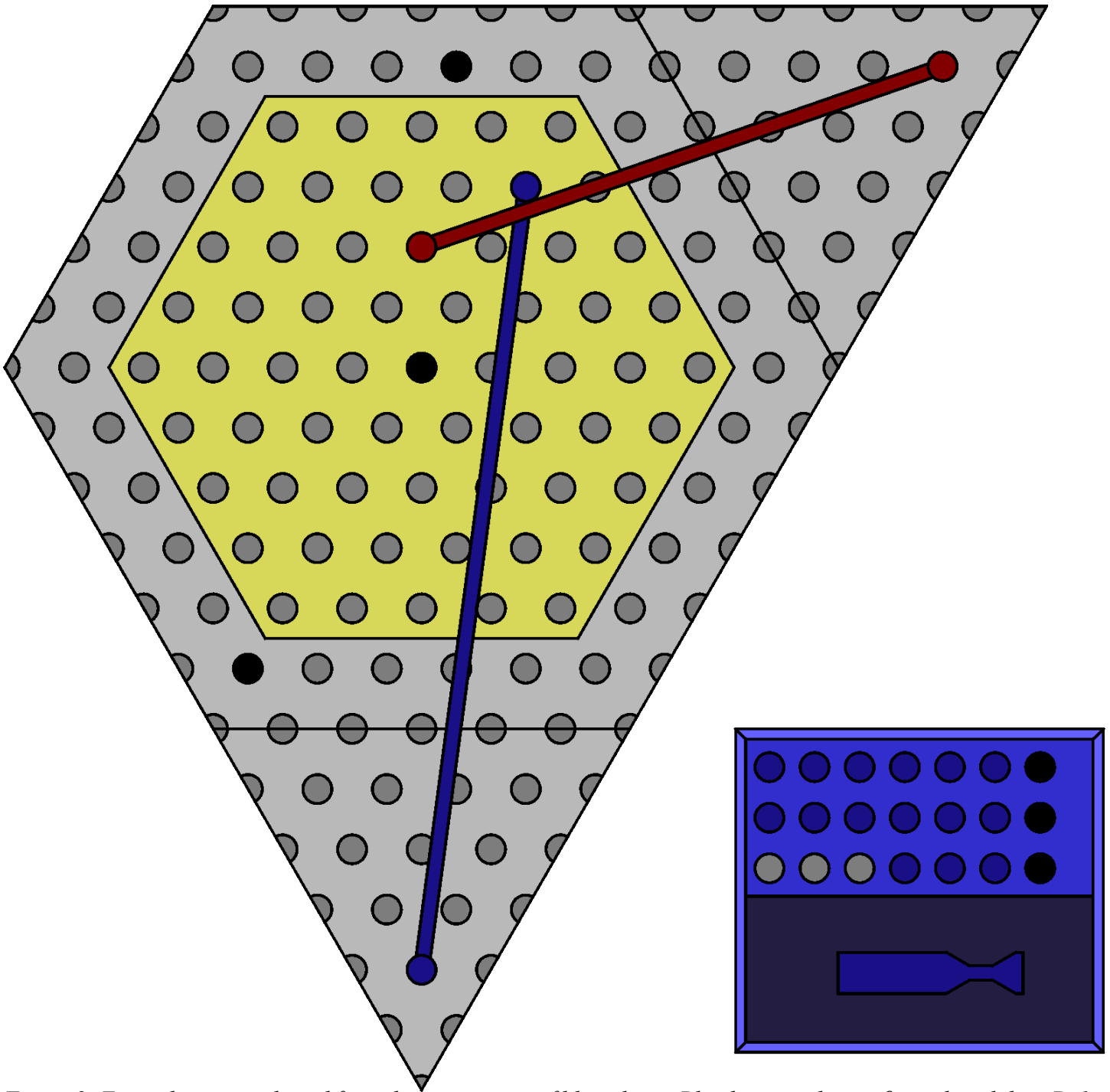


Figure 2: Example starting board from the perspective of blue player. Blue has opted to go first, placed their **Delta** in front of them, and placed their starting **Color Peg** at the furthest point of said **Delta**. Blue then places a **Black Peg** on the opposite edge of the **Hex** from their chosen edge. Finally, blue places one **Color Peg** from the three available (including the starting peg) within the area marked in gold, and move their spool to that peg, leaving a taut blue string between the two pegs. Red then does the same, opting to choose an edge of the **Hex** that is not directly in front of them. Additionally, the chosen location of their second **Color Peg** resulted in a cross over the existing blue string. This is allowed, and perfectly valid.

### 3. Playing Loom:

#### 3.1. **Following Turns:**

Take one of the following:

1. **Place:** Any number of available **Color Pegs** may be taken and placed onto the **board** in any valid location that does not currently have a peg in it. If the player has no available **Color Pegs**, they may opt to make the next **Peg** available, and immediately place it in a valid location on the **board**. A valid location is any location not currently occupied by a **Peg** that is not on the outermost edge of the current **board**. Figure 3 has a visualization of valid locations on the **board**.
2. **Reposition:** A single unused **Color Peg** on the board that is of your color may be taken from its current location and placed in another valid location on the **board**. A **Color Peg** is unused if there is not yet string wrapped around it, i.e. it has not been **Jumped** to yet. Only **Color Pegs** may be moved in this way, **Black Pegs** may not be moved.

*Note: If placing a **Color Peg** or **Black Peg** on the board in a position thread(s) is already passing directly over, choose a side for the existing thread to fall on, it may bend a little. The thread is considered on that side for the remainder of the round.*

3. **Weave: Weaving** is the method by which **Pegs** are connected by **Jumps**. The rules for **Weaving** are more complicated than the other actions. The following section details the ins and outs of the **Weave** action.

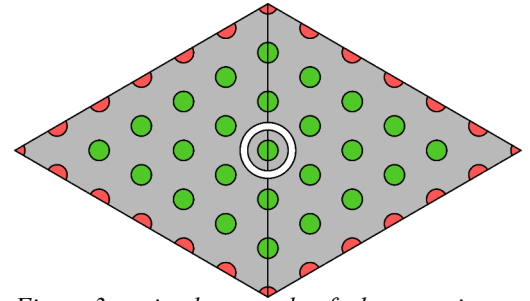
#### 3.2. **The Weave Action:**

##### 3.2.1. **Starting Your Weave**

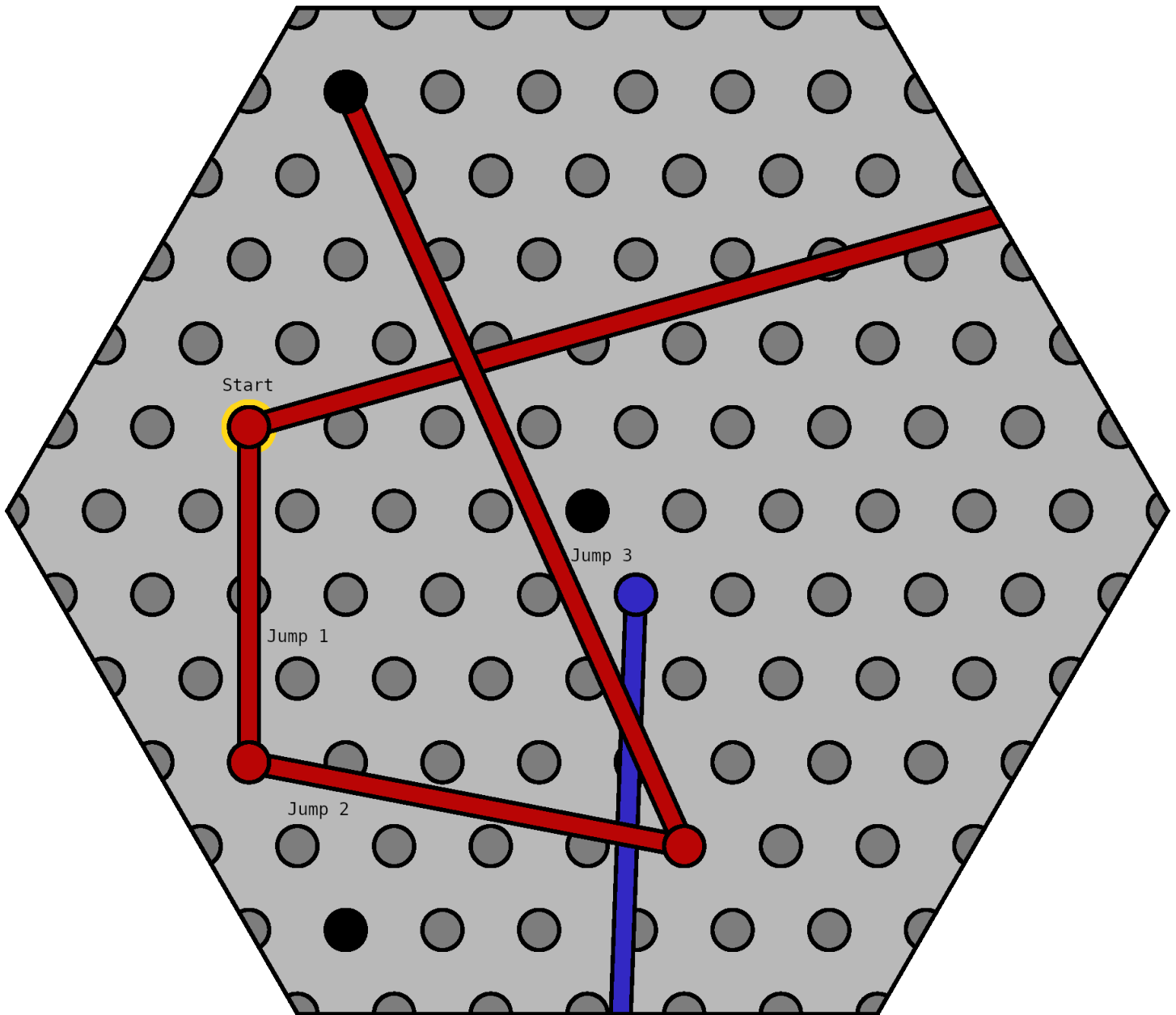
Connecting two **Pegs** with a length of thread, referred to further as a **Jump**, is how players will incorporate additional **Color Pegs** and **Black Pegs** into their string. One **Weave** action consists of up to three **Jumps**. Once a player has determined they are **Weaving**, the player may take their **Spool** into their hand and begin stringing their thread from its current location to a **Color Peg** of their choosing. Not all **Color Pegs** or **Black Pegs** may be strung to all the time; all of the following criteria must be met:

- **Color Pegs:**
  - The destination **Color Peg** must be your color.
  - There must not already be a **Jump** between the **Color Peg** the **Spool** starts on and the **Color Peg** the **Spool** would end on. Fundamentally, the same two **Pegs** cannot be connected twice.
  - The **Jump** must **Cross** either 0 or an odd number of **Jumps** of your opponent's color.
  - The **Jump** must **Cross** either 0 or an odd number of **Jumps** of your color.
  - Each **Jump** within a single **Weave** action must cross a greater number of total threads than the previous **Jump**.
- **Black Pegs:**
  - All of the criteria for the above **Color Pegs** is met
  - A **Black Peg** can only be **Jumped** to on the third **Jump** of a **Weave** action

The player may make up to three valid **Jumps** in a single **Weave** action; each **Jump** in a **Weave** must independently meet the above criteria. **Color Pegs** may be **Jumped** to more than once by a player, even on the same turn, but **Black Pegs** may not be. The player may continue **Weaving** until they decide to stop, have **Jumped** three times, or are out of valid **Jumps**.



*Figure 3: a simple example of what constitutes a valid location. Holes shown in green are valid, red are invalid. Your board will be more complex, but the principle remains the same: the edge of the board is invalid.*



**Figure 4:** an example of a **Weave** action for the red player. They begin their turn with their spool at the location marked in gold. They decide to **Weave**, and begin by performing **Jump 1**. This jump does not cross any threads currently in play, so this jump's total crossed threads is zero. This is a valid move, as it crosses zero total threads. Next, red player makes **Jump 2**. This jump crosses a single blue thread currently in play, so this jump's total crossed threads is 1. This is a valid **Jump**, as it crossed an odd number of blue threads, zero red threads, and a total number of threads equal to 1, which is more than jump 1's total of 0. Finally, red makes **Jump 3**. This thread crosses a single blue thread, a single red thread, and terminates at a **Black Peg**. This **jump** crossed one blue thread and one red thread currently in play, so this jump's total crossed threads is 2. This is a valid **Jump** because it crossed an odd number of blue threads and an odd number of red threads, and a total number of threads of 2, which is greater than **Jump 2**'s total of 1. Additionally, the **Jump** to the **Black Peg** is valid because it was performed on the third **Jump** of that **Weave** action.

**Notes on Weaving:**

1. The Game is called "0-1-2" to remind players that this is the simplest scoring move (0 crosses, 1 cross, 2 crosses), as shown in Figure 4. Players should keep in mind that this is not the only scoring move, and **Jumps** of: 0-1-3, 1-2-5, 6-10-17, etc. can all be valid combinations, so long as the **Weaving** criteria is appropriately met.
2. Multiple threads which are attached to a single **Peg** may physically cross, however, for the sake of counting crosses, two threads attached to the same **Peg** are never considered to be crossing.
3. If a **Jump** would pass directly over a **Peg** in play, the player must choose a side. The thread may bend a little, in this case, and the new thread is considered to be fully on that side of the **Peg** for the remainder of the game.

### 3.2.1. Ending Your Weave

Once a player has declared their **Weave** action over, or has **Jumped** three times, they will have a couple follow-up actions depending on the result of their **Weave**. These actions are: Supplying and Building

- Supplying, based on the number of jumps you completed this turn: Make that many Pegs available OR your opponent makes that many pegs unavailable. If this action makes a **Black Peg** available, place it onto the board immediately in a valid location.
- Building: If you completed at least 2 Jumps this turn, you must:
  - Take a **Delta** from the common supply and add it anywhere along the current edge of the board, attaching it with a fastener.
  - Make the next unavailable **Peg** available, and immediately place it on the **Delta** you just attached. This **Peg** may be a **Black Peg**, if that is the next unavailable peg after Supplying. If there are no unavailable **Pegs**, you may instead use an unused **Peg** on the **Board** to move for this placement.
  - Immediately **Jump** to the place **Peg**. This **Jump** does not have to follow any of the crossing rules, and is simply a change of location.

### 3.3. Ending the Game:

The Game may end in one of two ways:

- All **Black Pegs** currently on the board are used, i.e. a **Jump** has been performed to them.
- All 18 **Color Pegs** of one player are on the board and used.

At this point, the player with the most **Black Pegs** incorporated into their thread is declared the victor. In the case of a tie, the player with the most used **Color Pegs** (fewest unused) is the victor. If still tied, the game is a stalemate.

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