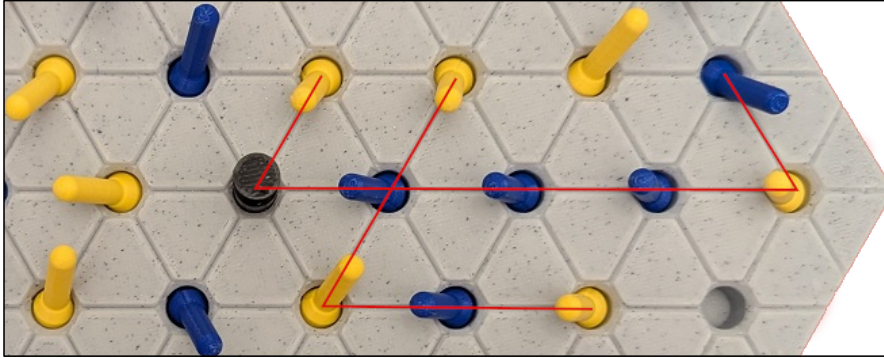


SKREW



Goal

In this two player competitive game, each player will attempt to have the most pegs of their color scoring at the end of the round. A simple visual example of scoring can be seen below, and a full scoring walkthrough is on the following page.



An example end-game scoring. Pegs leaning toward the black peg score. Then any pegs leaning toward those pegs score. This continues until all scoring pegs are accounted for.

All pegs marked in red are scoring pegs.

Setup

Each player should choose a color and remove all 24 of the pegs of their color from the board and place them in an easy to grab spot. Place the neutral peg, the off-color one that stands upright, to the side for now. Setup is complete! For your first play, consider only playing with 15 pegs each, with the outermost ring of holes on the board not in play.

Rules of Play

(Read me aloud) First player is randomly chosen, or is the player that, as this sentence is read aloud, is leaning the most in any direction. If tied, the player that can lean the furthest in a direction by the end of this sentence (without falling or otherwise supporting themselves), is declared first player. Second player immediately places the neutral peg in any position on the board. For the first few plays, it is recommended to place the neutral peg in the central position.

Player Turns

Play is turn-based, where each player must take the following three actions on their turn: Place, Skew, and Propagate, in order:

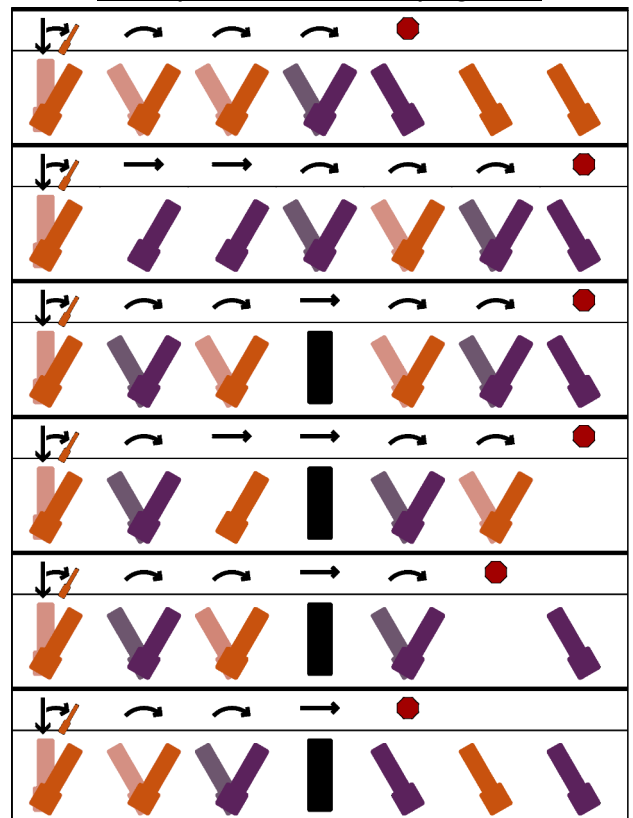
Place: Place a peg in an available position. This position must be adjacent to either the neutral peg or at least one opponent's peg.

Skew: Lean the placed peg in one of the six directions marked on the board. The resulting direction is the peg's **skew**. The **skew** direction is the line on the board that the **skew** lines up to.

Propagate: One-by-one, in the **skew** direction of your placed peg, **skew** pegs in the same direction. This propagation will always **skew** your pegs, but will be stopped by empty space or multiple of your opponent's pegs in a row. Visual examples of **skew** propagation are to the right, specific rules below:

1. Two of an opponent's pegs in a row cannot be **skewed** with a single propagation. **Skew** will stop after the first opponent's peg, in this instance. (see rows 1 and 6 in example table)
2. Pegs that already share the **skew** do not count for the sake of stopping propagation in any way. (see rows 2 and 4 in example table)
3. The neutral peg acts as a pass-through, as though the space weren't there. Two pegs across the neutral peg are considered in a row during propagation. (see rows 4 through 6 in example table)

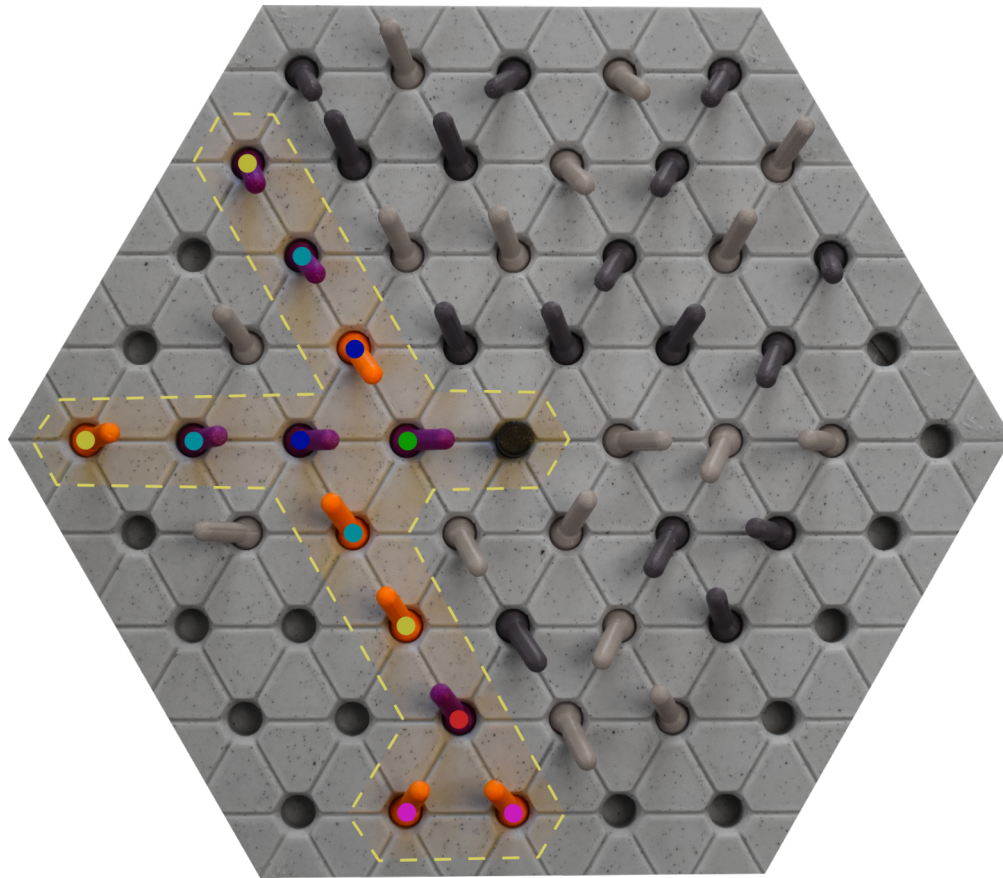
Examples of Skew Propagation



Ending and Scoring

Play ends in one of two ways: All pegs of both colors are played, or, at the end of a player's turn, any three of the hex corner positions have a player peg in them..

Scoring Example



- Determine which peg(s) immediately surrounding the neutral peg (in the central position here) skew towards it. One purple peg is skewed, the peg marked by the green dot, so this is a scoring peg for purple.
- Now determine which peg(s) skew towards the current scoring peg(s), these pegs are also scoring. One purple and one Orange are skewed, each marked by a blue dot. These are both scoring pegs, one for orange, one for purple.
- Now do the same as above for peg(s) skewed towards the new scoring peg(s), these peg(s) are also scoring. Two purple and one orange are skewed, each marked by a teal dot. These are all scoring pegs, one for orange, two for purple.
- As above for new scoring peg(s), marked by a yellow dot. Two points for orange, one point for purple.
- As above for new scoring peg(s), marked by a red dot. One point for purple.
- As above for new scoring peg(s), marked by a pink dot. Two points for orange.
- All pegs are accounted for, so now total all scoring pegs for each color. All scoring pegs in this example are in the yellow dotted region. The final score is 6 for orange and 6 for purple. To break the tie, remove all currently scoring pegs from the board. Locate all remaining pegs that immediately surround the neutral peg. Skew these pegs toward the neutral peg, and score again, as above. If still tied after the new scoring, the game ends in a draw.