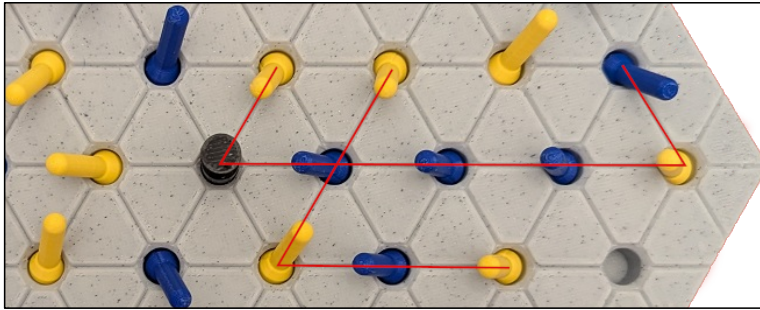


SKEW

Goal

Players are aiming to have the most pegs of their color leaning in a continuous chain connected to the center black peg. Visual example below.



An example end-game scoring. Pegs leaning toward the black peg score. Then any pegs leaning toward those pegs score. Then that 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 black peg in the centermost position of the game board. Setup is complete!

Rules of Play

(Read me aloud) First player is the player that, as this sentence is read aloud, is leaning the most in a 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.

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

1. Place a peg in any location directly adjacent to either the black peg or an opponent's peg
2. Lean the placed peg in one of the six directions marked on the board
3. For every other peg along direction you just leaned, lean that peg in the same direction. Continue this propagation until you arrive at an empty position, or a peg that is already leaning in the exact same direction, then stop. The leaning DOES propagate through the black peg, if there is a peg on the other side.

Continue taking turns until both players have placed all pegs of their color.

Ending and Scoring

Once all colored pegs have been played, leaned, and propagated, play immediately ends. To total the score, count all pegs adjacent to the black peg that are leaning directly towards it, these pegs are scoring. Then, count all pegs adjacent to the scoring pegs that are leaning directly towards them. It can be helpful to stand scoring pegs up straight to indicate they are scoring. Once there are no more scoring pegs, each player should total up their scoring pegs, generally by removing them from the board. If tied, lean all remaining pegs adjacent to the black peg toward it, and recount the score in the same way as above. If still tied, the game is declared a stalemate.