

Shrynk

2013, Channing Jones, <https://boardgamegeek.com/thread/943003>

Play on a six-sided hexagonal board of 10 hexes side length.

Each player needs to have 126 pieces of his color. Each player fills up the half of the board (leaving the middle row empty) with the pieces of his color placing one piece in each hex.

Players agree who moves first and then alternate taking turns.

Move:

On each turn a player may remove one of his pieces for each "hole" he has as determined at the start of his turn. (version 1.0 was number squared) He must remove at least one piece though. For example, if he has three holes he could remove three pieces. If he has no holes he may (& must) remove one piece.

A valid "hole" for this purpose is a contiguous area free of pieces of surrounded only by the player's own pieces or the board edges. Holes that include opponent's pieces on the edges are not counted.

If at the start of his turn a player is behind on the number of pieces removed he is also allowed to remove his opponent's pieces as part of his move (any mixture of own and opponent's pieces).

Pass:

A player may also pass instead of moving but only if his opponent has not passed on his last turn.

Win:

The first player to have his last piece removed from the board wins the game.