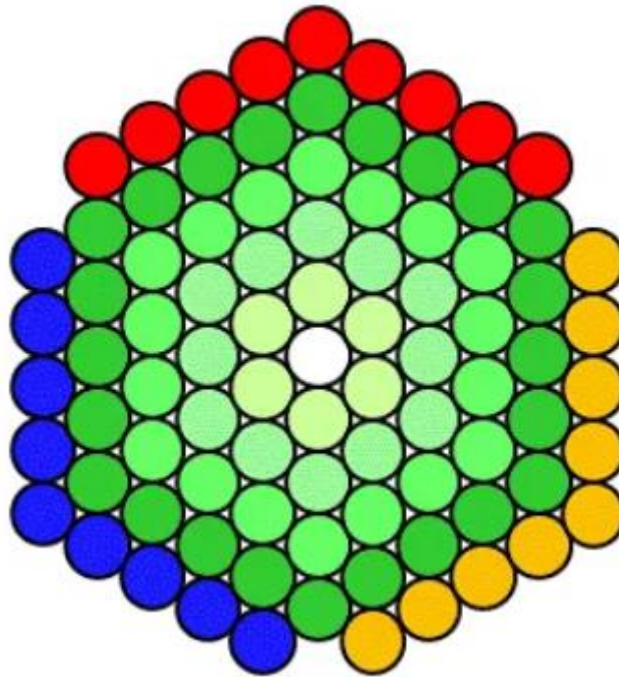


Swaparound (2010)



It has a novel mechanism with some aesthetic appeal, along with a festive board. It's a variant of Y on a hexhex board, but with a balancing twist. It's for two players, played with white and black stones on the board [used by Spry].

The board consists of blue, red, and yellow borders, as well as concentric rings, each a different shade of green. The central space is also considered a “ring”, even though it's just one space.

Rules

1. The board begins empty.
2. The players take turns. On each turn, a player must place one stone of her color onto any empty space, but not on any red, yellow or blue spaces.
3. If a player makes a first placement on a ring interior to all other rings with stones currently on them, then her opponent may optionally switch sides with her, rather than place a stone, on his next turn.
4. The game ends when a chain of either white or black stones touches at least one red, one yellow, and one blue space. The player who owns that chain at game's end wins.

[BGG description by Nick Bentley, 2010]