Scrunch

2025, Dale Walton, https://boardgamegeek.com/boardgame/456368

The game is played on a hexhex7 board, initially empty.

Definitions:

- An **egg** is a stone isolated from its own color.
- A **snake** is a group of connected stones of one color. An egg is a minimal snake.
- A **mutant** snake is a snake that contains a stone adjacent to more than 2 friendly stones.
- The **smallest of (a player's) snakes** is one that is as small as that player's smallest snake.

Creation Phase

- Players alternately place eggs on isolated empty cells.
- The creation phase ends independently for each player, as soon as that player places a stone next to a friendly stone; after which that player may no longer use a turn to increase the number of their snakes.

Wriggling Phase

- This phase always applies to only the smallest of a player's snakes.
- A turn for a player in this phase consists of either:
    - The growth AND movement of a snake, if possible; - or else
    - The death and removal of one or more friendly snakes because they are incapable of growth and movement.
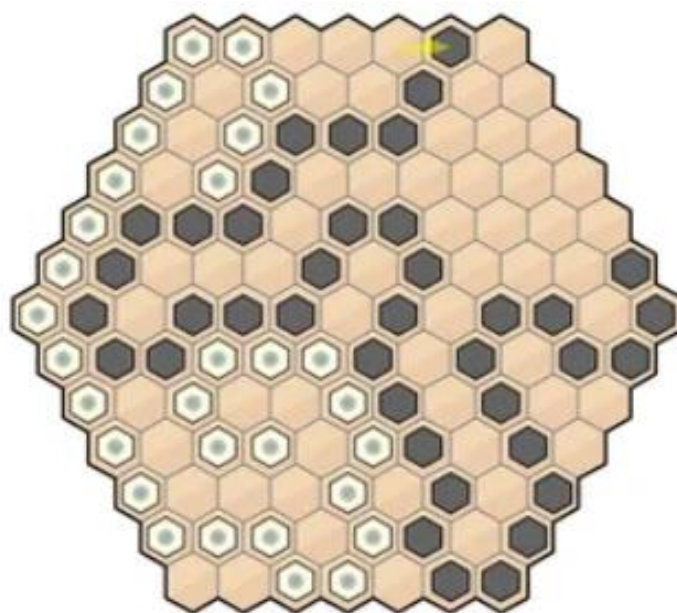
game in progress

Growth and Movement

- The moving player must first place a stone next to the smallest of her snakes. This new stone may extend a snake, merge two snakes, or temporarily create a mutant snake.

- Then she must move a different stone, which also belongs to the resultant snake, a single step to an empty space in any direction. If the placement had merged two or more snakes, the movement can redivide them. If the placement had caused a mutation, the movement must remedy it.

The result of this growth and movement must not leave any snake in a mutant form, nor may it increase the number of snakes in play.

Death and Removal

- If growth and movement is not possible for the smallest of snakes, then the player must remove any dead snakes that cannot 'Wriggle' one at a time, until the smallest of her remaining snakes can grow by 'Wriggling'.

Goal. You lose when you remove your last snake.

[BGG description from the designer]