Bypass

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An abstract strategy game of building networks for 2-6 players
Duration: 20-30 minutes

The board consists of a hexagonal grid of hexes. Six hexes, located along the outer edge of the board, are labelled with a letter. Players, on their turn, add a path of their colour that connects two adjacent hexes and a wall that blocks a path from being built there. In addition, players may convert a path to a wall and a wall into a path. Eventually, the six lettered hexes will be connected by a network of paths. At this point, the game ends. There will be three scoring routes on the board. Each scoring route connects a pair of letters and usually contains paths owned by more than one player. Players score one point for each path they own along each route. The player with the highest score wins.

Components

- Board with surface on which players may draw with dry-erase markers
- Dry-erase markers of differing colours, one for each player

Assembly Instructions

1. Print the board with the hexagonal grid with five hexes per side.
2. Insert the board into a plastic sheet protector.
3. Obtain dry-erase markers. Test these markers on the surface of the plastic sheet protector.

This version of *Bypass* comes with smaller boards that allow you to play shorter games and use *Setters of Catan* roads and small counters instead of dry-erase markers. Refer to the section "Variants" for more information.

Setup

1. Place the board on the table.
2. Give each player a dry-erase marker.
3. Randomly determine the start player. Turn order proceeds clockwise and does not change during the game.

Playing the game

On your turn, perform the following actions in the specified order:

1. Draw a path and a wall.
2. Change a path into a wall, and change a wall into a path; this action is optional.
3. Verify that your move is legal.
4. Check if all the letter hexes are connected.

1. Draw a path and a wall

This action has two parts. You must perform both parts, if possible:

- **Draw a path**: Draw a straight line in your colour from the centre of one hex to the centre of an adjacent hex. These adjacent hexes are now *connected*.
    - You may not draw a path that crosses an existing wall of any colour.
    - You may not draw a path on top of another path of any colour.
    - Your paths do not have to be connected to each other.
- **Draw a wall**: Draw a straight line in your color on top of the line segment between two adjacent hexes.
    - You may not draw a wall that crosses an existing path of any colour.
    - You may not draw a wall on top of an existing wall of any colour.
    - You may not draw a wall along the border of the playing area.
    - Your walls do not have to be connected to each other.
    - In the rare case that there are no more valid places to draw a wall, omit this part of this action.

2. Change a path into a wall, and change a wall into a path

This **optional** action has two parts. However, if you choose to perform this action, you must perform both parts.

- **Change a path into a wall**: Choose one of your paths. This path crosses one line segment. Erase

the path you have chosen and, in its place, draw a wall on the line segment that the erased path used to cross.

- **Change a wall into a path**: Choose one of your walls. This wall separates two adjacent hexes. Erase the wall you have chosen and, in its place, draw a path connecting the two adjacent hexes that the erased wall used to separate.

3. Verify that your move is legal

At the end of your move, check that it is legal. A move is legal if *none* of the following two situations exist:

- **A route forms a loop**: A *route* is a series of connected paths that connect one hex to another hex. *A route may consist of paths owned by more than one player*. Two paths are *connected* if they share one hex. A *loop* is a route of three or more connected paths that connects one hex to itself.
- **A hex, or a group of adjacent hexes, is isolated from the rest of the board**: A hex, or a group of adjacent hexes, is *isolated* if a series of adjacent walls (regardless of who owns them) has separated it from the rest of the hexes on the board.

If, at the end of your move, any of these situations exist, then you must rollback your move and perform a different one.

4. Check if all lettered hexes are connected

Check if routes connect all six lettered hexes. If so, the game ends immediately; proceed to the section "Scoring" to determine the winner. If not, play proceeds to the next player.

Scoring

Perform the following to determine your final score:

1. Determine the route that connects the hexes labelled "A." Score one point for each path along this scoring route that you own.
2. Mark your total score for this scoring route by drawing a dot in the corresponding scoring track.
3. Repeat steps 1 and 2 for the route that connects the hexes labelled "B," then again for route "C."
4. Add the points you scored for each scoring route.

Note the following:

- Because it is illegal to form any loops or to isolate any hex with walls, there will be exactly one route connecting each pair of letters.
- If one of your paths is part of more than one route, it will score more than one point. Walls do not score any points nor do paths that are not part of any scoring route.

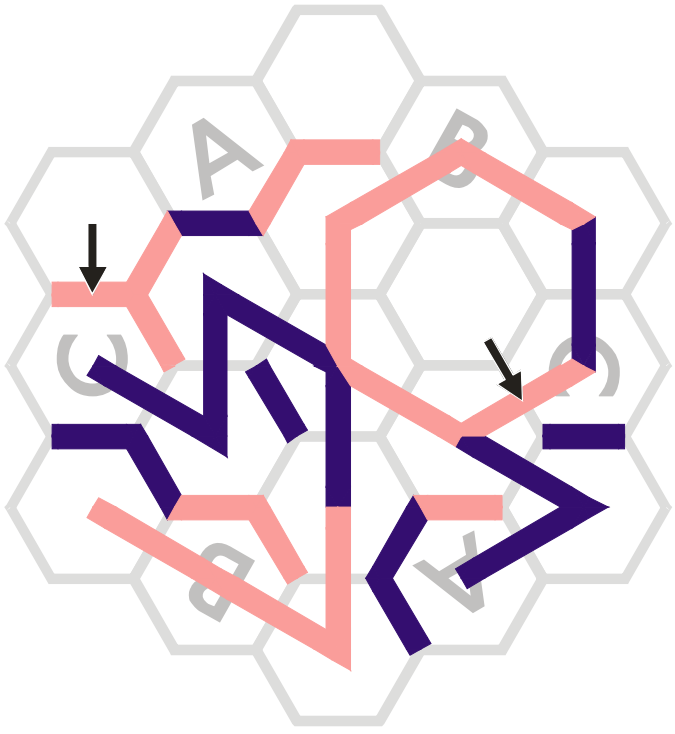
The player with the highest score wins.

Ties

If two or more players have the same final score, they share the victory *except* the player who ended the game by connecting all the lettered hexes.

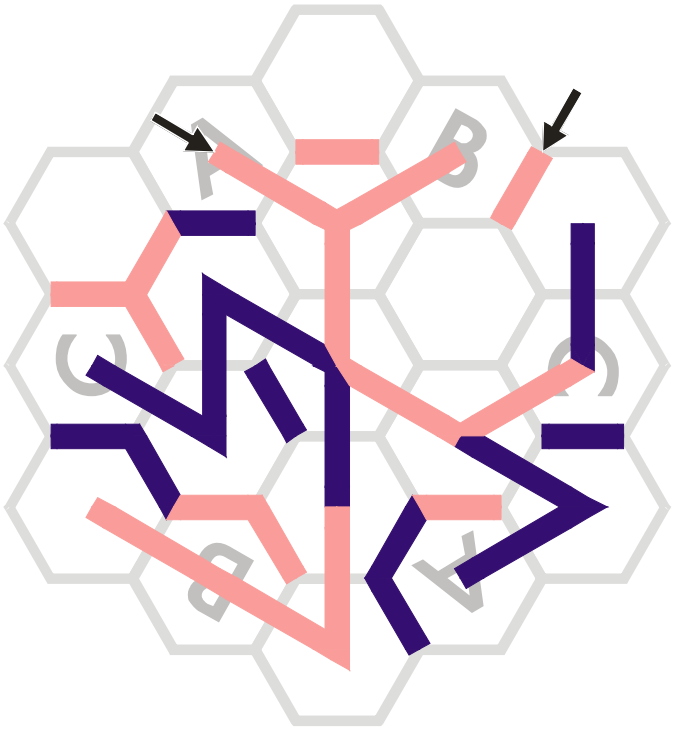
Example

Pink and blue are playing a mini game of *Bypass*. It is Pink's turn. He starts his turn by drawing a path and wall, which are indicated by the arrows in the following diagram:



Pink has created an illegal board position; he has created a loop along the upper right edge of the board. However, he can rectify the situation by

changing a path to a wall and a wall to a path, which he does. The arrows in the following diagram indicate the path and wall he changed:



At the end of Pink's move, all the lettered hexes are connected. The game is over, and Pink and Blue calculate their final scores:

Route	Blue	Pink
A	2	3
B	1	4
C	3	2
Total	6	9

Pink wins with a total of 9 points.

Variants

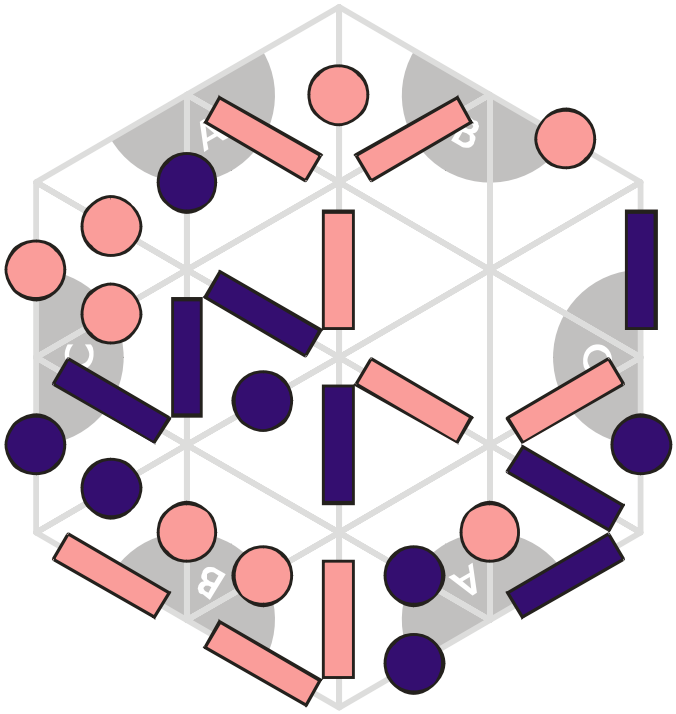
Three other *Bypass* boards are included:

Hexagonal board with three hexes per side and another with four: Use one of these boards to play a shorter game of *Bypass*. The board with three hexes per side is highly recommended for quick, ten minute games for two to three players.

In addition, you can use the board with three hexes per side to play *Bypass* with *Settlers of Catan* roads (or similarly sized sticks) and small counters. Use sticks as paths and small counters as walls. To change a path into a wall and a wall into a path, simply switch the positions of one path and one wall.

Hexagonal board with four intersections per side: Use this board to play *Bypass* with *Settlers of Catan* roads and small counters (the board with four hexes per side is too small).

The following diagram illustrates the same example game with this kind of board:



A	1	2	3	4	5	6
7	8	9	10	11	12	
13	14	15	16	17		
18	19	20				
21						

B	1	2	3	4	5	6
	7	8	9	10	11	12
		13	14	15	16	17
				18	19	20
						21

C	1	2	3	4	5	6
7	8	9	10	11	12	
13	14	15	16	17		
18	19	20				
21						

A	1	2	3	4	5	6
7	8	9	10	11	12	
13	14	15	16			
17	18					

B	1	2	3	4	5	6
	7	8	9	10	11	12
			13	14	15	16
					17	18

C	1	2	3	4	5	6
7	8	9	10	11	12	
13	14	15	16			
17	18					

A	1	2	3	4	5
6	7	8	9	10	
11	12	13	14		

B	1	2	3	4	5
	6	7	8	9	10
		11	12	13	14

		14	13	12	11
	10	9	8	7	6
5	4	3	2	1	C

A	1	2	3	4	5	6
7	8	9	10	11	12	
13	14	15	16			
17	18					

B	1	2	3	4	5	6
	7	8	9	10	11	12
			13	14	15	16
					17	18

						C
					6	5	4	3	2	1
				12	11	10	9	8	7
			16	15	14	13			
		18	17						