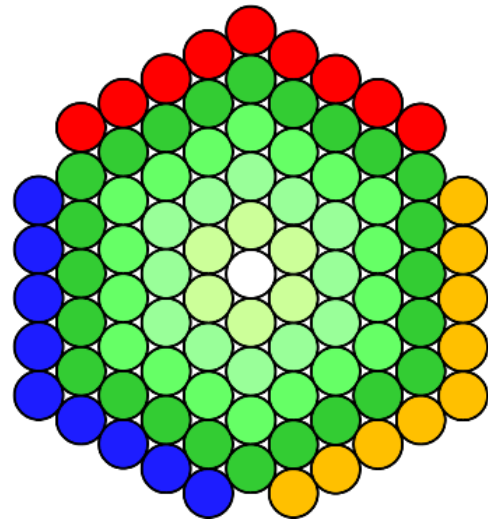# Spry

An abstract strategy game for two players.
  By Nick Bentley, 2012.

from the designer:

The game is called Spry, which is a contraction of the phrase "Spread Y". The problem is that if you play the game Y on a hexhex board, the center of the board is much more important than the periphery, especially on a small board. Spry is a way to fix that.

Components

- The colorful Spry board
- One set of stones for each player, in black and white

Notes

- The green part of the board is divided into concentric hexagonal rings of different shades. The central cell is also considered a "ring."
- All placements occur on the green part of the board, including the center.
- All placements are final; stones do not move once they are placed.

Objective

- To be the first player to construct a group of stones which is adjacent to at least one yellow, one blue, and one red cell on the board.

Rules

1. Players alternate placing stones on the green area of the board.
2. On his turn, a player will place a number of stones (1-5) based on the location of the smallest ring on which he chooses to place a stone.
     - The number of stones to be placed is equal to or less than the number of cells on one side of the innermost hexagonal ring on which he places a stone.
     - For example, if a player chooses to place a stone no further inward than the ring with four cells per side, he may place a maximum of four stones on the board.
     - He may place fewer stones than this, but at least one.
     - If he places a stone in the center, he is restricted to placing only one stone.
3. All stones placed on a turn are not required to be placed on the same ring. They can be distributed across rings in any fashion desired, as long as they are confined to rule #2.
4. The first player to construct a group of stones which is adjacent to at least one yellow, one blue, and one red space wins.