

Scurry

2020, Phil Leduc, <https://sites.google.com/site/theowlsnest02/home/scurry-v2>

The game of Scurry requires the following:

- A 6x6 tri-hexagon board (a hexagon consisting of equilateral triangles)
- 31 double-sided acorn tiles, with brown and gray sides
- Two squirrel tokens, one brown, one gray

The game is played on the vertices (or nodes) of a tri-hexagon of size 6. Players start with 12 double-sided tiles (counts of 4 to 15 work) and one token pawn. Figures 1 to 4 show standard and random setups. To set up the board, starting with the brown player, players alternate placing tiles, own-side-up, and then their single pawn token on empty vertices.

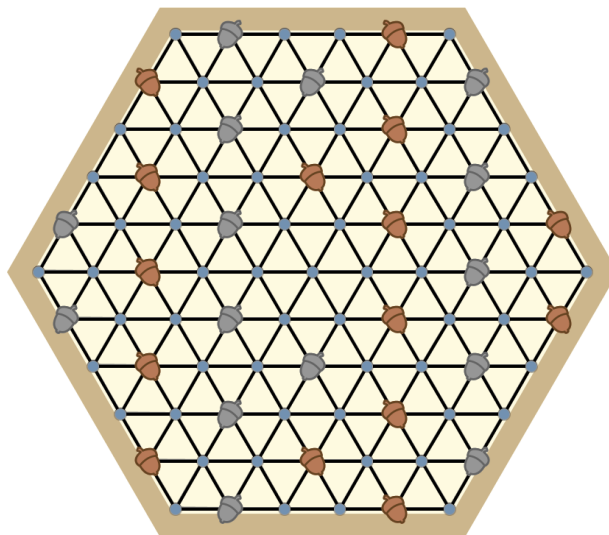


Figure 1. Standard Setup using 15 tiles per player.

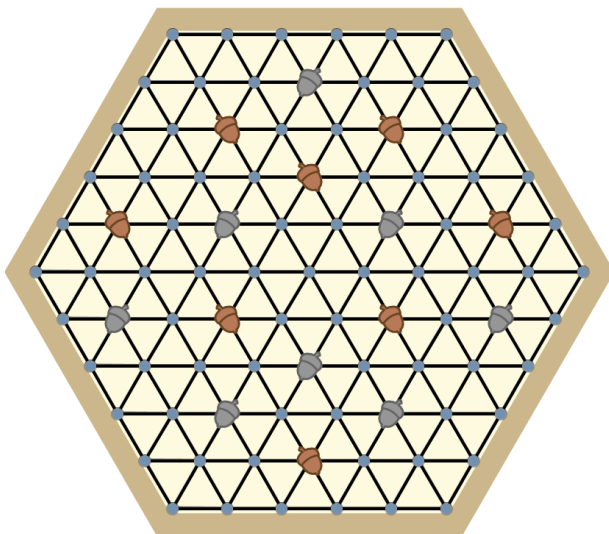


Figure 2. Standard Setup, for a shorter game, using 8 tiles per player.

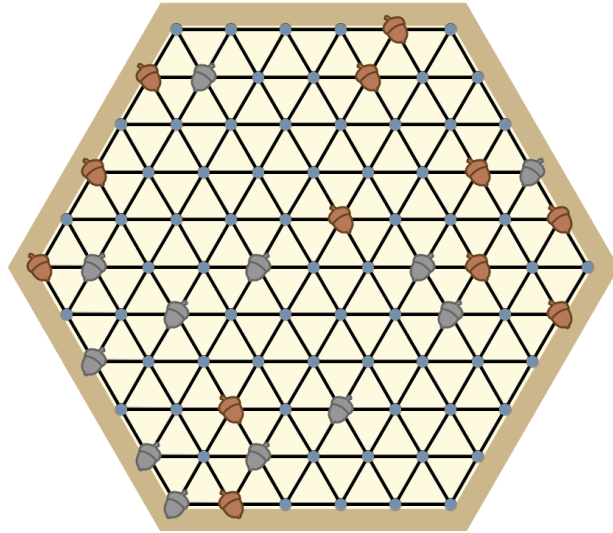


Figure 3. Manual Setup using 12 tiles per player. 12 tiles offers a good number of decisions per player turn. See stats below.

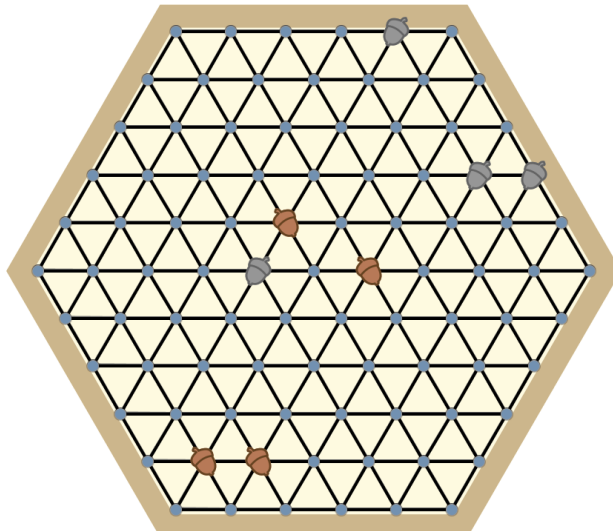


Figure 4. Manual Setup using 4 tiles per player. This is a good start to get a feel for the game. These games are very quick. Play best of three games. If acorns are placed randomly, it is possible for the first player to win on his or her first turn. In this case only, the second player gets one chance for a comeback.

Game Play

The Brown player moves first. Players then alternate turns.

On a turn, which will consist of multiple moves, players must perform the following actions in order:

1. To start a turn, a player places a tile, opponent-side-up, on any empty vertex of the board. If needed, this will ensure at least one token movement. If a player misplaces the leadoff tile and has not yet moved, the player may take a mulligan.

2. Next, the player repeatedly moves their token to opponent-side-up tiles, using line-of-sight, and then flips the tile over upon reaching it to claim ownership. Tokens move like chess queens. Tokens may not jump over any tiles or the opponent's token during movement. Tiles once visited cannot be revisited during the same player turn because ownership changes on arrival. This move action must be performed at least twice, and must be performed as many times as is possible. A player loses if unable to move *at least twice*. (This prevents a player from stalling by moving back and forth on consecutive turns.) Players may freely choose which path to take when multiple tiles are in sight.

3. Finally, when moving is no longer possible, the last visited tile is removed from the board.

At the end of a turn, if a player owns all the tiles on the board, that player wins the game. A player also wins if their opponent is unable to move at least twice. It is possible to trap a token behind its own tiles.

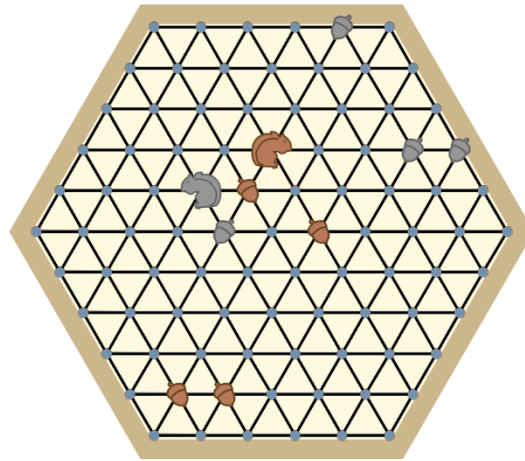


Figure 5. Brown to play and capture all tiles. Where should Brown place her leadoff tile? Note that Brown places and moves to gray tiles.

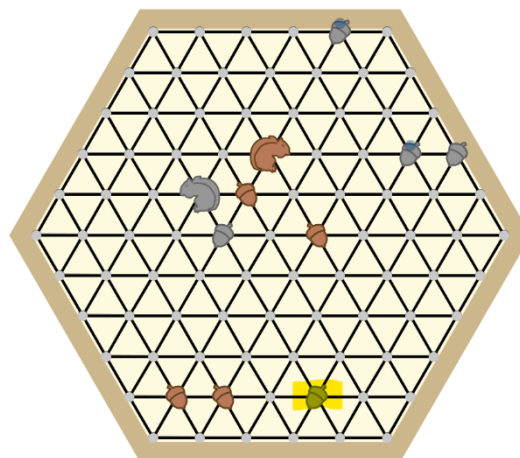


Figure 6. With the placement of a gray tile at the highlighted vertex, Brown can now visit all the gray tiles.

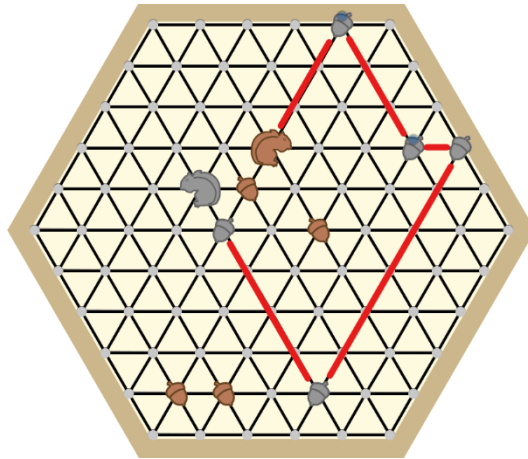


Figure 7. Normally Brown would win at this point but this is her first turn and players started with 4 tiles each, so Gray get one chance to survive.

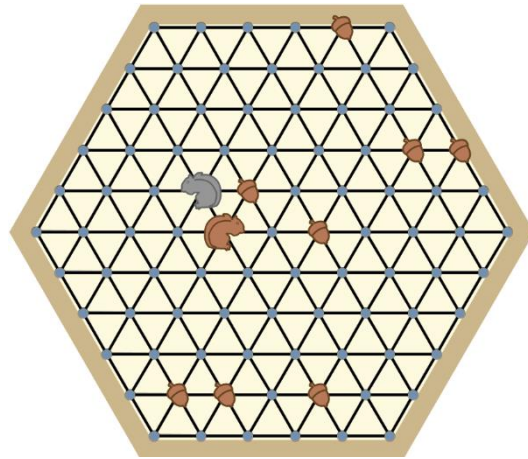


Figure 8. Can Gray visit all the Brown tiles and make a comeback?

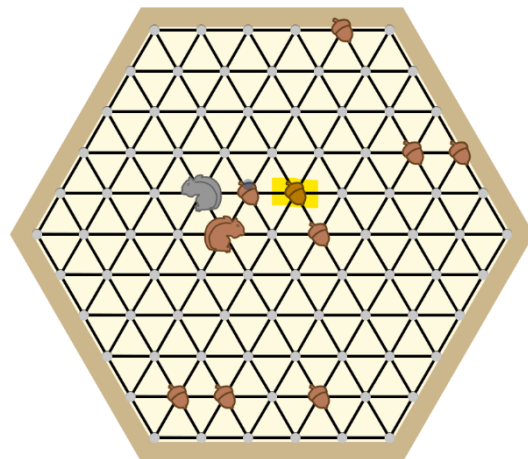


Figure 9. The highlighted tile will work. The vertex to the southwest of the highlighted tile will work too.

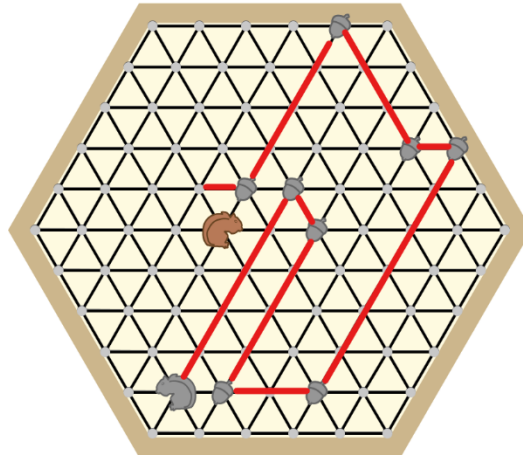


Figure 10. *Gray wins the game.*

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