

SKYRICH

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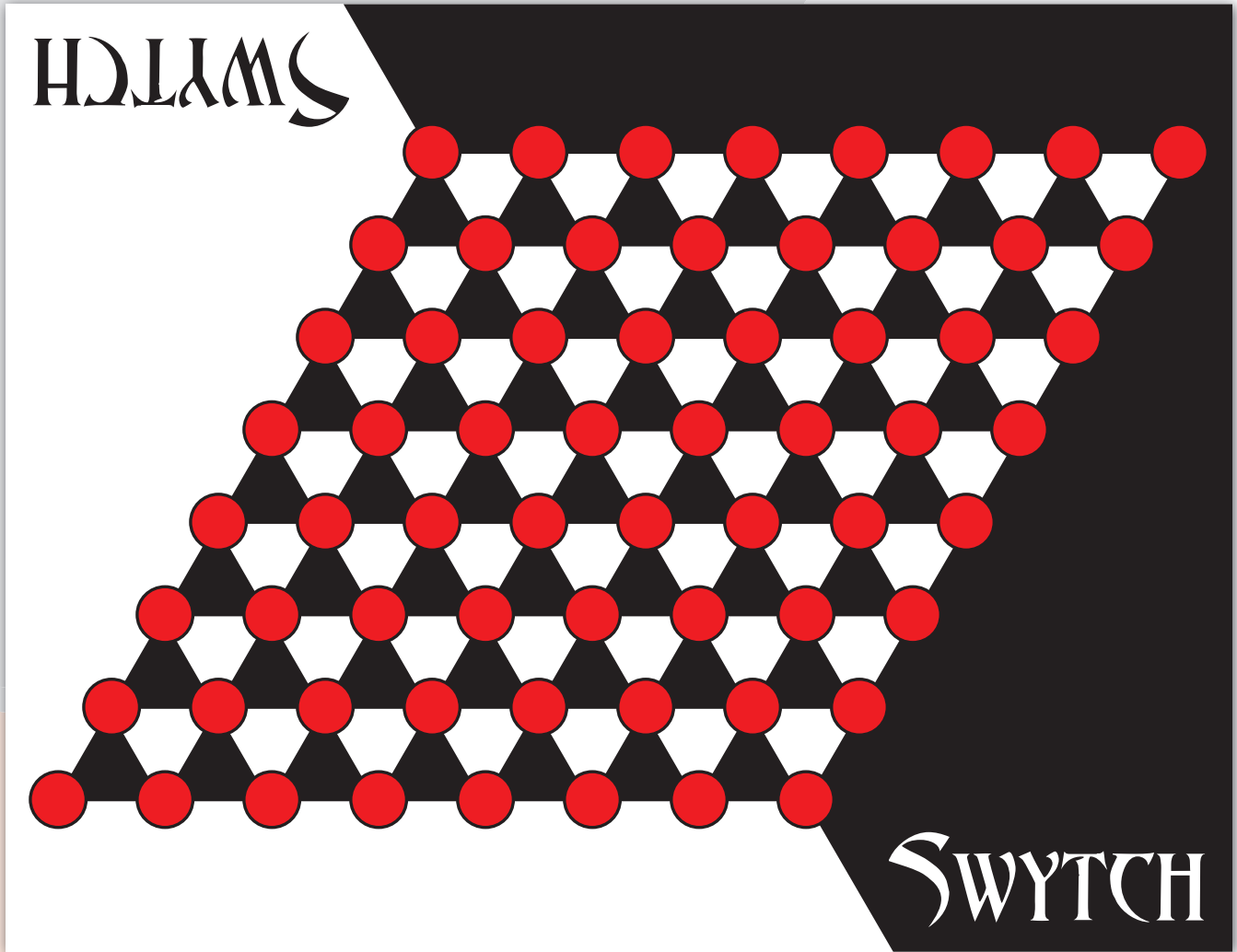
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INTRODUCTION

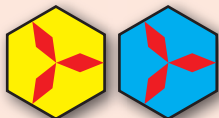
Swytch is a symmetrically balanced abstract strategy game for 2 players. A player wins by eliminating all of their opponent's counters.

COMPONENTS

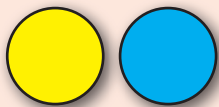
1 Game board



40 Hexagon counters



12 Round counters



HOW TO WIN

The game is won by the last player with counters remaining on the board.

SWYTCH

SETUP

Place the game board between the players so that each player has the game title: Swytch on the lower right-hand side from their perspective.

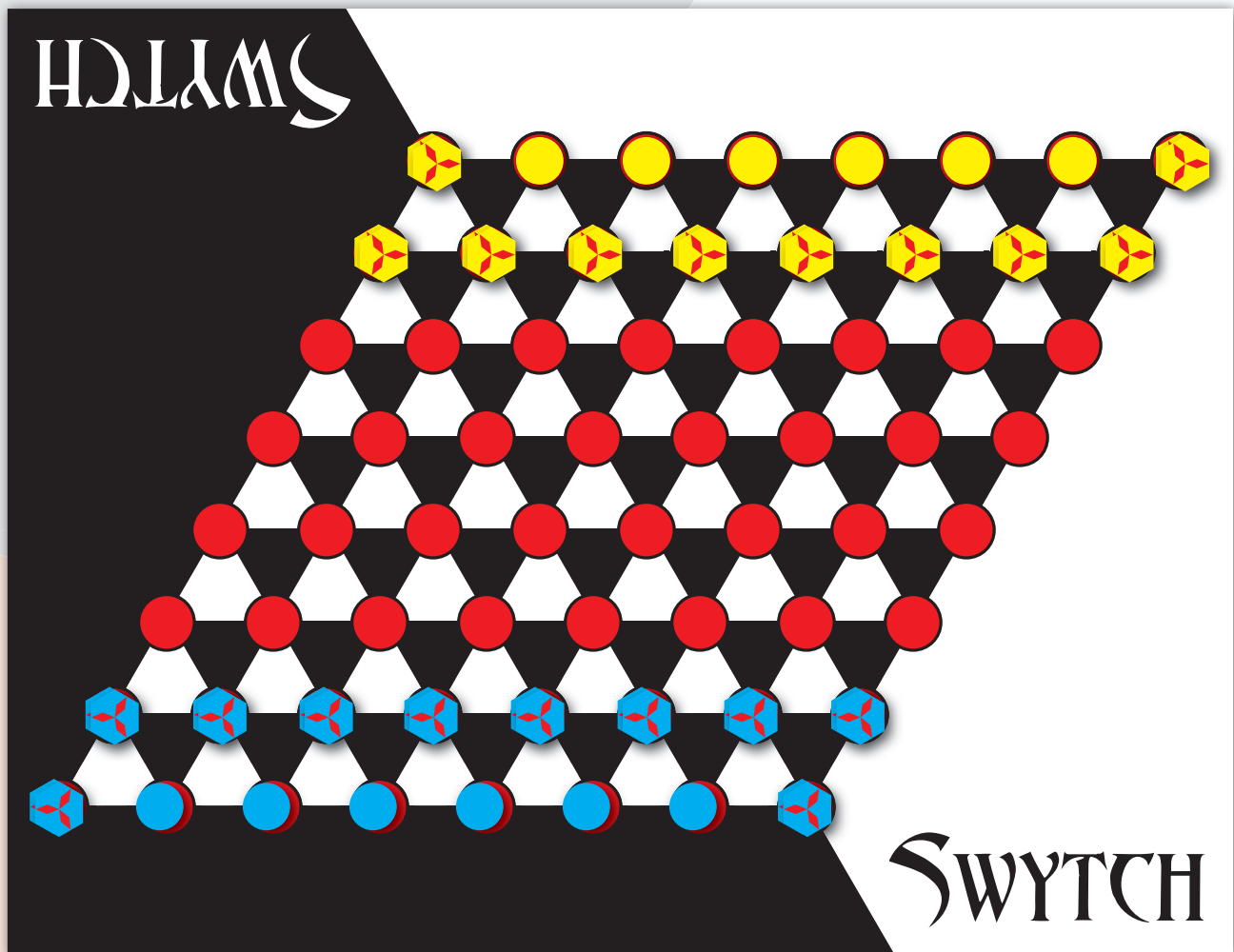
Both players then place counters on the first 2 rows of red circles in front of them as follows:

A stack of two Hexagon counters on each circle in the second row from their edge of the board, and on each extreme right and left circle on the row closest to

them. Each Hexagon counter should be placed on its Normal side and positioned so that one of the three indicators is pointing towards the opposing player.

Then both players place one Round counter on each of the remaining circles on the row closest to them.

The game is ready to begin. See image below to verify proper setup.



SEQUENCE OF PLAY

The game is played in turns. Starting with the youngest player, or the player who lost the last game if this is not the first, each player takes turns doing one of the following:

Prepare

Swytch

Move/Attack

SWITCH

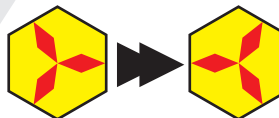
PREPARE

Flip the top counter of a stack of counters from its Normal side to its Angled Movement side. The direction of the Red Indicators must remain the same.



SWITCH

Rotate one stack of Hexagon counters so that their points face in a different direction.



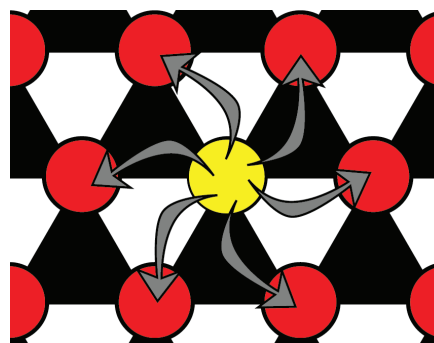
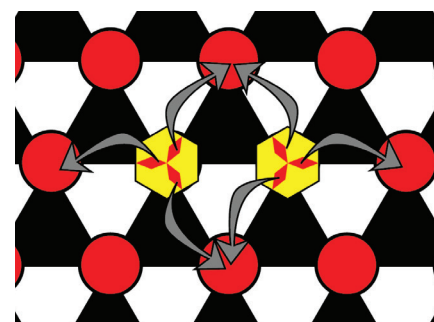
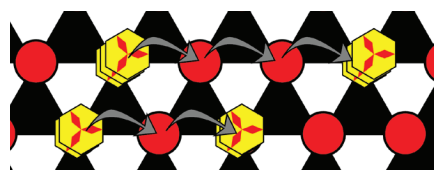
MOVE/ATTACK

You may move a counter or any number of counters in a stack of counters.

The distance the counters may move is limited by the number of counters being moved.

Hexagon Counters

Your Hexagon counters may only move in the directions indicated by the arrows on the top counter in the stack.

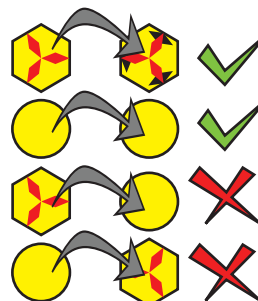


Round Counters

Your Round counters may move in all six directions in a straight line.

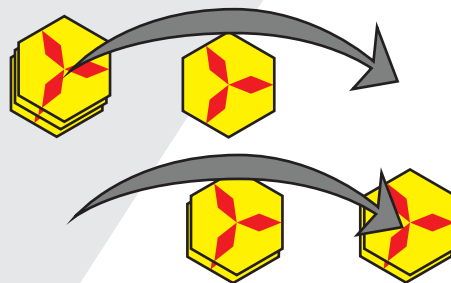
Stacking

You may move one or more counters from a stack of counters onto another stack of the same shape only. This does NOT reposition the counters below.

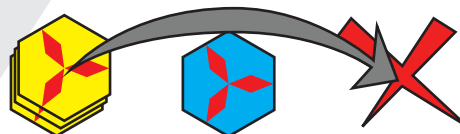


Jumping

You may move your counters past your own counters of the same shape only in a straight line, provided that you leave the bottom counter on top of each stack you jump. This means you cannot jump with only one counter.



You may not jump opponent counters.



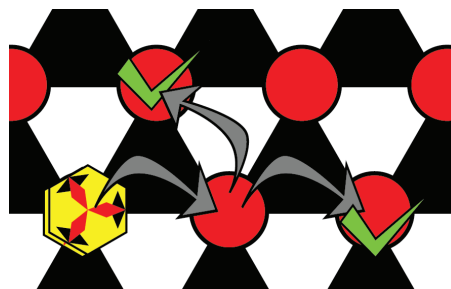
Normal Movement

If the top Hexagon counter in a stack is currently on its Normal side, then the counters must move in a straight line, with no change of direction.

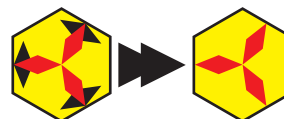


Angled Movement

If the top Hexagon counter in a stack is on its Angled Movement side, then with each space that you move you may change direction, as long as you continue to move only in directions that are legal for the counters if they had started their turn in that space.

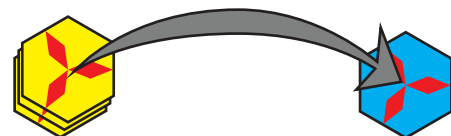


If you change the direction of movement in this way, then as soon as you are done moving, turn the top counter in the stack back to its Normal side.

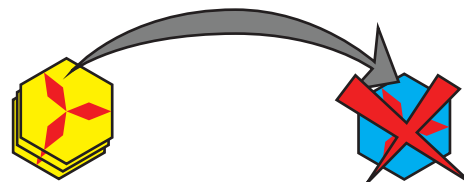


Attacking

You attack your opponent's counters by moving your counters into the same space as theirs.

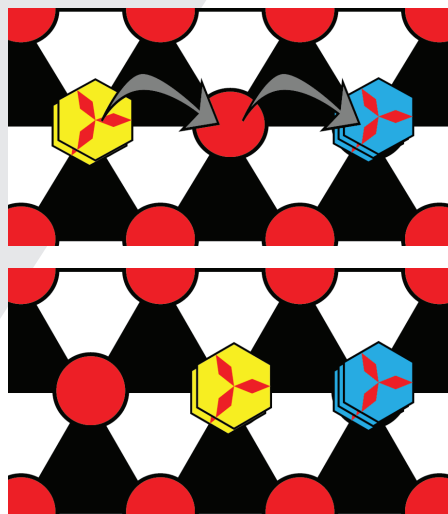


If the size of your stack is greater than or equal to the size of their stack, their stack is eliminated.

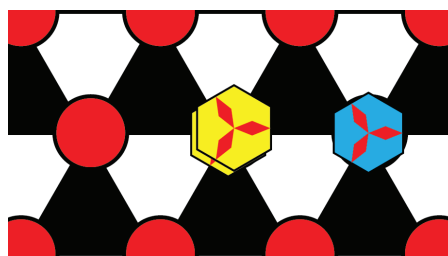


If the size of your stack is less than the size of their stack, do the following in order:

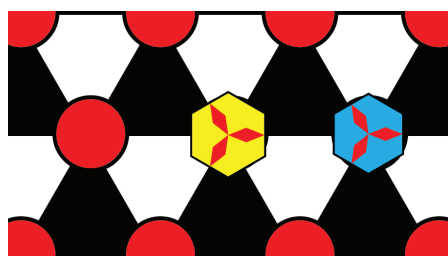
1. Stop your movement one space short.



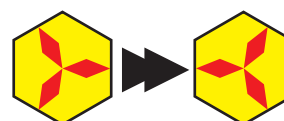
2. Reduce the size of their stack by the size of your stack from the top.



3. Reduce the size of your stack by 1 from the top.



Every time you make an attack you must Swytch.



Note: If performing a Jump and an Attack in the same move the procedure is the same, but be sure that only the counters which could reach the target are used to calculate losses on either side.

VIDEO TUTORIAL

