# Skirt

Designed by **Kanare Kato**

2 players / 30 minutes / 8 years and older

Skirt is a game that belongs to the same category as Hex, where the objective is to connect the two sides of the board with pieces of your own color. However, which sides need to be connected depends on the progress of the game. It can be played on a hexagonal board of any size.

THE BOARD

In this game, the board is divided into the **outer area** and the **inner area**. The outer area is all the hexes on the outermost perimeter of the area being used. The outer area consists of six sides, and each corner hex is considered to belong to two sides. The inner area is all the inner hexes that are surrounded by the outer area. (Fig. 1)
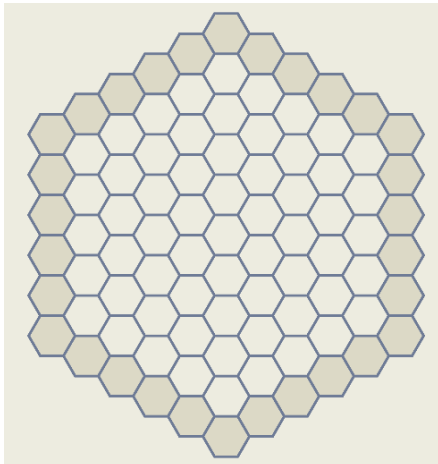

(Fig. 1) A board for a game with six hexes per side. Darker areas indicate the outer area.

GAMEPLAY

Decide which player will play with which color of white or black. First, the player of white color places one of their colored pieces on any empty hex in the outer area.

Starting with the next black player's turn, players perform the following two actions in this order on their turn.

1) First, place a piece of their color in an empty hex in the outer area.

2) Next, place another piece of their color on one of the empty hexes in the inner area that is on the same line as the piece in the outer area just placed and has no other pieces in between. (Fig. 2)
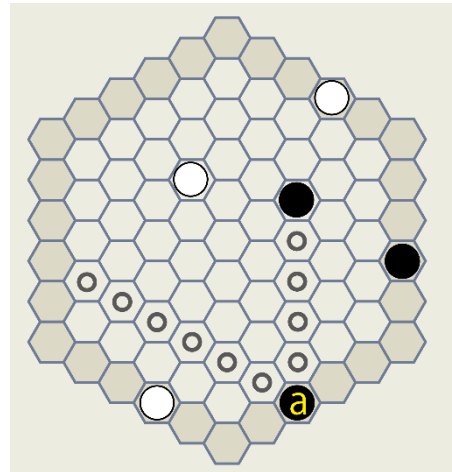
(Fig. 2) If the black player places a piece in position **a**, the player can then place a second piece in any of the gray circle positions.

However, if there is a piece in the inner area that is adjacent to the first piece placed in 1), the second piece may be placed in any of the empty hexes beyond it, ignoring (jumping over) that piece and any unbroken line of pieces connected to it. If a

piece "jumps over" an adjacent piece (or a line of pieces), it cannot jump over any other piece again. (Fig. 3)
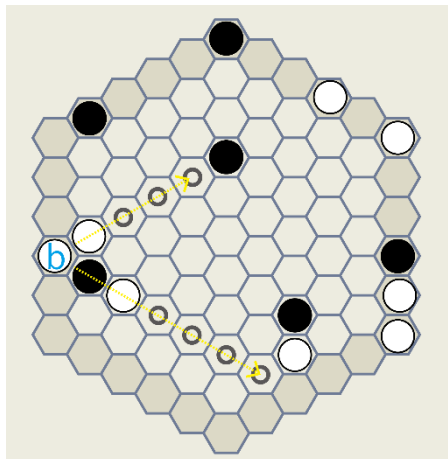
(Fig. 3) If the white player places a piece in position **b**, the player may subsequently place a second piece in any of the gray circle positions.

You can also skip 1) above and perform action 2) based on your pieces in the external area that are already placed. You cannot pass the entire turn.

END OF THE GAME

The player who connects any friendly pieces placed on opposite sides of the outer area with an unbroken line of friendly pieces wins the game immediately. (Fig. 4)

Alternatively, a player can also win by connecting three non-adjacent edges of the board to each other. (Fig. 5)

Note that a corner belongs to two sides.
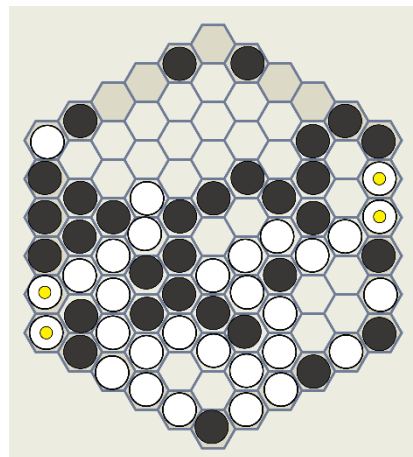
(Fig. 4) The white player wins (yellow dots indicate pieces in the outer area that meet the victory conditions)
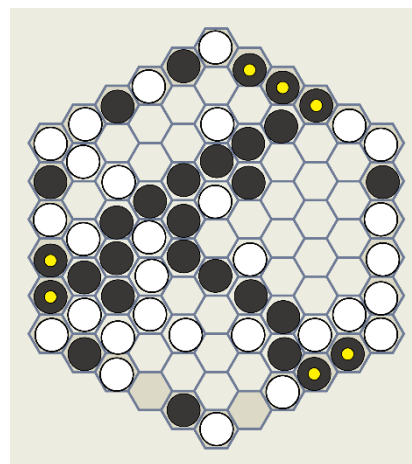
(Fig. 5) The black player wins by connecting three non-adjacent edges.

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