

SMASH-IT

A crystal smashing strategy game for 2 or more players

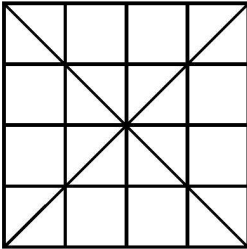
By



Overview

Smash-it is a strategy game for two or more players. Players move their Crystals across the board in attempt to smash the opposing Crystals, removing them from play to win the game. The rules of the game are very simple but the strategy becomes more complex as the game progresses allowing for hours of challenging fun.

The Board

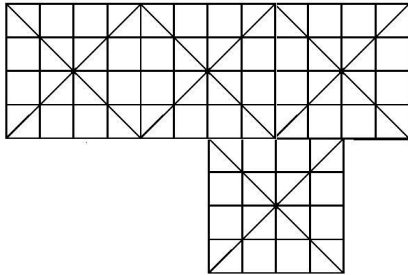


The basis of the playing surface is a square board with a grid of lines drawn upon it. The lines on each board intersect each other and terminate at a border on the edge of the board.

The basic two player game requires two boards that mate in the middle forming a rectangle as in the graphic to the right.

The outer perimeter of all combined boards will act as a continuous travel line that allows Crystals to rapidly circumnavigate the combined boards.

Board layout for a game requires that each player have a board of their own upon which to begin play, therefore for three players, three boards are needed, four boards for four players, and so on.



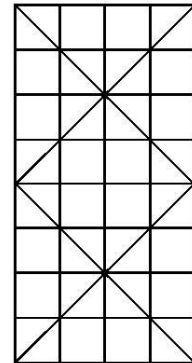
Boards must be mated together along a flat side with at LEAST one full square of overlap. They may not connect on single points such as a corner.

So long as there is a connection between mated boards along a flat edge any configuration is valid.

All boards do not need to mate to all others in this way so long as some path exists between all boards as in the examples.

In multi-board games the entire combined playing surface acts in the same manner as the two-board game.

Travel along an outer edge allows a Crystal to move along the outer edges of all combined boards including turning corners. Straight line movement on the interior may proceed regardless of the number of boards crossed so long as a change of direction is not required.



Playing Pieces

Each player will require four (4) tokens as their playing pieces. These tokens are called Crystals. Each player should choose a color to represent them that is different than the other players unless specific team games are being played.

Crystals can be best represented by colored glass, although any marker such as stones, checkers, poker chips or other items which easily fit within the confines of the board and can be easily differentiated during play may be used.

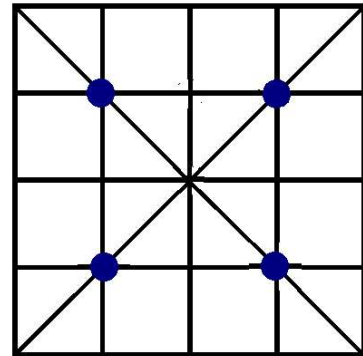
A printable page of Crystals is included at the end of the rules for use.

Preparing to Play

To begin play, the players will lay out their boards in a valid configuration as described above. Each player's Crystals will begin the game on set intersections within the border of that player's board as illustrated at the right. On the playing board these positions are marked with a dot.

The players will use some mutually agreeable method, such as flipping a coin, to determine who will make the first move in the initial game. In subsequent games, the victor of the prior game will have the first move.

In games with more than two players, turns will proceed in a clockwise manner around the playing table.



Game Play

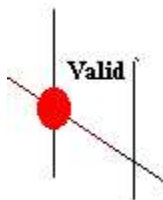
Movement Overview

Game play involves moving a Crystal across the board to trap and destroy opponent's Crystals. On their turn, a player may move any one Crystal that belongs to them.

The rules governing movement are very simple:

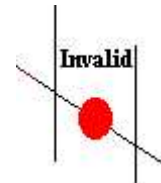
1. A Crystal may only rest on an intersection.
2. A Crystal may only move in one direction along internal lines, no turns.
3. A Crystal may be moved until it reaches the edge of the board.
4. A Crystal may be moved until another Crystal is encountered.
5. A Crystal on the outer boarder may move along the entire length of the border as desired, including turns.

A Crystal may only rest on an intersection

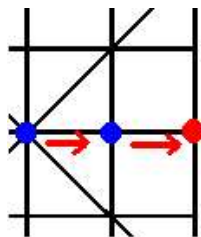


Crystals may only rest on line intersections, never in the middle of a line. An intersection is the point where two lines meet or where any line reaches the edge of the board.

When between these spaces, a Crystal must continue movement until an intersection is reached. The left graphic shows a valid Crystal placement, the one at right, an invalid placement.

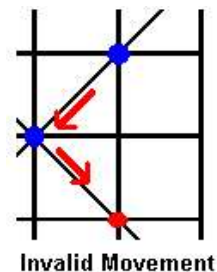


A Crystal may only move in a single direction.

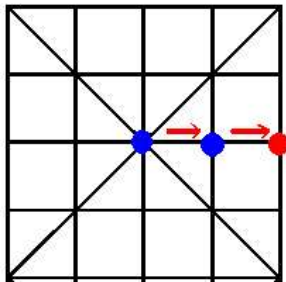


A Crystal moving on the interior of the board may move any distance along a line but the entire movement must be straight along the line. The Crystal may not change direction during its movement. The Crystal does not have to travel the entire length of a line but may be stopped at any intersection along the way.

If a player wishes to change the Crystal's direction of travel, they must end their current movement on an intersection, and then wait for their next turn to begin movement in the new direction. The graphic to the left shows a valid, straight-line movement. The graphic on the right shows an invalid movement where direction is changed during the same turn.



A Crystal may be moved until it reaches the edge of the board.

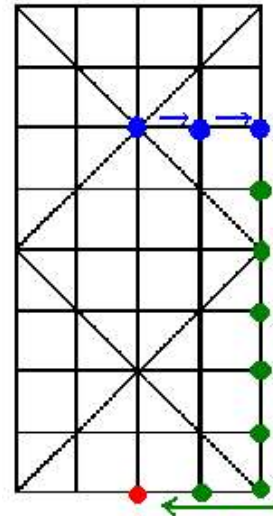


If the Crystal reaches the outer edge of a board it must cease its movement at the point where the line intersects the edge as in the image on the left.

On the player's next turn the Crystal may be moved along the perimeter to any position along the outer edge of the combined boards

where a line intersects the edge.

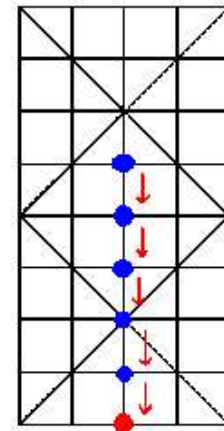
In the image on the right, the Crystal moves along the blue path in turn one. In turn two, the Crystal can follow the green path, ending movement at the red space or it may move to any other intersection on the outer border.



A Crystal moving along the border may turn corners unlike movement on the interior of the board. The Crystal is unlimited in the distance around the border that it may move.

Once border movement has been ended the player must wait until their next turn to move onto the board's interior.

The only time the edge of a board does not stop movement along an interior line is at an edge where two boards are mated and the interior line continues onward. Where two boards are mated, the mated edges will count as interior lines rather than outer edges. In this way the Crystal may move onto another board without ceasing movement as illustrated in the image on the right where the Crystal moves from the first board to the border of the second board along the blue path.



A Crystal may be moved until another Crystal is encountered.

When a moving Crystal encounters a second Crystal, regardless of its color, one of two actions will occur:

1. The player may choose to cease movement and leave their Crystal on the line intersection adjacent to the encountered Crystal.
2. The player may choose to push the Crystal along the line of travel that their Crystal was traveling.

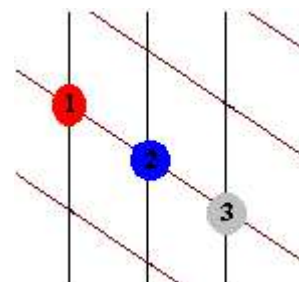
A pushing movement will cease when:

- A third Crystal is encountered.
- The edge of the board is reached
- The player wishes to end the push.

Encountering a third Crystal

Refer to the figure at the right for all examples listed.

- Crystal 1 in the figure will be the pushing Crystal.
- Crystal 2 will be the Crystal being pushed.
- Crystal 3 will be the encountered Crystal.



If Crystal 3 belongs to the owner of Crystal 2, the movement is stopped. Crystal 3 remains in its prior location. Crystal 2 will be stopped on the adjacent intersection and Crystal 1 will cease movement on the next available intersection as in the example.

If Crystal 3 is **any** other color, Crystal 2 is 'smashed' and removed from play. Crystal 1 moves to the intersection adjacent to Crystal 3 and movement ceases.

The pushed Crystal must be pushed across at least 1 intersection to be smashed, simply meeting another Crystal that is positioned against a third Crystal is not sufficient.

If Crystal 1 and Crystal 2 are the same color or are teammates, Crystal 2 is not smashed regardless of the color of Crystal 3. Movement still ceases upon encountering Crystal 3; only one Crystal at a time may be pushed.

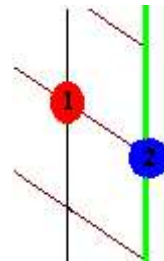
Using the example, if the next turn belonged to the player of Crystal 2, that player may either move their Crystal out of the middle along the line it sits upon or may push either Crystal 1 or Crystal 3.

Alternately, if the next move belonged to Crystal 3, that Crystal could only move away from the others along one of the lines, it could not push Crystal 2 as it immediately encounters Crystal 1.

Encountering the edge of the board

If Crystal 1 is pushing Crystal 2 and the movement causes Crystal 2 to reach the outer edge of the board, Crystal 2 will stop on the edge while Crystal 1 stops at the nearest adjacent intersection prior to the edge as in the figure at the right.

If a Crystal moving along an inside line encounters a second Crystal that is already on the outer edge, its movement ceases at the adjacent intersection. It may not push a Crystal that is already located on the edge unless it started its movement on the edge as well.



When a Crystal reaches on an edge where two boards mate, it is not counted as an outer edge so the Crystal may be pushed beyond that point.

When a Crystal **begins** its turn on an outer edge and encounters another Crystal, the encountered Crystal may be pushed. This pushed Crystal can be moved any distance along the outer edge. It may not be moved onto an edge line that is between two mated boards as this is not counted as the outer edge. The rules governing encountering a third Crystal still apply.

Winning the game

Smash-It utilizes the three-strikes-you're-out rule.

When three of the four Crystals of a player have been smashed leaving that player with only 1 Crystal in play, that player is out of the game. In a two player game that situation will end the game.

In games with three or more players, the remaining Crystal will remain on the board but will no longer be actively moved unless pushed.

Play continues until all players except one are reduced to a single Crystal at which point the remaining player is declared the winner.

In team play victory is declared when the combined Crystals of all opposing team members are reduced to a single Crystal.

Game Variations

Although the basic game is designed for two players, multiple boards may be placed together to allow many players to compete.

In games with more than two players, once the first move is determined, the flow of play will move clockwise around the table.

Players may combine into teams with multiple people working together or the players may choose an “every man for himself” game.

For team play, teammates may choose to all use the same color or have different colors that work in cooperation. In team play, opposing teams must have the same number of players.

Moves alternate from Team A, player 1 to Team B, player 1, then to Team A, player 2 and finally Team B, player 2. Teammates never move sequentially.

Alternate Game Board layout ideas

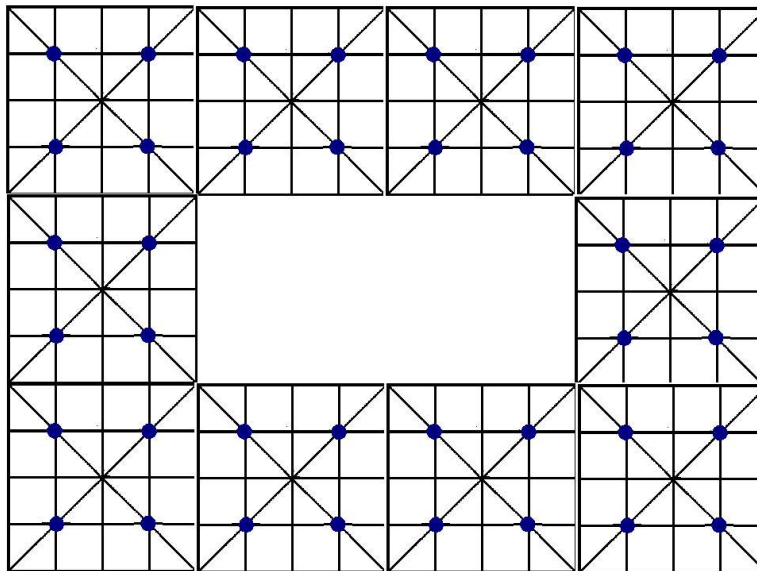
As more boards are added some truly challenging surfaces can be created. Feel free to add as many boards as you wish regardless of the number of players.

Ideally boards should be 1 to 1 with players but you could easily have 3 boards for each player to make a larger layout if desired. Your imagination is your only limitation.

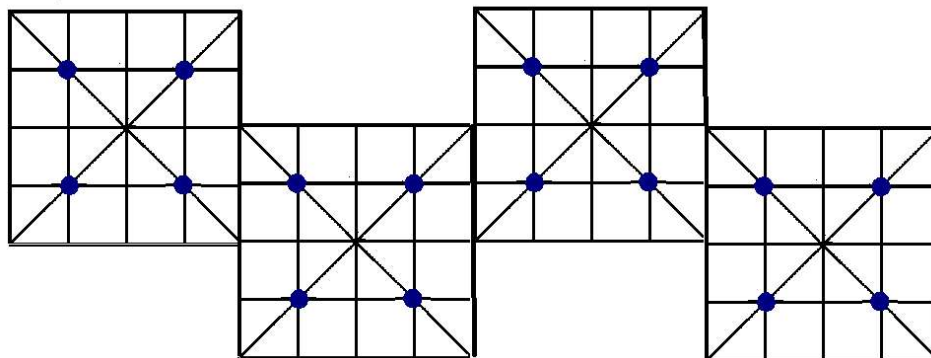
The more boards, the more complex the board shape which will lead to longer, more complex games.

Here's a couple fun shapes to try:

The Box

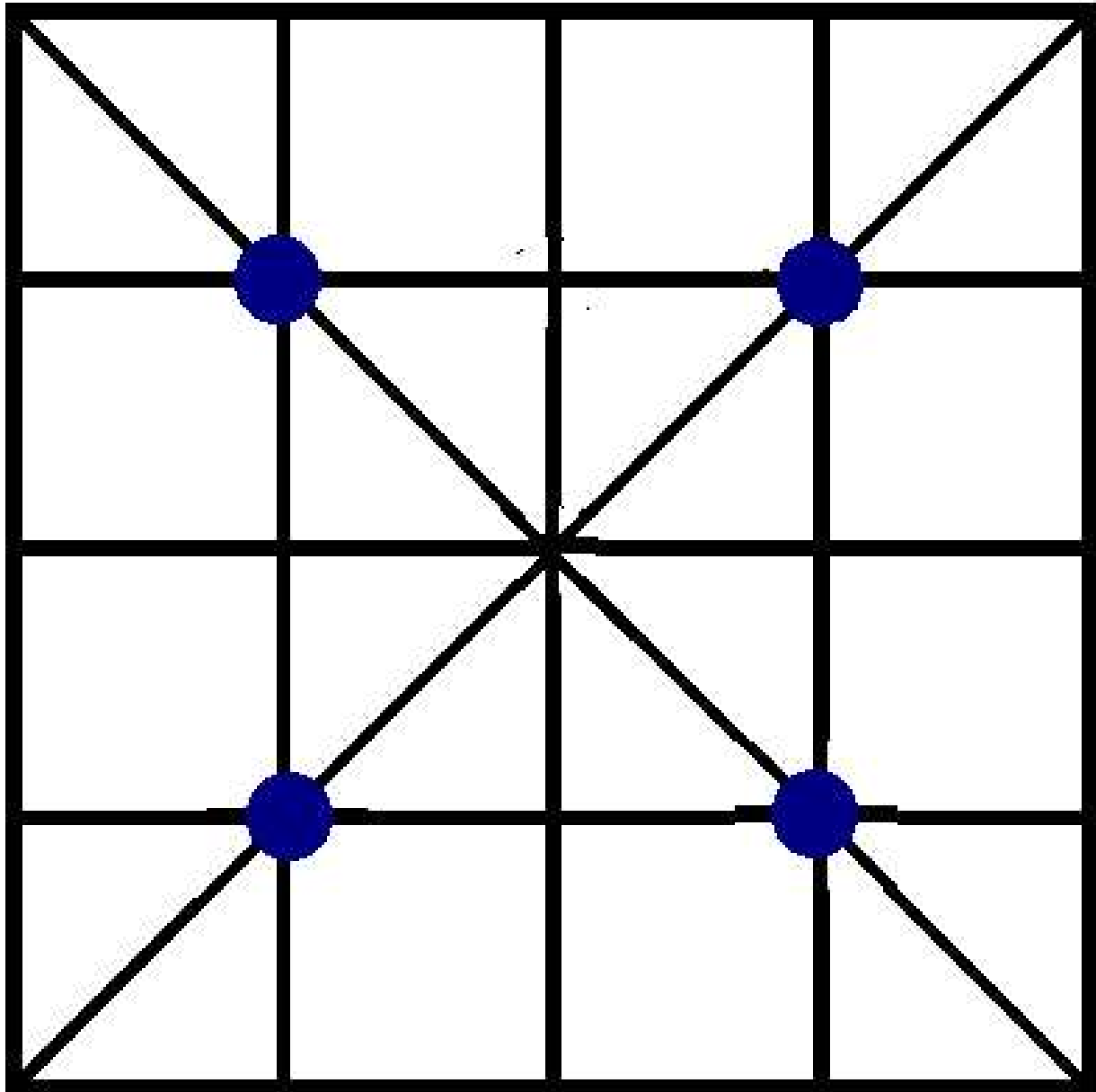


Serpentine



Game Board

Print on heavy stock and cut out as many boards as desired.



Crystals

