

Skorpion

Deep in the distant reaches of space lies the Forgotten Gate. Guarded by the Eternal Skorpion, the Master of Fate, it is a destination craved by many but reached by few.

Skorpion is a strategy game for two players.

Contents:

Eight blue beads

Eight red beads

One large orange bead (Skorpion)

One small orange bead (the Tail)

Game board

Rules

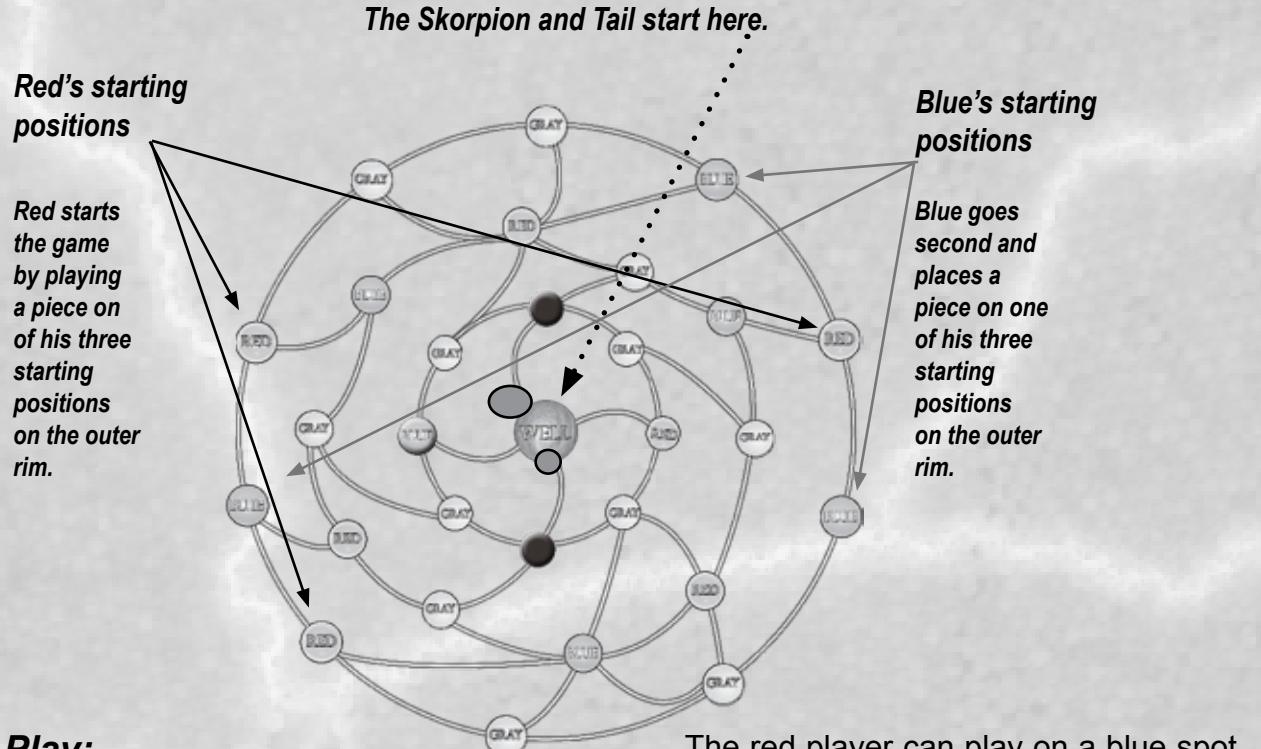
Object:

You win if either you are the first to play a piece in the Gate at the center of the board or if your opponent has his last piece removed from the board.

Setup:

Place the two orange beads in the center of the board. The larger bead is the Skorpion and the smaller bead is his Tail.

Choose who will play red and who plays blue. Red goes first and places a piece on any of the three red spaces on the outer rim of the board. Blue then places a piece on any of the three blue spaces on the outer rim of the board.



Play:

On each turn you can either place a piece onto the board or move the Skorpion.

Placing a piece:

Pieces are either played on one of the player's three starting positions (red or blue on the outer rim) or on a spot which is connected to one or more spots held by the player.

The blue player can play a piece on a blue spot on the board provided he has at least one piece in play which is connected to it by a line. Likewise, the red player can play a piece on a red spot provided there is a connecting piece. Both players may play on a gray spot if they have a connecting piece.

The red player can play on a blue spot, and the blue player on a red spot provided they hold TWO connected spots.

For the two black spots near the center and the center itself, each player needs to have two connections to that spot in order to play on it. If either the Skorpion or its tail is in the center, you cannot play a piece there.

You cannot place a piece in a spot that already has any piece in it, including the Skorpion or its Tail.

If all eight of your game pieces are on the board, your move must be to move the Skorpion.

(continued on back)

Moving the Skorpion:

Instead of playing a piece, a player can instead move the Skorpion one space. The Skorpion moves along connecting lines.

The Skorpion's Tail moves into the last position the Skorpion was in. When the Skorpion moves out of the center, the tail remains in the center until the Skorpion moves again. The Skorpion cannot be moved into the space containing the Tail.

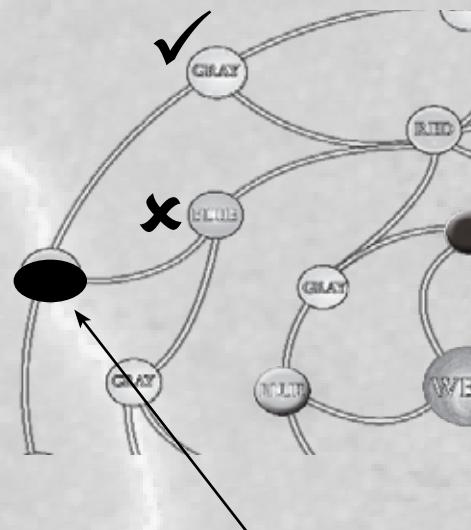
Anytime the Skorpion moves onto a spot containing a piece (either yours or your opponent's) that piece is removed from the board and returns to the the owning player's hand.

If Skorpion removes the last remaining piece for a player, that player immediately loses.

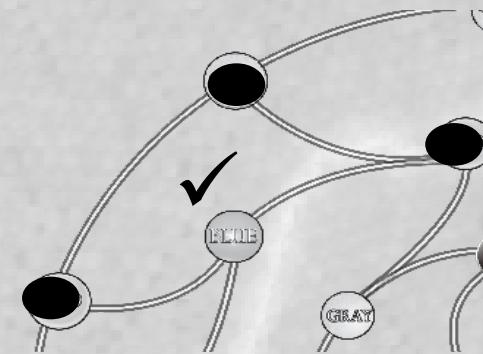
When the Skorpion moves into a red or blue spot on the outer rim of the board, it immediately moves back onto the Gate. When this happens, the Tail moves with the Skorpion; place both the Skorpion and its Tail in the middle of the board. ***This is the ONLY way for the Skorpion to return to the center; it cannot move in directly from the four adjacent spots.***

After moving the Skorpion once, you can choose to discard one of your pieces in play in order to move it a second time. This piece is discarded before the Skorpion moves. You cannot remove your last piece in play in order to move the Skorpion.

The piece you remove can be the piece in the space that the Skorpion is moving into. Keep in mind that the piece being removed is removed *before* the Skorpion moves.



In the example above, red has placed a piece on a starting point. For her next move, she could could play a piece on the gray space adjacent, but not on the blue space.



In this example she now has two adjacent pieces and could play on the blue space if she wished to.

You move the Skorpion no more than twice on your turn; once for free and once by paying a piece to move it again.