

	<h1>Skurðir</h1>	 2 – 5
		 Medium
	Designed by Glenn Overby	Version 2.1

## EQUIPMENT

- Three trios each of five colors.



## OVERVIEW

Skurðir is played by two to five players using three Treehouse sets of the same color scheme. It is inspired by railroad board games.



## GOAL

The object is to build networks of canals connecting transport stations, and to earn points by transporting passengers from station to station along these canal networks.



## TERMINOLOGY

- Large pyramids are **stations**, played standing upright.
- Medium pyramids are **canals**, played on the side pointing from station to station.
- Small pyramids are **passengers**, stacked on a station or on a passenger already stacked.

	Station
	Canal
	Passenger

## SETUP

1. Take two large and two small pyramids of each color. Each small pyramid (passenger) should be stacked on top of a large pyramid (station) of another color. No pair of stacked pyramids should be identical. The result is 10 different stacks of two pyramids.
2. Set up one stack in the center of the playing space. Beginning with the youngest player and proceeding clockwise, each player in turn places one stack horizontally or vertically “adjacent” to one or more existing stacks. Adjacent stacks ought not to actually touch, but should leave enough room between pyramids to lay a medium (canal) on its side.
3. After all 10 stacks are set up the youngest player selects who will play first. Each player in clockwise rotation chooses which color they will play, and takes the three canals and one unused station of their color.
4. The **Pool** begins with five passengers – one of each color – and three neutral canals of an unplayed color. In a five-player game there will be no neutral canals.

*One of many thousands of possible set-ups for ten stacks.*

## HOW TO PLAY

Each player's turn has two parts, a **Building Phase** followed by a **Transport Phase**.

### BUILDING PHASE

In the Building Phase, a player chooses one action: **Build Canal**, **Build Station**, **Remove Canal**, **Sabotage**, or **Pass**.

**Build Canal.** A player may build a canal of their own color, or of a neutral color if any remain in the Pool. A canal is built from an empty side of a station in play, pointing to the next station in line horizontally or vertically. Canals are one-directional. A canal may not be built between two stations that are already connected by a canal. A canal may not be built without a station at each end. Canals may point across gaps in the layout.

**Build Station.** A player's extra station may be built in any location which would be acceptable for placement during setup. Any canal which might have been pointing across the gap now ends at the new station.

**Remove Canal.** A player with all three canals of their color in play may remove one canal. Removed canals can be rebuilt in a future Building Phase. A canal may not be removed if there is a passenger awaiting transport at its wide end.

**Sabotage.** A player may, once per game, sabotage one canal not of their color. That canal is removed from the layout. An owned canal is returned to the owner after the owner completes the next turn, and is then available to be rebuilt. A neutral canal is returned to the Pool after the next turn of the sabotaging player, and is then available to be rebuilt.

**Pass.** A player may pass when all three of their own canals are built if a scoring play is to be made in the Transport Phase.

## TRANSPORT PHASE

In the Transport Phase, a player must, if possible, transport one passenger from its starting point to its destination. A passenger's destination is any station of its own color. A transported passenger scores points for two or more colors.

A passenger may be transported if three conditions are met:

1. The passenger is on top of its stack.
2. The passenger has a valid **Route** (see below).
3. The passenger, its starting station, or the first canal it will use is of the mover's color.

A valid route is an unbroken chain of canals and stations. It starts at a passenger's initial station. It travels through a canal from the station at the wide end to the station at the narrow end. If necessary it repeats this process any number of times until the passenger reaches the first station of its own color. It may not use any station more than once.

**Scoring in the Transport Phase.** A transported passenger is removed from the game. Each player scores points for every station or canal owned along the Route:

- 1 point to the owner of the starting station;
- 2 points to the owner of the first canal used;
- 3 points to the owner of the first station stop;
- 4 points to the owner of the second canal;
- 5 points to the owner of the second station stop, etc.

A total of 6 points are scored on a one-canal run, 15 on a two-canal run, 28 on a three-canal run, 45 for four canals, 66 for five canals, and so on. (Do not keep total scores for the unowned colors with fewer than five players.)

**Adding Passengers.** After scoring a transported passenger, the moving player must take one passenger of another color from the Pool (if available) and add it to a station or station stack already in play. Passengers cannot be placed on a stack with a station or another passenger of that color.

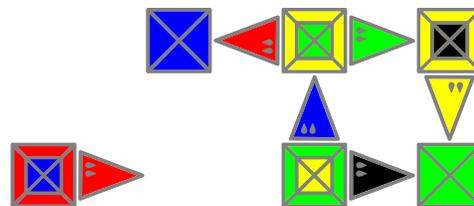
After the Transport Phase the next player begins a turn.

## HOW TO WIN

The game ends when all 15 passengers have been transported. The game can also end early if the Pool is empty and all players play three turns in a row with no transports.

The player with the most points wins.

## TRANSPORT AND SCORING EXAMPLE



- One-canal run: Yellow, Green, or Blue could transport the Yellow passenger, scoring Green 1, Blue 2, Yellow 3.
- Two-canal run: Either Yellow or Green could transport the Green passenger, scoring Yellow 8, Green 7.
- Three-canal run: Either Red or Blue could transport the Blue passenger, scoring Red 9, Green 3, Yellow 5, Blue 11.