

Free Culcha Piecepack

The piecepack allows you to play many boardgames just as a standard deck of cards allows you to play many card games.

The specifications for the components have been released into the public domain, so anyone can design, create and share a piecepack. People can also develop their own games to play with the piecepack.

This book is a collection of games that you can play with the piecepack.

Enjoy!

Chris Sakkas.

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About the piecepack

Piecepack history

The piecepack was designed by James Kyle Droscha (usually referred to as James Kyle), a game designer who created *HellRail* among other games. He released it into the public domain.

James Kyle first discussed the piecepack in *Grampa Barmo's Discount Games Magazine* issue 1, back in Summer 2001. His was not the first set of components that could be used for multiple boardgames; Andrew Looney's Icehouse and the Parker Bros' Orion are two other examples.

James Kyle considered alternative sets of components that could have been promoted instead. Chess sets were readily available but not flexible, while Icehouse was flexible but not readily available.

A wide variety of games have been created for the piecepack, from flicking, dexterity-based games to abstract strategy games to solitaire puzzles to adaptations of existing games. Some add other components, like dominoes or playing cards, or require multiple piecepacks to play. They can be played by one or multiple players, though it is rare to see games catering to more than four players.

Interesting Features

The sum of three piecepack dice

Is a range from 0 to 15, inclusive. That is the range represented by the tiles or coins of a single suit.

Binary numbers

Each piecepack has 4 null tiles and 4 ace tiles. Since null equals 0 and ace 1, you could use them to represent a 4-bit binary number. In other words, a number from 0 to 15, inclusive.

The suits

The piecepack logo is arranged:

Sun Moon
Anchor Crown

The order of suit priorities goes in clockwise order from the top left.

1 2
4 3

Suns and Moons seem thematically linked, since both are celestial bodies. Anchors (or, as they originally were, Arms) and Crowns could represent different forms of rulership: mercantile (or aristocratic) and monarchical.

Suns & Crowns and Moons & Anchors are also linked since the former are light suits and the latter dark ones.

Bibliography

Hale-Evans, Ron. 'Game Systems – Part 1', *The Games Journal* (December 2001) <<http://www.thegamesjournal.com/articles/GameSystems1.shtml>>.

Kyle, James. 'The Piecepack: In Search of a Generic, Universal Boardgame Set'. *Grampa Barmo's Discount Game Magazine* iss 1 (Summer 2001) <http://www.piecepack.org/piecepack_article.html>.

———. 'Sensible Expansions'. Piecepack Wiki <<http://www.ludism.org/ppwiki/SensibleExpansions>>.

What does a piecepack consist of?

A complete piecepack consists of 56 items, divided into four suits of 14 items each. The four suits are Suns (red), Moons (black), Crowns (yellow or green) and Anchors (blue; sometimes called Arms and represented by a fleur-de-lis).

Each suit has the following components:

- A die with six sides: null, an ace, 2, 3, 4 and 5
- A pawn
- Six coins. On one side is the suit symbol. The other is: null, an ace, 2, 3, 4 or 5. Coins are usually from $\frac{3}{4}$ of an inch to 1 inch in diameter
- Six tiles. On one side is the suit symbol in the top left-hand corner and: null, an ace, 2, 3, 4 or 5. On the other side is a 2-by-2 grid. Tiles are usually 2 inch squares

Glossary

Some of these entries are adapted from the Piecepack Wiki.

Ace: A value on coins, tiles and dice. Represented by a 1 on the die, a spade on the coins and by the suit symbol on the tiles. Has a value of '1' by default.

Null: A value on coins, tiles and dice. Has a value of '0' by default. Represented by the absence of a number or symbol. Also known as a 'blank'.

Pip: The directional indicator on a coin that shows which orthogonal direction it faces. The suit symbol on a tile that shows which diagonal direction it faces. Also each dot on a die.

Space: Each of the four squares revealed when a tile is placed face down is a space.

Tick mark: The directional indicator on a coin that shows which way it is facing. A form of pip.

Inherent rules

If a game has suit priorities, the order (from highest to lowest) is: Sun, Moon, Crown then Anchor (reverse alphabetical order).

If a game refers to light and dark suits, Sun and Crown are light while Moon and Anchor are dark.

A 'face down' coin means the value is not visible (the suit symbol is). A 'face down' tile means the suit symbol and value are not visible.

Unless otherwise specified, an ace has a value of '1' and a null a value of '0'.

The Penguin Game

Author Jonathan Dietrich **Components** 1 piecepack, 1 opaque bag

Playtime 10–20 minutes **Players** 1–4

Jonathan Dietrich released this game into the public domain.

Premise

The little penguins are striving to stay atop a melting iceberg. Unfortunately the body heat of the penguins is melting the ice. Who can stay afloat the longest?

Each player will take on the role of a penguin. On your turn, you will make a move, then remove (or melt) the spot that you left. If you can't make a legal move then you're out of the game.

Objective

Last player on the iceberg wins!

Setup

Gather:

- 4 tiles
- All 24 coins

Turn the tiles face down and place them so they form a square. You should now have a coin-sized grid that is 4x4. Place all of the coins in the bag, give them a good shake, and start drawing them out one by one.

Place each coin suit side up on the grid in a regular fashion. This should leave 8 coins in the bag once the grid is filled. Take the remaining coins and form a second level in the shape of an “X”.

```
2 1 1 2
1 2 2 1
1 2 2 1
2 1 1 2
```

The diagram illustrates the number of coins on each spot in the grid.

Determine who will go first. One by one place your penguins (pawns) on any coin in the grid. Once everyone has placed his or her penguin, the game can begin.

Gameplay

Each player takes a turn, one after the other.

On your turn you MOVE then MELT.

MOVE: You MUST move your penguin, using either a STEP or a HOP.

- **STEP:** Move to a coin that is at the same height and is exactly one space orthogonally or diagonally away.
- **HOP:** Move to a coin that is of the same suit that you are currently on. If you cannot move you are out of the game. Remove your penguin from the grid and do not MELT as you leave.

MELT: You MUST melt the coin that you are leaving. Simply remove it from the grid and place it back in the bag, ready for your next game. If you are on top of a stack of coins, only remove the top coin from the stack.

Variations

Solitaire: The goal here is to remove all but a single coin from the grid, thus maximizing the amount of time you spend on the iceberg. For an additional challenge, attempt to end the game on the same suit as the first coin that you draw from the bag during setup. You could use the matching pawn to remind yourself of what your added goal is.

Strategic Start: Lay all of the coins, suit side up, out on the table beside the grid. One by one players choose a coin and add it to the grid. A second level cannot be started until all 16 spaces of the grid have a coin on them.

Irregular Strategic Start: Use all rules from the Strategic Start variant however, second level coins are not restricted to the "X" shape used in the traditional version.

Chaotic Strategic Start: Use all rules from the Irregular Strategic Start variant however, stacks are no longer limited to being two coins high.

Non-Square option: Instead of setting the tiles up to form a square, agree on any other configuration of the four tiles.

Tiny and Tall option: Use only 3 tiles, not 4. Before any coins are placed, agree on an arrangement of the 3 tiles. This means that there are

12 coins that make up the first level and 12 that are used to make up higher levels.

Flame-throwers: To be used with the regular game or any of the Strategic Start variants (with or without any options). Instead of melting the coin you are leaving, you may melt any unoccupied coin on the board. Note that you still **MUST** melt at least one coin every turn.

Drifting: To be used with the regular game or any of the Strategic Start variants (with or without any options) In this variant the ice flow is in fact 4 (or 3 if using Tiny and Tall) separate ice flows that are constantly shifting. Add an additional optional part of the turn: DRIFT. A turn now consists of a mandatory MOVE then a mandatory MELT and finally an optional DRIFT. To DRIFT, simply take one of the tiles and move it. Restrictions on movement are as follows: the tile may be rotated, the tile must be placed such that all tiles are still connected together with at least full edge in contact with another tile.

Thanks

The author thanked Rob LeGood (inventor of the Drifting variant), Julie Taylor, and FASS.

Piecepack Dodg'em

Author Michael Schoessow **Components** 1 piecepack

Playtime 15 minutes **Players** 2

Michael Schoessow released this game into the public domain.

Premise

Dodg'em is a game that has been around for a long time in various configurations involving the number of pieces and the size of the board, but the rules are always essentially the same. Thus, I cannot take much credit for authorship, as I only came up with yet another variation that makes the game suitable for playing with the piecepack.

Objective

Each player attempts to move his coins across the board, toward the other player's side, and off the board on that side. The first player to do this with all his coins wins the game.

Setup

Gather:

- Any 9 tiles
- 5 Suns coins
- 5 Crowns coins

Arrange the nine tiles, grid-side-up, to form a 6-space by 6-space square board between the players. One player is Suns and the other player is Crowns. Each player takes the 5 coins of his suit. Looking at the board from Suns' point of view, the positions of the spaces can be defined in alpha-numeric fashion as in chess, with the rows numbered 1–6 (bottom to top) and the columns lettered A–F (left to right). Thus the bottom left-hand space is A1, and the upper right hand space is F6. Red places his five coins on spaces A1, A2, A3, A4, and A5. Crowns places his five coins on F2, F3, F4, F5, and F6.

Gameplay

Suns goes first, after which players alternate turns. Each turn a player moves one of his own coins 1 space. Coins may only be moved directly forward or sideways. Backwards and diagonal moves are never allowed. A player must make a move if he is able. If a player is entirely blocked and has no legal move, he forfeits his turn. When coins reach the last row on the opposite side of the board, they may be moved off the board with their next move. Coins may be moved off the board from any column, and are not restricted to the column they started from.

Quatri

Author Michael Schoessow **Components** 1 piecepack

Playtime 15 minutes **Players** 2

Michael Schoessow released this game into the public domain.

Premise

Quatri is a 2-player game. One player is Suns and the other is Crowns.

Objective

The first player to arrange three of their coins in a row, either orthogonally or diagonally, wins the game.

Setup

Gather:

- Any 4 tiles
- 4 Suns coins
- 4 Crowns coins

Arrange the four tiles into a 2x2 configuration, grid-side-up, to form a 4-space by 4-space board. Across the bottom of the playing field place four coins: red-green-red-green on the four squares.

Across the top of the playing field place the remaining four coins on those four squares, also alternating red-green, but ordered such that the red coins on the bottom rank are facing green coins on the top and vice versa.

Gameplay

Suns goes first and players alternate turns thereafter, moving one of their own coins each turn. Movement is always one space orthogonally onto an empty square.

Jul-Gonu

Author Michael Schoessow **Components** 1 piecepack

Playtime 15 minutes **Players** 2

Michael Schoessow released this game into the public domain.

Premise

A Traditional Korean game adapted for the piecepack by Michael Schoessow.

Objective

A player wins by capturing three of the other player's coins.

Setup

Gather:

- 4 tiles
- 4 Crowns coins
- 4 Suns coins

One player is Suns and the other player is Crowns. The four tiles are arranged into a 2x2 square, grid-side-up, to form a 4 space by 4 space board.

Each player starts the game with the 4 coins of their suit on their back rank (the four squares closest to them when the board is between the players).

Gameplay

Suns goes first and players alternate turns thereafter, moving one of their own coins per turn. Pieces move one space orthogonally and may only move onto empty squares.

Repeating a move back and forth three times in succession (over, back, and over) loses the game.

Capture is by orthogonal custodianship, i.e., when a coin is moved such that an enemy coin is trapped between it and another friendly coin, with all three coins in a row with no gaps and on the same rank or the

same file, the enemy coin is captured and removed from the game. Captures of two coins at once can occur if a straight line of friendly, enemy, enemy, friendly is formed. A coin that is purposely moved between two enemy coins is not captured; a player's coin(s) may only be captured as a result of a belligerent enemy movement.

Four Blind Mice

Author Tim Farley **Components** 1 piecepack, egg timer

Playtime 30–60 minutes **Players** 2 or more (from 10 to adult)

Tim Farley released this game into the public domain. He requested that you credit both himself and Alex Randolph, who came up with the concept.

If you like this game, you'll love Ricochet Robots designed by Alex Randolph and published by Rio Grande Games.

Premise

Four blind mice are loose inside a cheese factory, but these furry little fellows need your help. Find the shortest route for each mouse to claim his rightful piece of cheese and win the game. The fame, glory and fortune of a million mice is in your reach.

Objective

Each player must determine the shortest possible route to get the currently selected mouse to the appropriate chunk of cheese. The player who finds the shortest route, collects the cheese as his reward. The player with the most cheese at the end of the game is the winner.

Setup

Gather:

- All 24 tiles (the board)
- The 8 null and ace coins (cheese)
- All 4 dice
- All 4 pawns (blind mice)

Place the square tiles face down to create a square 8x8 playing surface.

The coins will become the cheese. Randomly select a player to go first. The player places one coin face up on the board (i.e. with the ace or null symbol showing) according to the placement rules below. Continue clockwise around the table until all eight coins have been placed. Then place the four pawns (mice).

Placement rules

- No coin or pawn may be placed on the outermost edge of the board
- No coin or pawn may be placed on top of an existing coin or pawn
- No coin or pawn may be orthogonally adjacent to a coin or pawn. Diagonal is acceptable

Gameplay

At the conclusion of the placement phase, the next player begins play by turning over his choice of one ace or null tile located on the playing surface. One of the four suits will be displayed, thus a piece of cheese is uncovered. Each player must now determine the shortest possible route to get the mouse of identical color to his piece of cheese. This portion of the turn occurs in your head. The pieces are not actually touched yet.

Remember, our furry little friends are blind however, they may only move orthogonally, (horizontally or vertically) and must continue moving until they hit an obstacle or another mouse. Obstacles are represented by the other cheese which is not yet uncovered.

Once a mouse reaches an obstacle, he may turn right or left to avoid the obstacle and continue his search for the cheese, again moving until he comes to an obstacle. Other mice may be moved to aide the current mouse, but only mice of matching color may claim the cheese.

Each time a mouse moves or changes direction it is considered one move. Moving additional mice also counts as a move each time they move or change direction.

In addition to being blind, our cute little dairy fiends do not possess a great sense of smell either. Therefore if it is possible for a mouse to make it to the cheese without turning at least twice, the player must find an alternate route for the mouse to take.

When a player finds a suitable route for the mouse, he may announce the number of moves required to the other players. The other players in turn have one minute to announce the number of moves they think are required to get the mouse to his cheese.

The other players may suggest numbers which are higher than the original number. This is useful in instances where the lowest suggested number of moves proves impossible.

After one minute has passed, the player claiming the lowest number of moves, gets to move the mice around the board according to his plan. If the mouse reaches his cheese in the amount of moves that he suggested, the player collects the cheese and adds it to his score pile.

If the player's suggestion proves incorrect, he must return the mice to their original position and the player with the next lowest suggestion attempts his move. In the event that two players suggest the same number of moves, the player who made his suggestion first gets to move.

Once a player has successfully guided his mouse to the cheese and claimed the cheese in his score, the turn is over. The mice are left where they ended their last move, and the next player chooses a coin to turn over.

If no player is capable of finding a solution after 4-5 minutes, remove the cheese counter in question, no one scores this counter. The next player chooses a coin to turn over and play continues as usual.

Conclusion

The game continues until a commonly agreed upon goal is reached. For instance, the game may be ended when one player has accumulated 3 pieces of cheese. Players may also wish to impose time limits of say 30 minutes. The player with the most cheese after 30 minutes of play becomes the winner; ties are decided in a final round.

Variations

In the rules above, the puzzle becomes increasingly difficult as more coins are removed. You may wish to use an additional ruling that whenever a player scores a piece of cheese, he may count it into his score and then replace the cheese elsewhere on the board. This newly placed cheese may not be the next piece of cheese uncovered.

San Andreas

Author James Kyle **Components** 1 piecepack, a few pencils or chopsticks

Playtime 45 minutes **Players** 3–4

James Kyle released this game into the public domain.

Premise

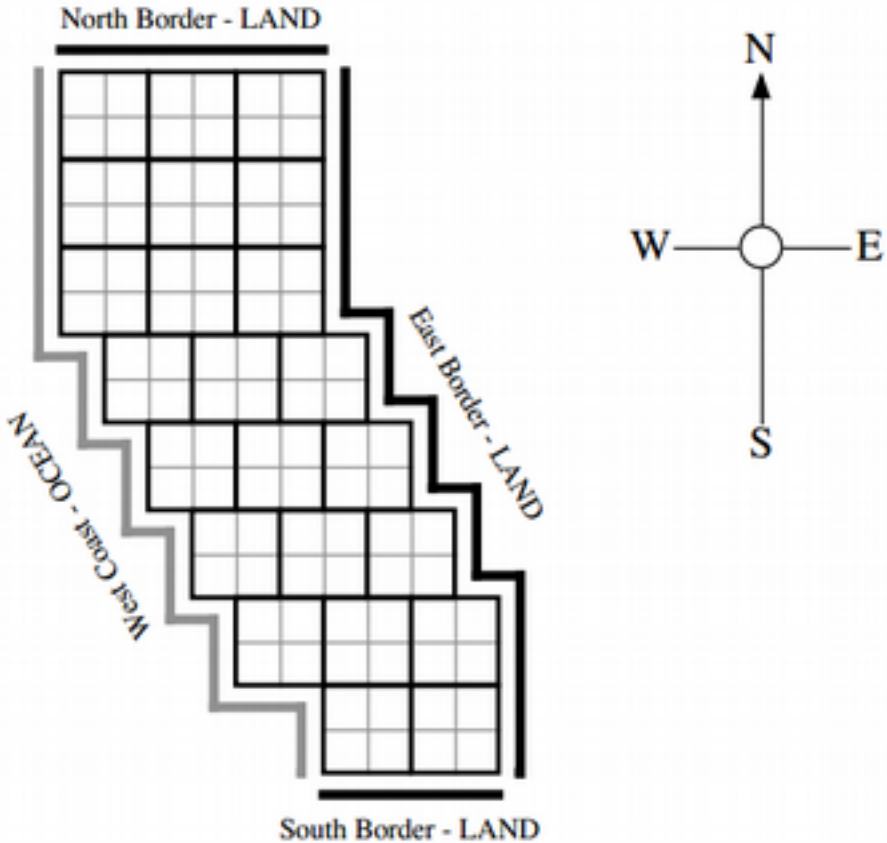
Players establish beautiful oceanside cities in California, populated by millions. But as time progresses on a geologic scale, horrendous earthquakes shift the landscape, placing the masses in grave peril. Safer, but less prestigious, cities can also be founded inland.

Setup

Gather:

- All 24 coins, sorted by suit (cities)
- 23 of the tiles (the board)
- All 4 pawns (epicenters)
- All 4 dice

Give a full suit of coins to each player. If there are 3 players, remove the unused suit from the game. Arrange 23 of the 24 tiles, face down, as shown below.



Gameplay

Roll to see who goes first, then take turns. On your turn, you must do one of the following:

1. Found a city by placing one of your coins face down on any empty space that is not adjacent to another city. (Diagonal is

OK.) If a tile leans too steeply to hold a coin, no city may be founded on it.

2. Identify an epicenter by placing any one of the available pawns on any empty space of a coastal tile (that is, a tile touching the ocean; diagonal does not count). A tile may be identified with multiple epicenters.

Quakes

When a player identifies the fourth epicenter (that is, places the last available pawn) a quake occurs. This player rolls the four dice, then acts on them in the order of the player's choosing. Each die, by color, corresponds to one epicenter (pawn). All tiles with epicenters shift according to the following:

Null) No shift. (Leave the epicenter on the board.)

Ace) Shift one space east; lift if needed.

2) Shift one space north; dip if needed.

3) Shift one space north; lift if needed.

4) Shift one space south; dip if needed.

5) Shift one space south; lift if needed.

As the effect of an epicenter is carried out, remove the pawn, making it available once again. If the die corresponding to an epicenter shows null, however, no shift takes place and the epicenter remains in its current location for the next quake.

If the shifting of a tile causes it to overlap another tile or other tiles, either lift or dip the leading edge of the shifting tile, as directed above. (In practice, dipping the leading edge of a shifting tile is accomplished by lifting the edge of the tile or tiles it is intended to overlap.) Initially, this will cause some tiles to lean. As the game progresses, some leaning tiles may flatten. If the shifting of a tile causes it to cross a land border, place a pencil or chopstick at the border, then lift or dip the leading edge of the shifting tile as if the pencil or chopstick were the edge of a tile.

All cities on tiles that change from leaning to flat, or from flat to leaning, or that change in angle of leaning during a quake are destroyed and removed from the game. Also, any cities that become overlapped by a tile are buried and removed from the game. After clearing the rubble, score the remaining cities, then continue taking turns again, starting with the player to the left of the player who caused the quake.

Scoring

Keep a running total score for each player on paper. After each quake, score each city surviving on the board as follows:

1. Turn the coin face up to reveal its value (null = 0; ace = 1).
2. If the coin's value is null, the founder may swap it with any one of the founder's cities that have been destroyed.
3. Count the number of spaces between the city and the coast (in a straight line and in any cardinal direction of the founder's choice... not diagonally).
4. Subtract the number of spaces from the city's value and, if the number is above zero, add this to the founder's score.
5. Turn the coin face down.

Removing Tiles

Following a quake, any tile or group of tiles that is surrounded by ocean on all sides (regardless of whether there is land diagonal) is removed from the game. Any cities on such tiles are destroyed.

Conclusion: The Final Cataclysm

The game ends immediately after a quake if at least one player has played all of his or her cities (coins). After scoring the surviving cities from this quake, the player with the highest score wins.

Delegate Dash

Author Chrystal and Glenn Overby **Components** 1 piecepack

Playtime 30 minutes **Players** 2–4

Chrystal and Glenn Overby released this game into the public domain.

Premise

Players are candidates of the Piecepack Party, seeking its nomination for President of the Republic. They campaign state-by-state over five rounds of votes, trying to win at least 305 out of 608 delegates. Sometimes the game-ending convention brings a surprise!

Glossary

Tiles: Each tile represents a state.

Suit: The six tiles from a suit represent a region.

Coins: Each coin is a ‘delegate marker’, that represents 10 times its value in delegates. The null is worth 1 delegate.

Pawn: Each pawn represents a candidate; in the convention, each pawn becomes a delegate marker worth 1 delegate.

Setup

Gather:

- All components.

The 24 tiles are set up, number side up, as shown:

```
      +---+
      | A |
+---+---+---+
      | A | A | A |
+---+---+---+
      | M | A | (a) | S | S |
+---+---+---+---+
      | M | M | (m) | | | | (s) | S | S |
+---+---+---+---+
      | M | M | (c) | C | S |
+---+---+---+---+
      | C | C | C |
+---+---+---+
```

| C |
+---+

A = random Arms tile

C = random Crowns tile

M = random Moons tile

S = random Suns tile

(x) = null tile of suit x

Each player picks a pawn:

- Senator North (blue)
- Governor East (red)
- Representative South (green)
- General West (black)

Each player's home region is the six states matching their pawn's color.

There are always four candidates!

Extra candidates are played automatically by the rules.

Place all four pawns in the central gap. This is the only time during the game that the central gap is used.

Turn all coins suit-side up, and shuffle them.

Roll all four dice.

Put a blue coin on the blue state tile indicated by the blue die. Do the same thing for each of the other three colors.

Repeat this five times, rolling the dice and placing four coins. At the end, all 24 coins will be spread randomly over the board, and each region will have the same number of coins and delegates.

You are now ready to play.

Gameplay

Campaign Rounds

In each of five campaign rounds, each state with that number holds a caucus to award delegates to the players. The Aces states caucus on round one, the twos on round two, and so on. Both the threes and the nulls caucus in round three, on Super Tuesday

1. Flip the delegate markers face-up on each state holding a caucus this round. All players can now see how many delegates are at stake in each caucus.
2. North, or the first player clockwise from North if North is not a player, has the dice for all rolls in round one. In each later round, pass the dice clockwise.
3. Roll all four dice. Each die represents the candidate of matching color. The highest die roll moves first, then the next highest, and so on. Ties for movement order have the roller move first, then clockwise from the roller.
 - A player may move their pawn any distance, up to the rolled number of states. Moves may be horizontal, vertical, or any combination, but never diagonal. The center gap may not be entered. (A player does not have to move.)
 - A player may instead move their pawn to any state in their home region, regardless of the rolled number. (If a player rolled a null this is the only alternative to passing.)
 - A player may surrender one delegate marker of their choice, after moving or passing, to immediately roll their die and move again. That marker becomes uncommitted, and will eventually go to someone at the convention.
 - Non-player candidates in 2-3 player games still campaign, and can win delegates. They move in turn to the active caucus which they can legally reach with the most delegates still at stake. If two or more such caucuses exist, the player with the dice chooses. If no such caucus exists, the pawn moves to the Null state of the home region.
4. After all pawns are moved, if any pawns are in the same state as one or more face-up delegate markers caucus voting takes place.
 - If only one candidate is present at a caucus, they take one marker of their choice from that caucus.
 - If two or more candidates are at the same caucus, each candidate rolls their die. The high roller gets first choice

of one marker, then second high, and so on. Ties go to the candidate from that home region, then clockwise from that candidate. A non-player will choose the highest value marker available in turn.

5. After each caucus with candidates present has voted, if any delegate markers remain face-up on the board return to step 3. If all of this round's delegates have been distributed, the round is over. Begin a new round at step 1.

When five rounds are complete, proceed to The Convention to see who wins!

The Convention

1. A candidate who has 305 or more delegates wins. Otherwise, the candidate with the fewest delegates is eliminated. An eliminated candidate's delegate markers, including the pawn, become uncommitted.
2. If candidates are tied for last, they are not yet eliminated. When this happens, each tied candidate loses all of their delegate markers from one region of their choice. Those delegate markers become uncommitted.
3. Now, split up all uncommitted delegate markers among surviving candidates, region by region. Non-players may gain uncommitted delegates
 - Roll a die for each surviving candidate. Add one to the roll for each delegate marker the candidate already has in that region.
 - The high roller gets the most valuable uncommitted marker, then the next highest rolls select in turn. (Roll off ties.)
 - If all survivors get a marker and some still remain for the region, keep picking in the same order until all markers are distributed.
4. After all delegates have again been committed, if a candidate now has 305 or more they win. If not, the process repeats until a winner is found. A non-player can be the winner....

- Should the last two candidates tie at 304, each rolls a die, and the high roll wins. Repeat if needed. (The legislature decides.)

Designer Notes

Delegate Dash was designed for the sixth piecepack contest, Group Projects. A condition of the contest is that each entry must be a bona fide collaboration of two or more authors. These notes describe our design process.

Designer A has designed many games, including previous work with the piecepack. Designer B is a novice designer, with no piecepack background prior to the project, but with substantial game experience.

The designers spent a familiarization night of playing piecepack games and studying the components. Each designer then agreed to take two of the four parts and figure out what to do with them. Design resumed a couple of weeks later.

Designer A's first idea for the coins was to make them legislators, thinking about a political or diplomatic game of negotiation. Designer B countered with using pawns as candidates and tiles as a map. (In February 2004, the US presidential race was in high gear.) Legislators quickly became delegates, as a nominating convention makes for a lively multiplayer scenario.

Early versions used the dice to determine which states were voting on a given turn. But that ran into problems, as eventually just a few states were left to resolve and you could never roll the right numbers.

Designer B thought of letting one four-die roll act for all players at once, and having turn order vary according to the rolls. B also invented the rule allowing delegate markers in hand to be traded for rolls.

Designer A thought of using the numbers on the state tiles to form a schedule, and the final scheme for distributing delegate markers to states. The caucus rules are not clearly creditable to either designer.

The map went through four patterns before settling on its current version. The chosen pattern inspired the regional influence on the end-of-game convention, and ultimately on little things like naming the players as well. Earlier patterns used more random tile distributions, including some face-down tiles which lengthened distances and slowed play.

The convention rules are primarily Designer A. A majority is needed to win in the real-world model. Our rules get a divided convention to unite, with the possibility of coming from behind, but limiting players making kingmaker deals in the endgame. Once in a while all of the players lose!

Zombie in my Piecepack

Author Dan Beauchamp, based on a game by Jeremiah Lee, edited by Ron Hale Evans **Components** 1 piecepack

Playtime 5 to 20 minutes **Players** 1

Dan Beauchamp released this game into the public domain.

Premise

It's the Zombie Apocalypse, and only you can stop it. Find the zombie totem in the Evil Temple in the house of your evil neighbour (you know who I mean), and bury it in the Graveyard before time runs out.

Setup

Gather:

- All 6 Anchor tiles (indoor locations)
- All 6 Crown tiles (outdoor locations)
- The null and ace of Suns tiles and the null and ace of Moons tiles (special locations)
- 2 of the tiles (the clock face)
- The Moon pawn (minute hand of the clock)
- Anchor pawn (your character)
- Suns pawn (evil idol)
- All 6 Suns coins (health meter)
- All 6 Anchors coins (attack meter)
- A null, 3, and 5 coin of any remaining suit (zombie intensity meter)
- Suns, Moons and Anchors dice

Set the Suns and Moons nulls aside, face up; they will serve as the Foyer and Patio, respectively.

Shuffle the Anchors tiles and Ace of Suns together, and set them aside in a face-down stack. Shuffle the Crowns tiles and Ace of Moons together, and set them aside in a second face-down stack.

Of the unused tiles, take two and place them face down, one above the other, forming a 2x4 grid. These will serve as a clock. Place the Moons

pawn (representing the minute hand) in the upper right square of the top tile.

To the right of this clock, place a coin in each of these denominations, face up: Null, 3 and 5. To the left of the clock, place a column of five Sun coins. Farther to the left, place a single Anchor coin. This is your status chart. It keeps track of your strength and weapon level (represented by Arms coins), your health (the Sun coins) as well as the time and the intensity of the zombie outbreak.

Place the Foyer tile (Null of Suns) in front of you, face up. Place your pawn on it. Get ready to blow some zombies' fool heads off.

Gameplay

Turn Phases

On every turn, take the following steps.

1. Move the clock ahead one square clockwise. See Advancing Time for more.
2. Choose one option for your movement:
 1. Stay put (usually only used when you are in the Graveyard or Evil Temple)
 2. Move to a previous room
 3. Move to a new room (see Opening a Door, below)
 4. If there is no place where you can legally add a new room, you can choose for zombies to break through a wall of your choice, revealing a room behind them. Roll a Moon die: this is a Zombie Attack (below)
3. Roll three dice: Sun, Moon and Anchor.
 1. If the highest result is the Sun die, you find food (add 1 to your Health; maximum 6).
 2. If the highest result is the Anchor die, you find a weapon or armour (add 1 to your Weapon Level; maximum 6).
 3. If the highest result is the Moon die, or there is a tie involving the Moon die, there is a Zombie Attack.
 4. If the highest result is a tie between Sun and Anchor, nothing happens. Damn.
4. Take any special action you are entitled to, such as searching a Storage room

- If you wish, you may cower to regain Health. This takes time: move the clock ahead another step. Roll the Sun die. If the result is greater than your current Health, add 1 to your Health.

Opening a Door

When you are in a room, you can open a door provided it has one available. If a room is already adjacent to as many rooms as it has doors, no new door can be opened. There is a movement option to have zombies smash open an entrance, discussed above.

If a room is indoors (an Anchor or the N or A of Sun), you can only draw from the indoors deck. The exception is the Dining Room. If there are multiple doors available, then when you open a door you may choose for it to open onto the Patio or draw from the indoors deck to determine which room it opens onto. If there is only one door available, it must open onto the Patio.

If a room is outdoors (a Crown or the N or A of Moon), you can only draw from the outdoors deck.

Tiles

With a couple of exceptions, the number on a room tile represents the number of doorways in that room, therefore only that many other rooms may be directly connected to it.

| Tile | Room | Notes |
|-------------|-------------------|------------------------------------------------------|
| N of Suns | Foyer | start space; 1 exit leading to the rest of the house |
| A of Suns | Evil Temple | 1 exit; see below |
| N of Moons | Patio | 2 exits, one of which leads to the Dining Room |
| A of Moons | Graveyard | 1 exit; see below |
| N of Arms | Storage | 1 exit; see below |
| A of Arms | Kitchen | 2 exits; +1 Health if your turn ends here |
| 2 of Arms | room with 2 exits | none |
| 3 of Arms | room with 3 exits | none |
| 4 of Arms | room with 4 exits | none |
| 5 of Arms | Dining Room | 4 exits, one of which leads to Patio |
| N of Crowns | Storage | 1 exit; see below |

| | | |
|-------------|----------------------------|-------------------------------------------|
| A of Crowns | Garden | 2 exits; +1 Health if your turn ends here |
| 2 of Crowns | outdoor space with 2 exits | none |
| 3 of Crowns | outdoor space with 3 exits | none |
| 4 of Crowns | outdoor space with 4 exits | none |
| 5 of Crowns | outdoor space with 4 exits | none |

Zombie Attack

To determine the number of zombies who attack you, take the Moon die result and add the Zombie Intensity Meter to it. Subtract your Weapon Level from the number of zombies. Subtract the result from your Health.

If you have no Health left, you lose.

Retreat: If you prefer, you only subtract 1 from your Health no matter how many zombies attack. You retreat to an already-visited room.

Advancing Time and the Zombie Intensity Meter

Advancing Time: Each time the clock hand returns to its original position in the upper right (which signifies a new hour), remove the topmost number coin at the right of the clock. If the final coin is removed before you've buried the totem, you lose the game.

Zombie Intensity Meter: The numbers on these coins represent the intensity of the zombie outbreak, as the size of their horde increases. Add the topmost number to Moon die rolls during zombie attacks, for up to ten brain-eaters coming after you at once. But you'll be ready if it ever comes to that ... won't you?

Tula

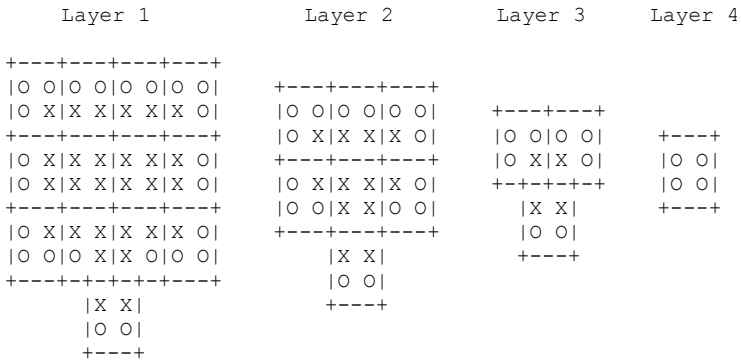
Author James Kyle **Components** 24 tiles from 1 piecepack

Playtime 10 minutes **Players** 1

James Kyle released this game into the public domain.

Setup

Shuffle the tiles and arrange them face down as shown in the diagram below. The 'X's represent where a square of the tile is covered by the layer above. Layer 1 is the lowest layer, Layer 4 is the highest.



Gameplay

After you have built the temple as shown in the diagram, reveal the top tile and remove it from the temple to start the stack. This allows the three third-layer tiles to be revealed. Continue revealing and removing tiles as described below until you either win or can no longer remove tiles.

Revealing tiles

You may reveal a tile if none of it is covered by other tiles and it has a free corner. A corner of a tile is free when neither edge that meet to make the corner is adjacent to another tile in the same layer. Diagonal tiles do not prevent a corner from being free, but tiles that are adjacent to an edge by only one space *do* prevent the corner from being free. To reveal a tile, simply turn it face-up and place it back on the temple in its original location.

Removing tiles

You may remove any tile from the temple if it has been revealed and it matches the top tile on the stack by either suit or value. To remove a tile, simply take it from the temple and place it on top of the stack.

Victory condition

To win, deconstruct the temple by placing all tiles into a single stack. You lose if you cannot legally reveal or remove another tile.

Variations

Mercury

If the top temple tile does not match any of the three third-layer tiles by suit or value (after revealing them), you may exchange the top tile with any of the those three tiles.

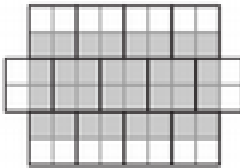
Tim Schutz' Setups

These alternative setups, designed by Tim Schutz and released into the public domain, are easier. Variant 1 requires the tiles from only one piecepack; variants 2 through 4 require two piecepacks' worth of tiles.

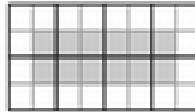
These setups work just like the original Tula, except that there is more than one tile eligible to be the first removed from the temple. The player may choose which to remove first.

Variant 1
Requires 1 piecepack.

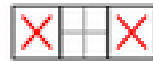
Layer 1
(build layer 2 over shaded area)



Layer 2
(build layer 3 over shaded area)

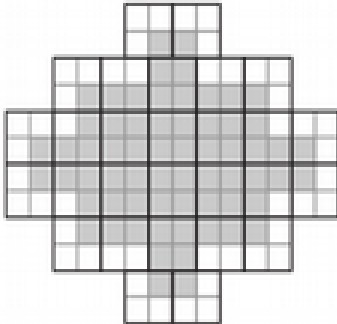


Layer 3

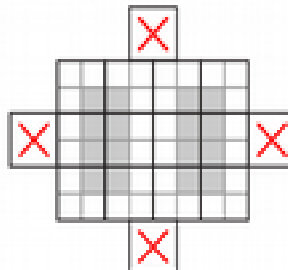


Variant 2
Requires 2 piecepacks.

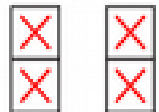
Layer 1
(build layer 2 over shaded area)



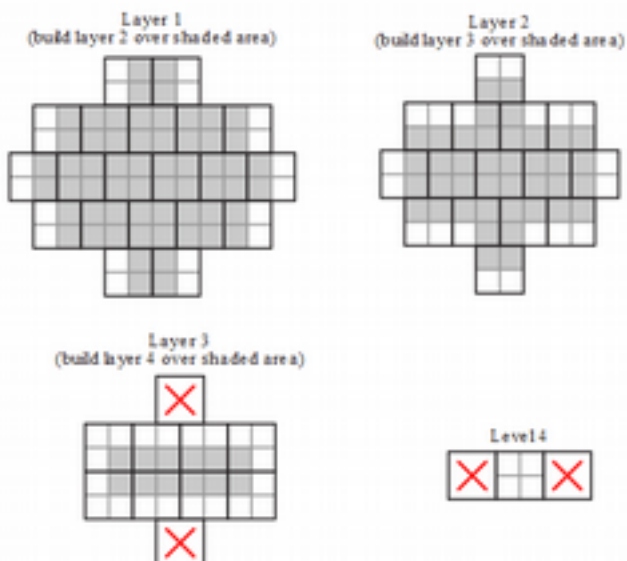
Layer 2
(build layer 3 over shaded area)



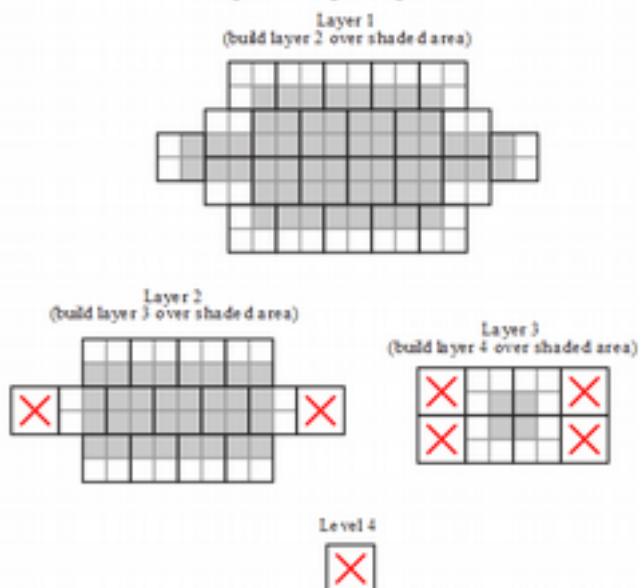
Layer 3



Variant 3
Requires 2 piecepacks.



Variant 4
Requires 2 piecepacks.



Fuji-San

Author James Kyle **Components** 1 piecepack

Playtime 10 minutes **Players** 1

James Kyle released this game into the public domain.

Premise

Four Shinto Priests have travelled from their various prefectures in pilgrimage to the top of Mount Fuji. You must find pathways for them to move up and down the mountain until they can all achieve the summit. Often, this will require you to guide them into positions from which they can assist each other.

Glossary

Space: One of the four squares on a tile, therefore one of the twenty-four spaces on the mountain.

Step: One of the twelve columns of two squares on the board.

Mountain: The board.

Priest: A pawn.

Objective

The priests will find peace when they have all reached the top of the mountain.

Setup

Gather all components.

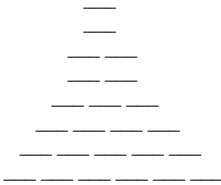
The mountain

The aim of the setup is to use the tiles to create a grid of two squares by twelve squares. Because each tile has four squares when face down, this could be created with just six tiles. However, because the premise of this game is that monks are climbing a mountain, and to make it easier to identify the middle four squares (which are significant), the spare tiles from the piecepack are used to create a tapering mountain:

Make a row of six tiles, face down. Make a row of five tiles and place it over the bottom row, leaving one step on each side uncovered. Make a

row of four tiles overlapping that row of five tiles, so that again only one step on each side of the lower row is uncovered. Make a row of three tiles overlapping that row of four. Then, make two rows of two tiles overlapping that row of three, and then place the last two tiles on top of one another overlapping that row of two.

The end result should look like this (but flatter):



The coins

Shuffle all coins face down (so their values are hidden). Starting with the right-hand side of the mountain, place two Sun coins on the first step (the first two squares), then two Moon coins on second step (the second two squares), then two Crown coins on the third step, then two Anchor coins on fourth step, then two Suns, two Moons, two Crowns and two Anchors to cover the two spaces on each of the four remaining steps. The end result should be that every space is covered with a coin. Turn the coins over to reveal their values.

The monks

Place a pawn (to represent a priest) to the right of each space at the right-hand side of the mountain, and place a pawn to the left of each space at the left-hand side of the mountain.

No legal moves

If there are no legal moves (see Moving a Priest, below) after setup, roll all four dice. Choose any one of the dice and move the priest whose suit matches that die the number of spaces shown on the die. If there are still no legal moves, foul weather prevents the ascent.

Gameplay

Moving a priest

A priest may move onto a space if the coin's value matches the number of unoccupied spaces the priest must move in a straight line to get there (including the destination space itself, but not including the space the priest began their move in). For example, a priest may move onto a space containing a value 4 coin if there are 3 unoccupied spaces between it and the priest.

Spaces with priests in them ('occupied spaces') are counted as '0' value no matter what coin is on them. For example, a priest may move onto a space containing a value 2 coin if there are 3 occupied spaces and one unoccupied space between it and the priest.

A priest may move at any time between the two spaces of any given step of the mountain; that is, a priest may move back and forth in the same column. This is the only manner in which a priest may move onto a space containing a null coin.

Once a priest lands on the top tile of the mountain, they will refuse to leave that top tile. However, a priest can move back and forth (in the same column) or to and fro (between the two columns). However, a priest may pass over the top tile as part of a move without becoming trapped.

A priest must enter the mountain from their own starting row; that is, priests cannot move back or forth while they remain on the ground.

Variations

Preset Games

These puzzles were created by Don Kirkby on the Piecepack Wiki. (Permission not asked)

Easy

Shortest victory: 12 moves

554344221335
311400512200

Medium

Shortest victory: 29 moves

444520240311
125335325100

Hard

Shortest victory: 39 moves

523043220545
301111542403

Expert

Shortest victory: 62 moves

551102224335
244331001054

Aces as Null

The default game is very easy. To make it more difficult, treat aces as '0' instead of '1'.

This suggestion came from a number of contributors on the Piecepack Wiki.

Country Road

Once all four priests have reached the summit, move the coins at the peak to the priests' original setup positions at the two ends of the mountain and continue until all four priests have left the mountain. Treat the spaces at the peak as nulls. Once a priest leaves the mountain, they will not step back on.

If a coin at the summit is a null, treat it as a '1' when it is moved to the base of the mountain (otherwise the puzzle will be unsolvable).