

[JYB] -- [Team 7]

[Expansion]

Team Members:

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Overview

This is a **two-player strategy** game designed for **ages 10 and up**.

Objective

The objective of the game is to be the first player to capture 4 empty tiles through two main strategies – land capturing and combat.

The objective of the game is to expand your territory and capture more tiles than your opponent.

Equipment

The game uses the base Piecepack game system as the only equipment.



Equipment: Piecepack

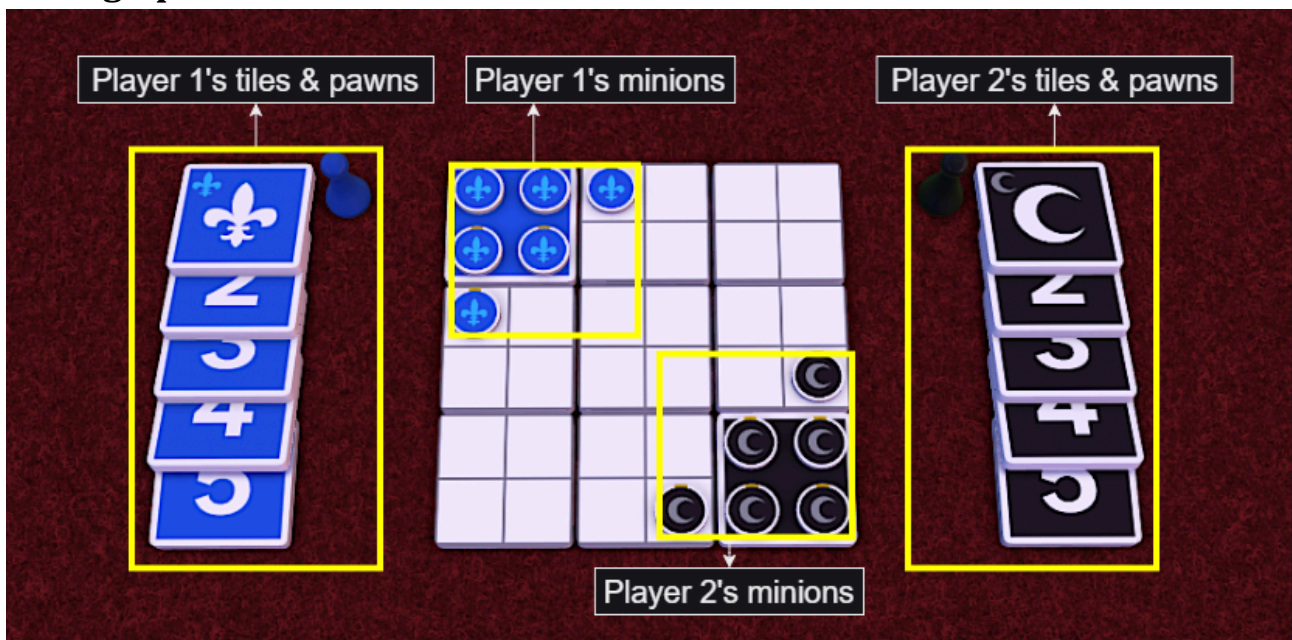
The Piecepack consists of 4 sets of objects, with each set being indicated by a suit.

- Suits: Coat of arms, Crown, Moon or Sun.

Each set contains the following:

- 6 tiles
 - Each tile has two faces, one being the value of the tile and the other being the grid.
 - The values on the tiles are irrelevant for this game
 - The face with the grid breaks the tile down into 4 squares – each small square is called a cell.
- 6 coins
 - Each coin has two faces, one face being the value of the coin and the other being the suit.
 - The coins have values ranging from 2, 3, 4, 5, ace or blank.
 - The ace is represented by a spiral symbol, and represents a value of 1.
- 1 die
 - The 6 faces are 2, 3, 4, 5, ace and blank. The ace is represented by the suit symbol.
- 1 pawn
 - It should show its suit either by having the suit symbol, or by matching color with the other components of a set.

Setting Up



Game setup ready to start playing

Preparing the playing field

Select 2 suits from the piecepack template. Each player controls 1 suit.

Each player takes a random tile from their chosen suit and places it at the corner immediately, with the grid-side faced down.

Next, add 7 tiles from the tiles belonging to the unused suits, with the grid side faced up.

Arrange these tiles according to a 3 by 3 square-shaped layout, with the 2 players' suits' tiles in opposite corners. Place the other 7 tiles grid side up.

Keep the other tiles of the chosen suits at hand, they will be used later.

Placing the coins

Once both are ready to begin, each player arranges their 6 coins (henceforth referred to as 'minions') suit-side up in the opposing corners of the board, in the shape of a triangle. The players' respective starting corner tiles will contain 4 of their own minions, with the remaining 2 minions being placed on the edges of the adjacent tiles, thus combining to form a triangular shape.

While placing the coins down, players should remember the numerical faces of their coins.

After the first game to understand the flow of the game, players may want to consider arranging their pieces strategically.

Note: Players are not allowed to look at the numerical face of their minions once the game starts.

Starting the Game

Players take turns to roll the die. The player with higher value (5 > 4 > 3 > 2 > 1 > ace > blank) goes first. In cases of a tie, re-roll until not a tie.

After which, the game officially begins. Players may put away the dice and begin to take turns to move their minions alternately. On the first move, the starting player can only execute the "walk" action, and not the "jump" action (refer to ***Turn Action - Movement*** below). The game continues with players alternating turns.

Playing the game

Gameplay overview

On each turn, a player must take a movement action with one of their minions.

This movement may lead to combat and/or land capturing. Once the movement and its effects are fully resolved, the turn ends and the other player begins their turn.

Turn Action - Movement:

Each turn, a player must move exactly 1 minion.

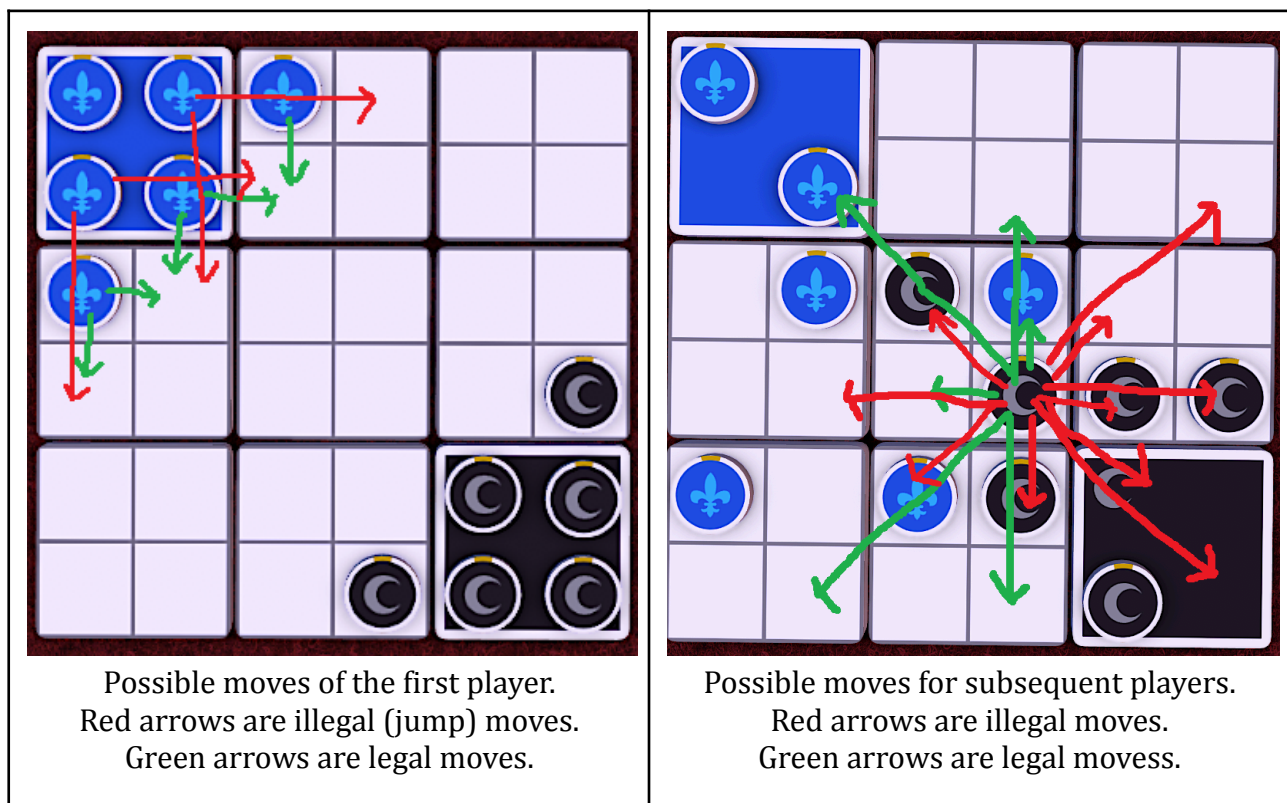
There are two ways in which the minion can move:

1. **Walk:** A minion can move one tile **in a straight line** i.e. up, down, left, right
2. **Jump:** A minion can jump over one tile, either **in a straight line or diagonally**, on the condition that the skipped tile occupies exactly 1 minion (belonging to either player). The minion should land on the cell immediately after the skipped tile.
 - Beware: A jump cannot be made over an empty space.

A minion cannot move into a cell already occupied by another minion of the same suit (i.e. a friendly minion).

Both jumping and walking may trigger combat if the destination cell contains an enemy minion.

Note: The starting player's first move cannot be a jump (as mentioned in **Starting the Game**).



Combat:

- Occurs when a minion moves into a cell occupied by an enemy minion.

During combat, both minions' numerical values are revealed (flipped face-up).

1. If the values of the minions are unequal, the lower value minion is removed from the game and the higher value minion takes over the cell.
2. If the values of the minions are equal, both are removed from the game.

**Special rule: An ace minion acts as a wildcard. When it enters combat, both it and the enemy minion are removed (1-for-1 trade)*

After combat, any piece that survives is flipped to be suit-up value-down again.

Land Capturing:

- A board tile is considered captured if it has at least two or more minions on that tile than the other player.
 - The tile is considered captured if it contains two of player A's minions and none of player B's minions.
 - If the tile has both players' minions on it, it is only considered captured the moment one player's minions occupies 3 cells.

A board tile can be captured only if it has not been captured yet.

That is, there is no re-capturing (capturing of an already captured tile).



4 Cases from left to right: A, B, C, D

Case A: 1:0. Not Captured. Moon does not have 2 minions more than Coat of Arms.

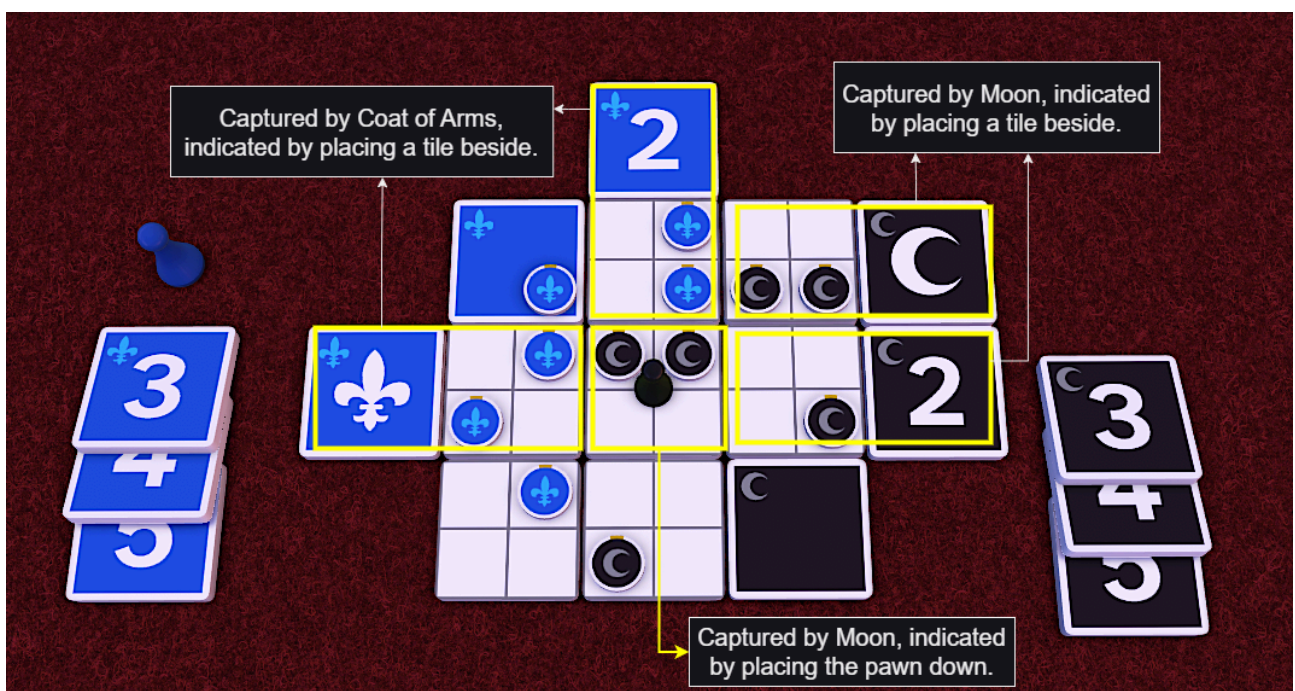
Case B: 2:0. Tile Captured. Moon has 2 minions more than Coat of Arms.

Case C: 2:1. Not Captured. Moon does not have 2 minions more than Coat of Arms.

Case D: 1:3. Tile Captured. Coat of Arms does have 2 minions more than Moon.

Capturing is indicated by placing any tile of that player's suite next to the captured tile. For the central tile, players would place their suite's pawn in the middle of the tile.

Note: Players' corner tile start captured (and hence using corresponding suit's tile to act as the board in said corners).



How to indicate Capture

Ending the game

The game ends when any of the following conditions are met:

1. A player has captured 4 tiles on top of their starting corner tile.
2. Neither player can capture additional tiles
 - Both players only have fewer than 2 minions remaining, or other scenarios where both players decide that neither can continue capturing more tiles, such as a case where player A has a 5, player B has a 3 and a 4, and A's piece is on the only tile that is uncaptured)
3. The same board state has been reached for the third time.
 - The same configuration of minions on the board has been achieved three times

Winning condition: When the game ends, the player with the most captured tiles wins.

However, in the event of a tie, a tiebreaker is used:

1. The player who has captured the centre tile wins.
2. If neither player has captured the center tile, the 2nd going player wins.