Expansion: A Piecepack Game

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Players: 2
Ages: 10+
Game Length: ~5–10 minutes
Equipment: Standard Piecepack set

Overview

Expansion is a two-player territory-control strategy game. Each player commands an army of "minions" represented by coins from a chosen suit. The objective is to expand your control across a shared square grid of tiles by capturing territory and defeating your opponent's forces through tactical movement and combat.

Objective

To win, capture more tiles than your opponent by strategically moving and fighting with your minions.

Equipment

Expansion requires 1 standard Piecepack as the only equipment.

A standard **Piecepack** consists of:

- 4 **suits**: *Coat of Arms*, *Crown*, *Moon*, and *Sun*.
- Each suit contains:
    - 6 **tiles** (each has a value face and a grid face divided into 4 cells)
    - 6 **coins** (values: blank, ace (1), 2, 3, 4, 5)
    - 1 **pawn**
    - 1 **die** (faces: blank, ace, 2, 3, 4, 5)

> **Note:** Tile and coin values are not used for setup but are revealed during combat.

Figure 1. A Standard Piecepack.

Setup

1. Choose Suits

Select two suits. Each player takes one suit.

2. Build the Board

Each player takes **1 tile** from their chosen suit and **7 tiles** from the unused suits. Arrange the 9 tiles into a **3×3 grid**:

- Each player's starting tile (their own suit) goes in opposite corners, grid-side down.
- All other tiles are grid-side up.

Keep the remaining tiles of each chosen suit aside for later use (to mark captured tiles).

3. Place Minions

Each player places their **6 coins (minions)** suit-side up, forming a **triangle** in their respective corner:

- 4 coins on their starting tile.
- 2 coins on adjacent edge cells.

> Players should remember each coin's numeric value but cannot peek once play begins.
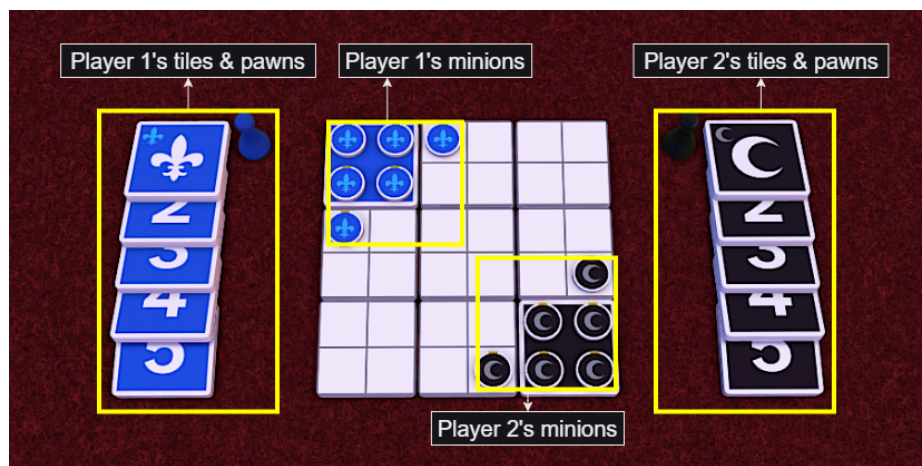
Figure 2. Initial Setup.

4. Determine First Player

Both players roll their dice. Higher number goes first (5 > 4 > 3 > 2 > ace > blank).
Re-roll if tied.
The first player's **first move must be a walk**, not a jump (refer to **movement** section).

Gameplay

Players alternate turns.
Each turn, a player **must move exactly one minion**.
Movement may trigger **combat** and/or **tile capturing**.

Movement

A minion can move in one of two ways:

1. **Walk:** Move 1 cell up, down, left, or right.
2. **Jump:** Leap over 1 occupied cell (straight or diagonal).
   - The jumped-over cell must contain exactly **1 minion** (of either player).
   - The destination cell must be **either empty or occupied by an enemy minion**.
   - You **cannot** jump over empty spaces or land on friendly minions.

On the first move (not first turn) of the game, jumping is not allowed.

First player's first move   **All subsequence moves**

(a) First move: legal

(b) Subsequent moves: legal

(c) First move: illegal

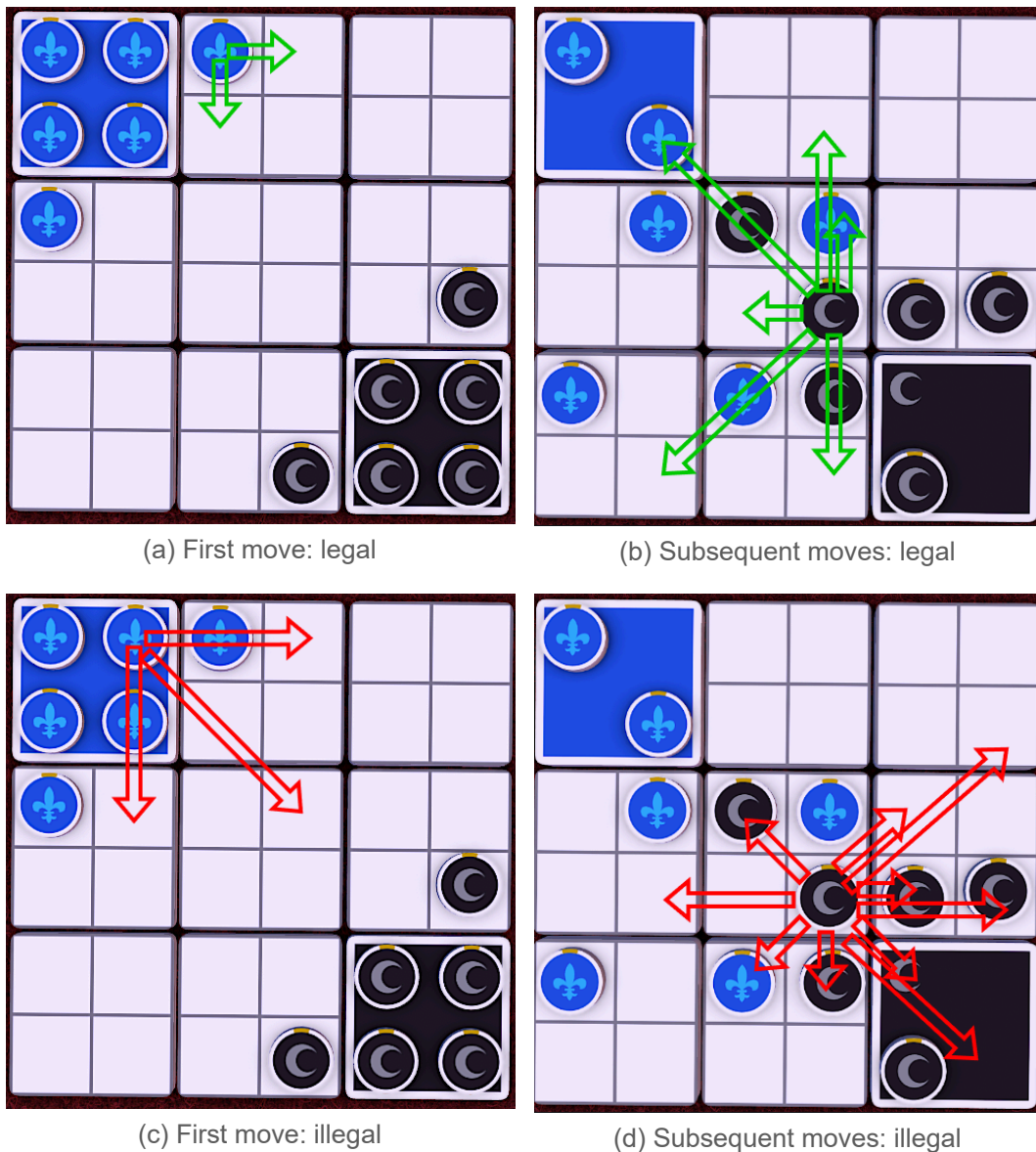(d) Subsequent moves: illegal

Figure 3. Comparison of legal (green arrows) and illegal (red arrows) moves for the first move and subsequence moves.

Combat

Combat occurs when a minion moves onto a cell occupied by an enemy minion.

1. Both minions' coin values are revealed.
2. The lower-value minion is removed.
3. If tied, both are removed.
4. **Ace rule:** Ace acts as a wildcard — both are removed (1-for-1 trade).

Surviving minions are flipped back suit-side up.

Capturing Tiles

A tile is **captured** when a player has at least **two more minions** on that tile than the opponent.

Examples:

- 2:0 → captured
- 3:1 → captured
- 1:0 or 2:1 → not captured

Once captured, tiles **cannot be recaptured**.
Mark captured tiles using:

- A spare tile of the player's suit placed beside it, or
- The capturing player's pawn placed on the center tile if it is captured.

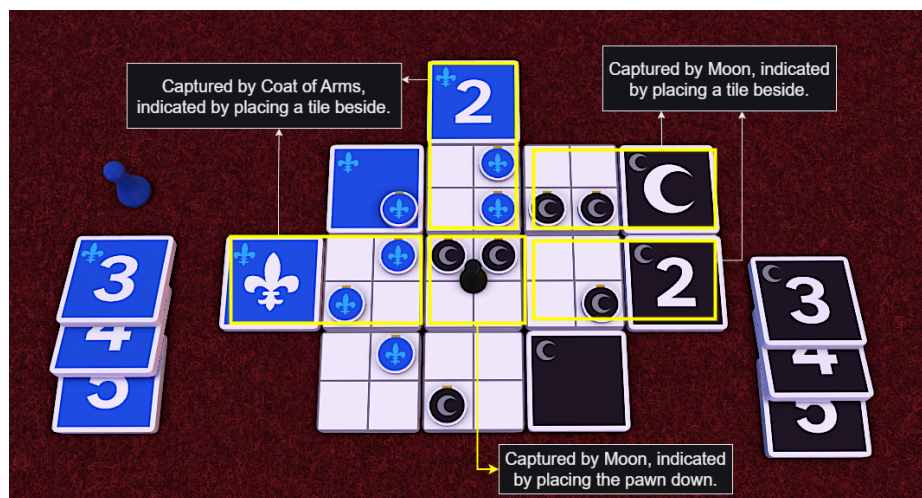> Corner tiles begin captured since they start with 4 minions.

Figure 4. Capture Indicator Illustration.

Ending the Game

The game ends when **any** of the following occur:

1. A player has captured **4 additional tiles** (5 total with starting tile).
2. Neither player can capture more tiles (e.g., too few minions or agreed stalemate).
3. The same board configuration appears **three times** (similar to Chess's three fold repetition rule).

Winning

The player who controls the most captured tiles wins.
Tiebreakers:

1. Player who captured the center tile wins.
2. If neither did, the **second player** wins.

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