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Patchwork

How to play ?

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Summary

1. <u>Starting the game</u>

To start the game, go to its folder in a terminal and run the command :
```
java -jar Patchwork.jar
```

2. <u>The menu</u>

When you start the game you will arrive on the menu below :

You can use your keyboard to enter a number corresponding to the game mode to launch :
- **0** : Closes the game.
- **1** : Launches the basic game mode which contains only two rooms and simplified command line functionality.
- **2** : Launches the full game mode which contains the entire game in command lines.
- **3** : Launches the game in graphical mode.

Once the number is entered, press the "Enter" key and the selected mode will launch.

3. <u>Patchwork rules</u>

Here are the rules of the Patchwork, for more details, consult the complete rules HERE.

A. The game board

The game board is divided into several parts :
- A **time board** which contains the grid on which the players will advance with their **time token** as well as bonuses to recover.
- A **patches** circle which will be able to be bought by the players with a **neutral token** which represents a cursor to know which parts are purchasable.
- A **quilt board** per player on which they will place the purchased pieces.
- 5 **buttons** per player representing money.

B. The course of a game

The game of Patchwork is played turn by turn where each time it is the player furthest behind on the time board who plays. If both player tokens are on the same space, the player on top plays.
When a player plays, he has two choices :
- Advance and receive buttons
  - The player moves his token to the space just after the one where the other player is and receives 1 button per space moved (as well as the bonuses on which he passed)
- Take a piece and place it in its grid
  - The player chooses a piece to buy among the three just after the neutral token
  - He moves the neutral token to where the piece was
  - He pays the number of buttons that the coin costs
  - He places the piece on his personal grid

C. The time board

On the time board there can be two types of bonuses which are activated if a player passes over the space.
- The **special patches** which are pieces of 1 by 1 which can be placed on the personal grid of the players. These pieces are removed once a player passes over them.
- The income squares which gives a number of buttons equivalent to the sum of the income of all the pieces of the player's personal grid. These squares are not removed when a player passes

D. The bonus tile

The first player who completely completes an area of 7 by 7 square on his personal grid receives a bonus tile which will add 7 points to the final score.

E. Game over

If both player tokens are on the last space of the time board, the game ends and the scores are calculated :

    Score = Owned buttons + bonus tile (if owned) – 2 * number of empty personal grid spaces

The player with the highest score wins the game. If there is a tie, the first player to reach the last space on the time board wins the game.
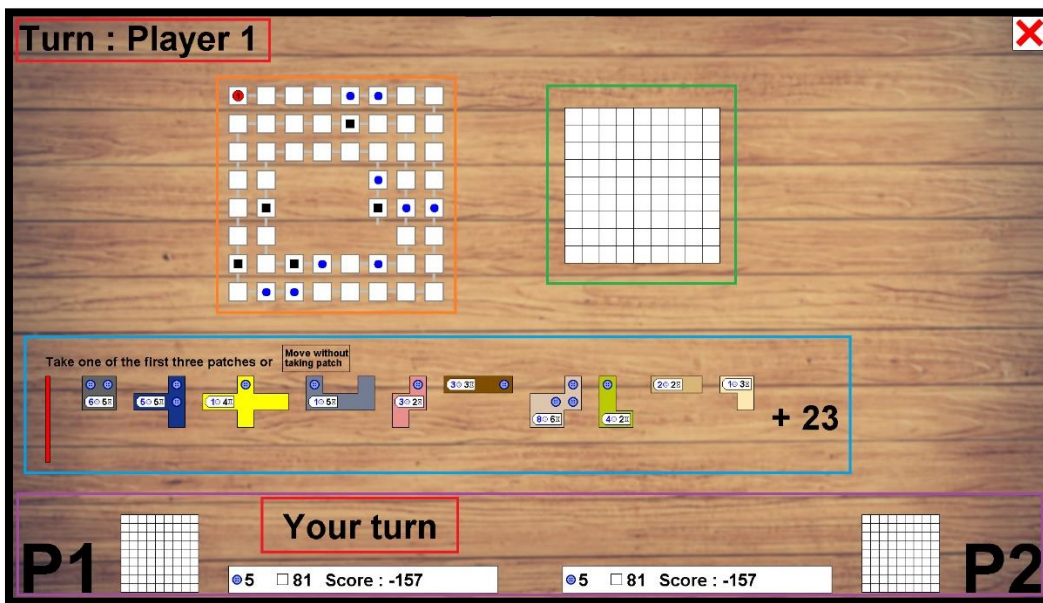
4. <u>Use graphics game mode</u>

A. The menu

When starting the graphics mode, you will come to the menu. Click with the mouse on Play to launch a game and on the cross to quit (the cross will be present on each interface).

B. General interface

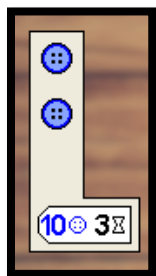

Each zone corresponds to:
- In **red** : The player who must take this turn.
- In **blue** : The list of game patches (details)
- In **orange** : The time board (details)
- In **green** : The quilt board of the player taking this round. (details)
- In **purple** : Some statistics (details)

a. The patches list

In this area, each piece is represented by several numbers as well as a shape :

- In **blue** : The cost of the patch in buttons
- In **black** : The cost of the patch in time
- Blue buttons **o** : The income given by the patch

The neutral token is represented by a vertical red line. You will therefore only be able to take the three pieces just to the right of these symbols.

b. The time board

- Each **square** represents a space on the board that you can move through.
  - By default, there are 54 squares
- The **circles** containing **1** and **2** represent the location of the two players.
  - The player who must play (the furthest behind) is placed on top of the other. (so we can no longer see the one below)
  - Here player 1 plays because he is more advanced
- The squares containing a **blue circle** are places where, when a player passes over them, he will receive income calculated according to the pieces placed on his personal grid.
- The squares containing a **black square** are places where, when a player passes over it, he will receive a 1 by 1 bonus piece that he can place on his personal grid.
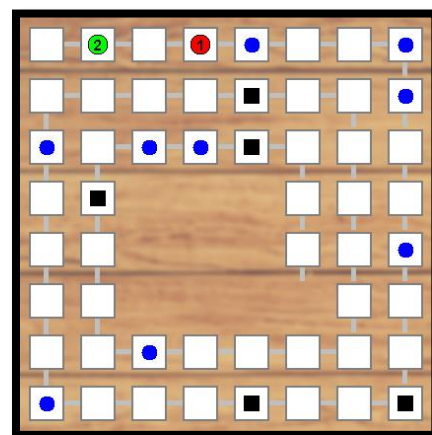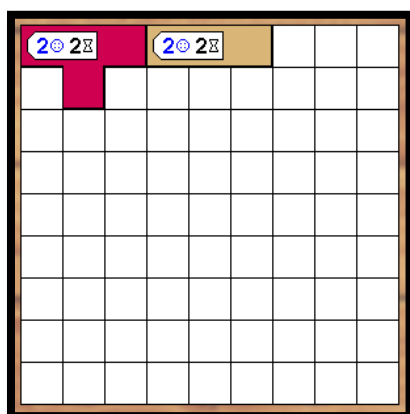
c. The quilt board

The quilt board is represented by a 9 by 9 square that can be filled with coins.

This situation represents a grid after adding the following pieces :

d. Statistics

On this interface, you can find the **player's number** (P1 or P2), an indication to say if it's your turn to play, a grid and statistics.

- The grid represents your **quilt board** to see at any time during the game how your pieces are arranged, even if it is not your turn.
- Next to the button symbol is your **quantity of buttons**, which is your money to buy patches.
- Next to the square is the **number of empty spaces** on your quilt board.
- Then there is your **score** shown in real time.
- Finally, an indication represented by a 7 in a square may appear if you have recovered the **7 by 7 bonus**.

C. The course of the game

a. Take a patch / Skip turn

When it is your turn to play, the game will display the following interface :
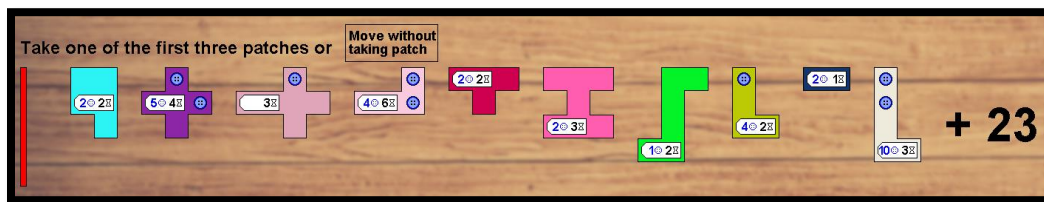

You see the list of the next 10 pieces (as well as the number of those that are not displayed). You must click with the mouse on the part you want to buy. Be careful, you must have enough buttons to buy the coin and you can only choose one of the first 3.

In addition, if you don't want to buy a patch, you can pass and move to the space just after the other player by clicking on the button: **Move without taking patch**.

b. Place a patch

If you have bought a piece or you have collected a 1 by 1 bonus piece, you can place it on your personal grid via this interface :
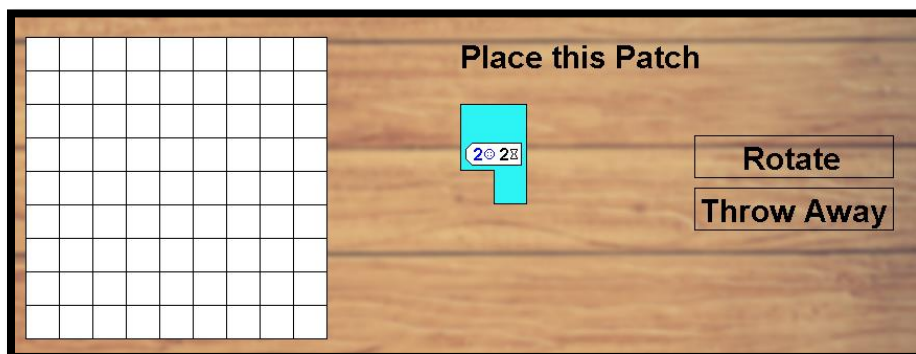
Here you are reminded of the piece you have to place and the game offers you various options

- Click on **Throw Away** : Allows you to throw the coin. Use this option if you made a mistake in choosing your patch and you don't want or can't place it. PLEASE NOTE : You will not recover the buttons or the time you lost. Also, the patch will not return to the parts list.
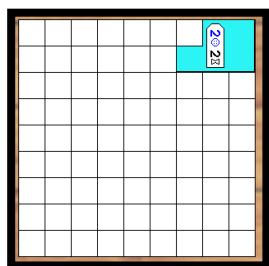
- Click on **Rotate** : Allows you to rotate the part 90 degrees clockwise. The piece appears in its new sense as shown in the example on the right.
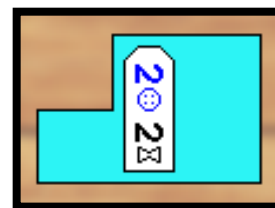
- Otherwise, click in your personal grid. This will place the part there if the location is valid. (the place where you click corresponds to the space at the very top left of the room. See the examples below (the click is represented by the cross)

Then the next game turn begins.
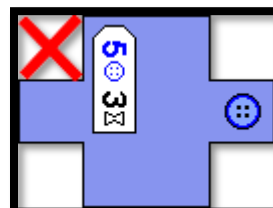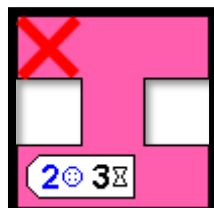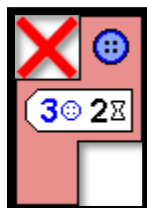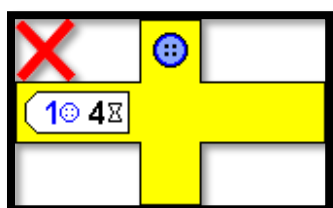
D. The end of the game

When both players have reached the last square of the time board, the game ends, the scores are calculated and displayed. Just click to return to the menu
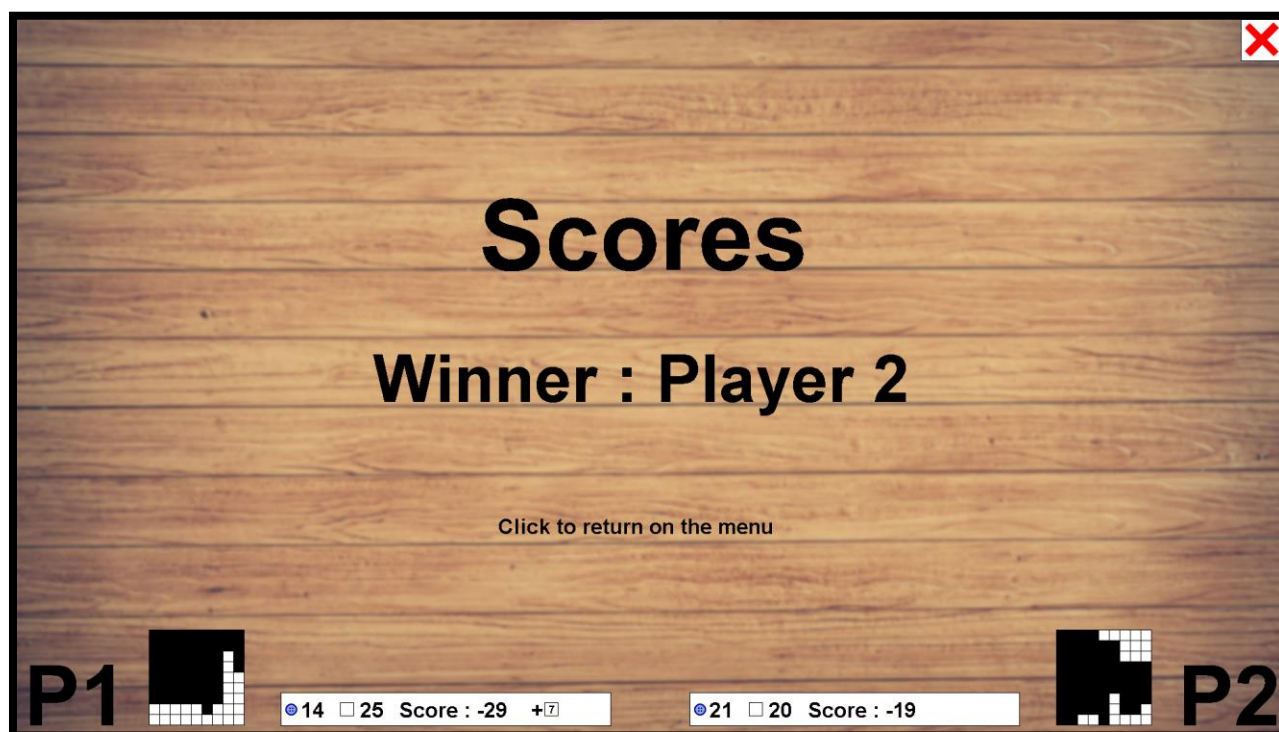
5. <u>Using Command Line Game Modes</u>

A. The general interface

The main interface of the command line game modes looks like this :

Chaque zone correspond à :
- In **red** : The player who must take this turn.
- In **blue** : The list of game patches ([details](#)).
- In **orange** : The time board ([details](#))
- In **green** : The quilt board of the player taking this round. ([details](#))

a. The patches list

In this area, each patch is represented by several numbers as well as a shape :

- In **red** : The patch identifier. This is the number you will have to write to select the patch
- In **blue** : The cost of the patch in buttons
- In **orange** : The cost of the patch in time
- In **green** : The income given by the patch
- In **pink** : The shape of the patch represented by #

The neutral token is represented by a column of ❯. You will therefore only be able to take the three pieces just to the right of these symbols.

b. The time board

The time board is represented with a long list of spaces, the location of the two players, their number of buttons as well as the bonuses present on this board.

```
P1 (5 buttons)
P2 (5 buttons)
[  ][  ][  ][ #][  ][B ][B#][  ][B ]
```

```
P2 (5 buttons)
                P1 (2 buttons)
[  ][  ][  ][  ][  ][B ][B#][  ][B ]
```

- Each pair of square brackets **[   ]** represents a square on the board that you can walk through.
  - By default, there are 54 spaces
- **P1** and **P2** represent the locations of the two players.
  - The player who must play (the furthest behind) is placed on top of the other.
  - In the first frame, player 1 is playing. In the second, it is player 2 who plays.
- In the parentheses **(X buttons)**, it is the amount of buttons owned by each player, which represents their money to buy patches.
- Spaces containing a **B** are places where, when a player passes over them, he will receive income calculated according to the pieces placed on his personal grid.
- Spaces containing a **#** are places where, when a player goes over them, he will receive a 1 by 1 bonus piece that he can place on his personal grid.

c. The quilt board

```
    0 1 2 3 4 5 6 7 8
0 | # # . . . . . . .
1 | # . . . . . . . .
2 | # # . . . . . . .
3 | # . . . . . . . .
4 | . . . . . . . . .
5 | . . . . . . . . .
6 | . . . . . . . . .
7 | . . . . . . . . .
8 | . . . . . . . . .
Income : 1
```

The quilt board is represented by a 9 by 9 square of dots **.** which can be replaced by **#** placing coins on them. The row and column numbers are indicated.
The **Income** indication indicates the total income provided by all the coins placed in the grid
This situation represents a grid after adding the following pieces:

```
3 4 1
#....
#....
##...
#....
```
At (0, 0)

```
0 0 0
#....
```
At (0, 1)

B. The course of the game

a. Take a patch / Skip turn

: When it is your turn to play, the game will display the following interface :

```
Choose a patch to take.
(Enter the id / -1 to move without taking patch)
==>
```

You must therefore write with the keyboard the number of the part you want to take. Be careful, you must have enough buttons to buy the part.
Also, if you can't or don't want to buy a coin, you can pass and advance to the space right after the other player by entering the number **-1** instead of the coin number.

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b. Place a patch

If you have bought a piece or you have collected a 1 by 1 bonus piece, you can place it on your personal grid via this interface :

```
Choose a coordinate to place your patch
(line first, then column or -1 to rotate or -2 to throw away).
4 2 0
###..
.###.
==>
```

Here you are reminded of the patch you have to place and the game offers you various options:

```
4 2 0
###..
.###.
==> -1
New rotation :
4 2 0
.#...
##...
##...
#....
```

- Enter **-2** : Throw away the patch. Use this option if you made a mistake in choosing your patch and you don't want or can't place it. PLEASE NOTE: You will not recover the buttons or the time you lost. Also, the part will not return to the parts list.
- Enter **-1** : Rotate the patch 90 degrees clockwise. The patch reappears in its new direction as shown in the example on the right.
- Enter two numbers corresponding to **line column** coordinates in your quilt board. This will place the part there if the location is valid.

```
    0 1 2 3 4 5 6 7 8
0 | # # # . . . . . .
1 | . # # # . . . . .
2 | . . . . . . . . .
3 | . . . . . . . . .
4 | . . . . . . . . .
5 | . . . . . . . . .
6 | . . . . . . . . .
7 | . . . . . . . . .
8 | . . . . . . . . .
Income : 0
```

Placing the patch will display your updated grid with the new coin and recalculated total earnings as shown in the example on the left.
Then the next game turn begins.

C. The end of the game

```
Player 1 :
1
    0 1 2 3 4 5 6 7 8
0 | # # # # # . . # 
1 | # # # # # # # #
2 | # # # # # # . #
3 | # # # # # # # .
4 | # # # # # # # .
5 | # # # # # # # .
6 | # # # # # # # .
7 | # # # # # # # .
8 | # # # # . . . . .
Income : 15

Player 2 :
4 (+ 7x7 Bonus Tile)
    0 1 2 3 4 5 6 7 8
0 | . . # # # # # #
1 | . # # # # # # #
2 | . # # # # # # #
3 | # # # # # # # #
4 | # # # # # # #
5 | # . # # # # # #
6 | # . # # # # # #
7 | # . . # # # # #
8 | # # # # . . . . .
Income : 13
```

When both players have reached the last space of the time board, the game ends, the scores are calculated and displayed.

For each of the two players, we see :
- Its identifier (**Player 1** or **Player 2**)
- His score represented by a number
- Possibly the indication **(+ 7x7 Bonus Tile)** to the right of the score if this player is the first to have succeeded in completely filling an area of 7 by 7 squares
- His final quilt board

Finally the player with the best score is displayed in large at the bottom of the terminal and the game closes.

6. <u>Game Mode Descriptions</u>

A. The basic game mode

- The basic game mode contains only two different types of patches in 20 copies each:

```
> 0        1        2        3        4        5        6
> 3 4 1    2 2 0    2 2 0    3 4 1    3 4 1    3 4 1    2 2 0
> ##       ##       ##       ##       ##       ##       ##
> ##       ##       ##       ##       ##       ##       ##
>
>
>
```

The rotation of the pieces therefore has no effect.

- There are no 1 by 1 patches on the time board:

```
[B ][ ][ ][ ][ ][ ][ ][ ][B ][ ][ ][ ][ ][ ][ ]
```

- Full game mode

B. Full game mode

The full game mode contains all the features to play a game of Patchwork.