Petscop CPD - Graverobber Appendix

Petscop Comprehensive Progress Document

What will you need?

- Two players (Red and White)
- Two game boards (large and reusable, page 5) and two tracking boards (small and one-time use, page 6). You can also use two chess boards as the game boards.
- Four player pieces in two colors: you can use chess pawns or game pieces from another board game. Those will be referred to as being red and white in the rules. (*)
- Two pens or pencils
- A divide or a screen to prevent players from seeing each others' boards
- Two objects or sets of objects that can be the Windmills: you can use dice, buttons, erasers, wooden blocks, a small salt shaker, or anything similar (*)
- Six objects to represent the Graves (*)
- Six coins (or similar tokens) to represent the Plots (*)

  - *alternatively, you can use the cut-out pieces from page 7. Small adjustments to the placement rules (see next section) will be required.

Setting up the boards

- Flip a coin or agree on who plays as Red, and who as White
- Each player should have one game board and one tracking board
- Make sure that the other player can't see your game and tracking boards
- Orient your game board so that the letters and numbers are aligned correctly from your perspective. **A1** should be in the bottom left corner.
- On your game board, place a **red** player piece on **A1**, and a **white** player piece on **H8**
- Agree on one of the following placement rules:
    - (option A) Windmills and Graves can't touch each other, not even diagonally
    - (option B) Objects can be placed as desired, but every Plot needs to be reachable
- Place one Windmill on your game board. A Windmill has to take up a 2x2 space, and can't overlap with anything else (including the player pieces). Keep the location of your Windmill a secret.
- Place three Graves on your game board. A Grave has to take up a 1x1 space, and can't overlap with anything else (including the player pieces). Keep the location of your Graves a secret.
- Place three Plots on your game board. A Plot has to take up a 1x1 space, has to be non-diagonally adjacent to a Grave, and can't overlap with anything else. Each Grave needs to have an adjacent Plot assigned to it, and a single Plot can't belong to two Graves. Keep the location of your Plots a secret.

    - If you're using the cut-out pieces from page 7, you will be placing Graves and Plots at the same time. Place a black gift-box on each Plot, and hand it over to your opponent if they dig up that Plot.

Playing the game

- **Red** goes first.

On your turn:

- You can take **one** of three actions per turn:
  - **Move:** you can move **your own piece** on **your own game board** in a cardinal direction (up, down, left, or right) by any number of spaces you wish. Your piece isn't allowed to leave the board, and it can't stop at or go through any of **your** Obstacles (Graves or the Windmill).

    But remember, *you're in the other place, too!*
    Upon completing your move, declare it to your opponent by providing them with a direction and the number of spaces you've moved.
    For example, if you're playing White, and you've moved four spaces to the left, declare **"White moves four spaces to the left"** (you have to be truthful). Your opponent will attempt to replicate your move with **your piece** on **their game board**, but they won't inform you of the exact result.
  - **Dig:** declare that you're choosing to dig and pick a cardinal direction (up, down, left, right). Your opponent will provide you with **coordinates** where on **their board** your shovel has landed. If you manage to dig-up one of their Plots, they will hand it over to you. When you collect all three of them, you **win the game!**
  - **Skip:** finally, you can skip your turn without affecting the board. (Optional rule) If both players skip their turn three times in a row, the game ends. In this scenario, the winner is whoever dug up more Plots.

On your opponent's turn:

- **If your opponent declares to move:** your opponent will provide you with a cardinal direction and a number of spaces. Attempt to replicate their move with **their piece** on **your own game board**. If their piece runs into an Obstacle (one of your Graves, or your Windmill) or the edge of the board, stop its movement right before it. Do **not** tell your opponent whether or not their move on your board has been obstructed.
- **If your opponent declares to dig:** your opponent will provide you with a cardinal direction. Locate **their piece** on **your game board**, and check what's one space away from it in that direction:
  - **If it's an Obstacle or an empty spot**, simply provide your opponent with the coordinates (e.g. A7, B4, F5) of where their piece dug on **your game board**
  - **If it's one of your Plots**, pick it up and hand it over to your opponent. Provide them with the coordinates as well.
  - **If it's out of bounds**, inform your opponent about this, and tell them the coordinates of **their piece** on **your game board** instead.

Using the Tracking Board

In principle, you can use your Tracking Board however you want. Your success or defeat will likely depend on how efficient and precise you are with it!

Here are some tips:

- The *intended* use of your Tracking Board is mapping out **your opponent's** Game Board.
- You can mark down your opponent's moves as they declare them: they have to be all valid on their board
- Dig often to learn where *your other piece* is on your opponent's board. Marking down your own movements without digging is risky and may lead to mistakes!
  - After a few moves, your other piece is almost guaranteed to be in a different position than your piece on your board!
- You may want to use a marking convention that allows you to know if a square has been passed through multiple times. For example, you can start with a diagonal line (/), then an 'X', and so on, with an extra line added for each passage
- You may want to mark suspected Obstacles and the places you dug up differently
- You may want to develop a notation for where your other piece (or your opponent's piece on their board) currently is

	A	B	C	D	E	F	G	H	
8									8
7									7
6									6
5									5
4									4
3									3
2									2
1									1
	A	B	C	D	E	F	G	H	

	A	B	C	D	E	F	G	H	
8									8
7									7
6									6
5									5
4									4
3									3
2									2
1									1
	A	B	C	D	E	F	G	H	

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7									7
6									6
5									5
4									4
3									3
2									2
1									1
	A	B	C	D	E	F	G	H	