

Scavenger Hunt II

A game for the piecepack by Brad Lackey.

Version 1.1, 29 August 2006.

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4 Players, 60-80 Minutes.

Equipment: eight distinct piecepack suits.

Find the items on your list...but first find your list!

Overview:

Shuffled tiles of four piecepack suits, the *board suits*, lay face-down making a game board. Shaken coins of these suits lay atop the tiles, one coin per tile. Each player has the tiles, pawn, and die from yet another piecepack suit, his or her *player suit*. A player moves his or her pawn on the game board and examines *unclaimed* board tiles and their coins. If desired the player *claims* a board tile to build his her list by replacing the tile on board with the same valued player's suit tile, and gets the tile's coin as well. A player can swap coins between two locations in order to make a match with a tile on his or her list. Coins matching tiles on the player's list can be removed by rolling the coin's value on a die. Victory is achieved when one player removes four matched coins from his or her list.

Definitions:

Board suit: one of the four piecepack suits whose tiles make up the board and players' lists.

Player suit: one of the suits whose tiles substitute for a claimed tile on the game board.

Claimed tile: a board suit tile that has become part of a player's list.

Unclaimed tile: a board suit tile that remains face-down on the game board.

Claimed coin: a coin residing on a claimed tile.

Unclaimed coin: a coin residing on an unclaimed tile.

Removed coin: a coin that was removed from a matching claimed tile by a die roll.

Setup:

1. **Suit selection**: Each player selects one piecepack suit for his or her player suit. Each takes the six tiles, the pawn and the die in this suit; the coins are set aside. The remaining four suits are the board suits; only the six tiles and six coins of each of these suits are required--the pawns and dice are set aside. For purposes of illustration below, we will assume the board suits are the standard piecepack suits, while the players' suits are the "playing card" suits.
2. **Tile setup**: The board suit tiles are shuffled and placed face-down in a 4 by 6 grid. See Figure 1. Some alternate board layouts appear in Appendix A.
3. **Coin setup**: The 24 board suit coins are shaken, and randomly distributed one atop each board tile. Each coin should appear either face-up or face-down as drawn, but ensure no player sees both sides of any coin while they are being distributed. See Figure 2.

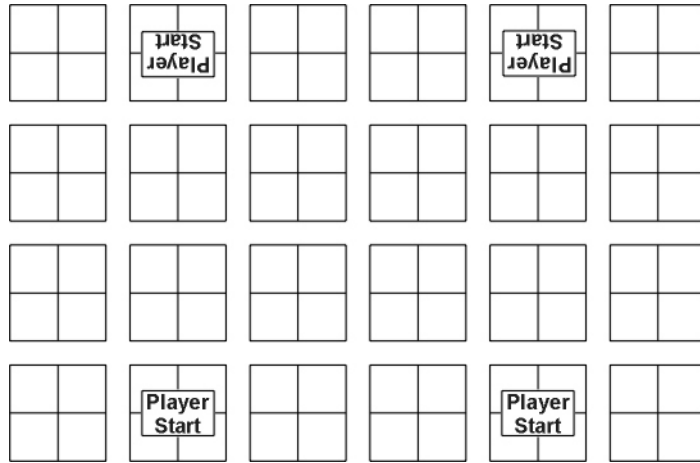


Figure 1: Board layout: "The Rectangle".

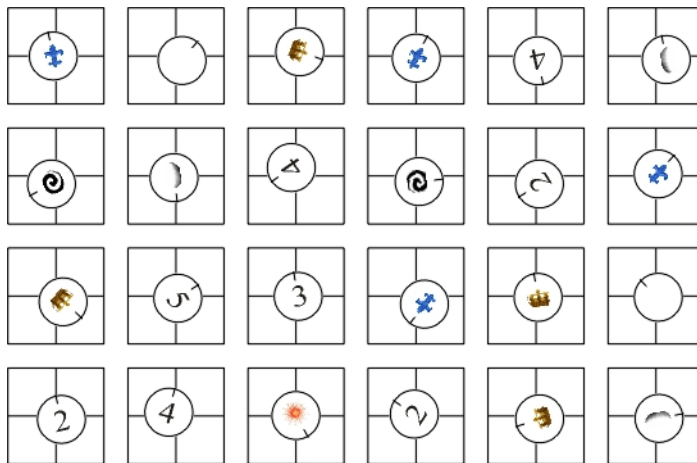


Figure 2: An example of a coin setup.

4. **Player setup:** Players sit at the corners of the grid. Each player "claims" the tile marked in Figure 1, as well as the coin on it: that tile and coin positioned one place in from his or her corner along the longer edge of the board. This tile is placed face-up in front of the player, and is the first tile on the player's list. The player is free to examine the claimed coin, but need not reveal its hidden side. The coin is placed atop the claimed tile. The player then fills the now empty spot on the board with the tile of his or her player suit of the same value, face-up. The player's pawn starts on the board at this tile. See Figure 3. In this figure the "hearts" player claimed the 4 of crowns, and so replaced it on the board with the 4 of hearts. Similarly, the "spades" player claimed the 2 of crowns, the "clubs" player the ace of suns, and the "diamonds" player the 5 of arms, each replacing the claimed tile with their player suit tile of the corresponding value.

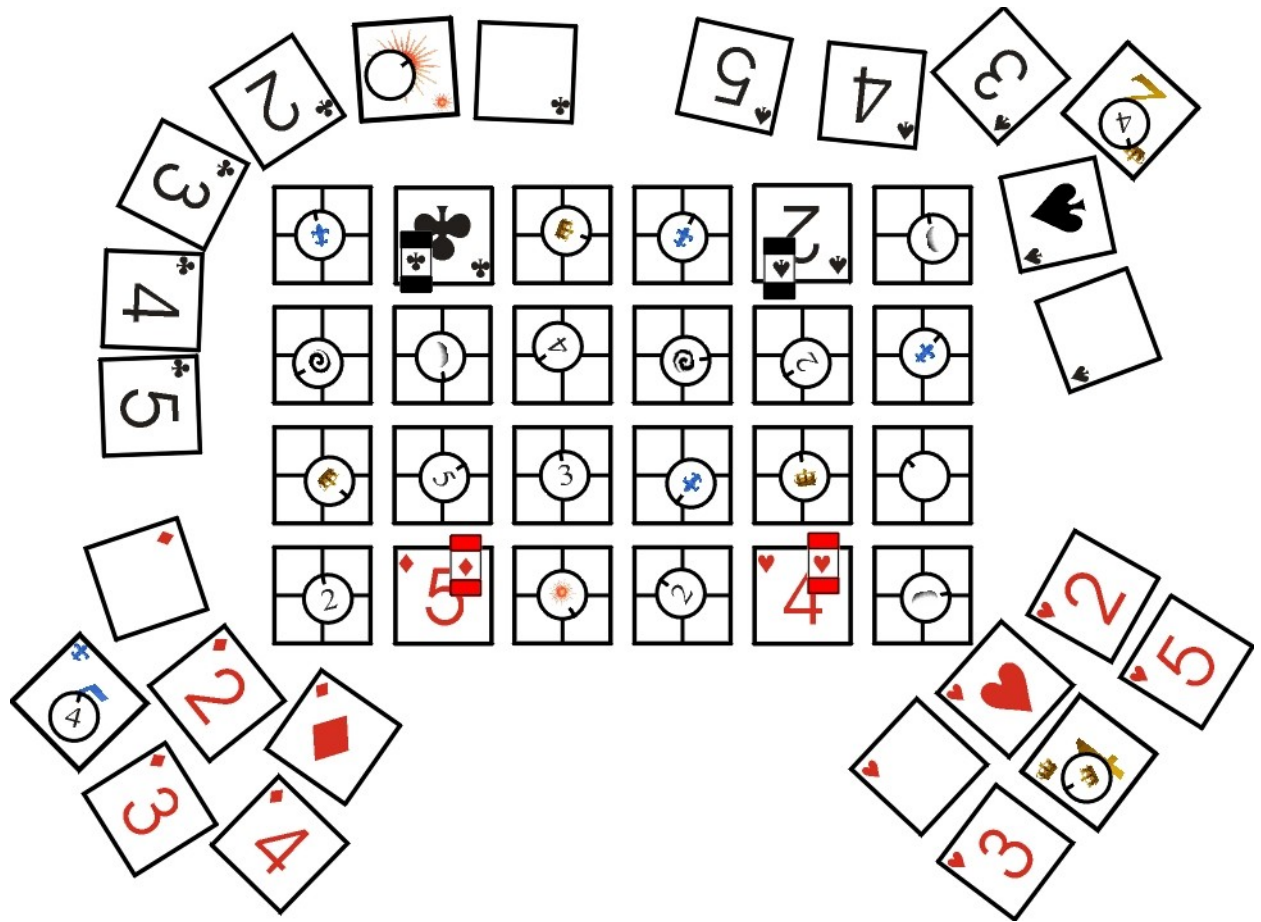


Figure 3: An example of a player setup.

Game Sequence:

Each player rolls his or her die, the highest roll moves first (ties are resolved by further die rolls). Play then proceeds clockwise around the table, each player performing the following phases in this order.

- a) **Pawn move:** The player may move his or her pawn from its present location to any unoccupied (containing no opponent's pawn) neighboring tile of the game board (horizontally, vertically, or diagonally). Pawns may move to unclaimed tiles, or tiles claimed by the player or an opponent. A player need not move his or her pawn.
- b) **Examine tile:** If the player's pawn resides on an unclaimed tile, the player may examine the value and suit of the tile and the hidden side of the coin on the tile. Note that the only coins on the board lie on unclaimed tiles. Neither is to be revealed to the other players. While a player is free to examine the coins on his or her claimed tiles at any time, this is the only time a player may examine coins on the game board.
- c) **Claim tile:** If the player's pawn resides on an unclaimed tile, the player may claim the tile if his or her player suit tile of matching value is free. In claiming the

tile, the player removes the tile and coin from the game board, and adds the tile to his or her list, face-up in front of him or her. The player places the coin atop this tile. The player then fills the empty spot on the game board with his or her player suit tile of matching value, also face-up. The player's pawn remains in the same location. Note this is the same action as taken in the set up.

- d) **Coin swap:** The player may swap two coins. In swapping coins, the player exchanges the position of the two coins without revealing the hidden sides of either. Both coins must be available to the player for swapping: (a) all the coins on the player's claimed tiles are available, (b) if the player's pawn resides on an unclaimed board tile then the coin on this tile is available, and (c) if the player's pawn resides on an opponent's player tile then the coin on the opponent's claimed tile of matching value is available to the player. Note: in case (c) above, an opponent's coin is available for swapping yet the player may not examine the hidden side of the coin prior to the swap. Coins previously removed from play, either by the player or an opponent, are never available for swapping.
- e) **Die roll:** The player may roll his or her die, attempting to remove a coin. The conditions for removing a coin are: (i) the coin resides on a tile claimed by the player that matches the coin in both suit and value, and (ii) the player matches this value on the die roll. Once these conditions are achieved, the player reveals both sides of the coin to the other players, and removes it from atop the tile. A player may choose not to remove the coin; even if both conditions have been met. Removal of a coin is permanent. A player need not roll his or her die.

The game ends in victory at the moment the player removes his or her fourth coin from play. The game ends in a draw at the moment a coalition of three players declare, and provide evidence, that they have successfully prevented the remaining player from winning. See the section entitled "The Draw Conditions", for specific details.

A sample first turn is traced out in Appendix B for the set up example above.

The Draw Conditions:

We first indicate that it is possible for a player to "protect a coin" by leaving his or her pawn on the tile where the coin is available for swapping. If one player has claimed at least three tiles, and the other three players together protect three coins matching these tiles, then it is impossible for this player to remove four coins. The coalition of three players can declare that they have successfully blocked the other, and hence the game ends in a draw.

It is also possible for a coalition of three players to trap the fourth player's pawn in a corner of the board. The three players may then declare that the game ends. At this point, if the fourth player has four coins matching claimed tiles among his or her removed coins and available coins, the player is victorious. Otherwise, the game ends in a draw.

Appendix A: Alternate Board Layouts

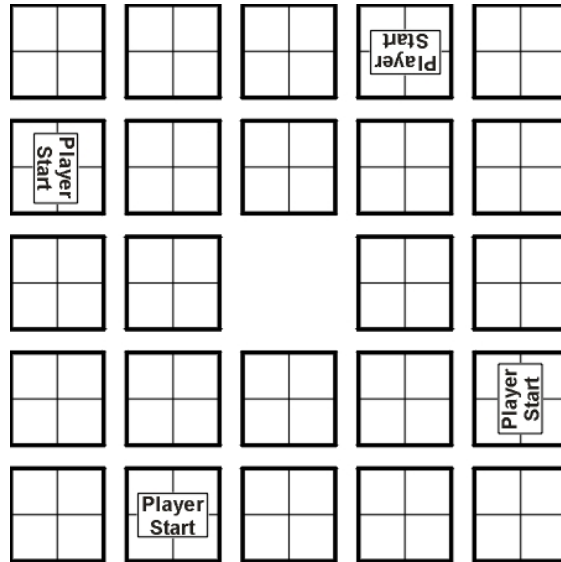


Figure 4: Board layout: "The Square"

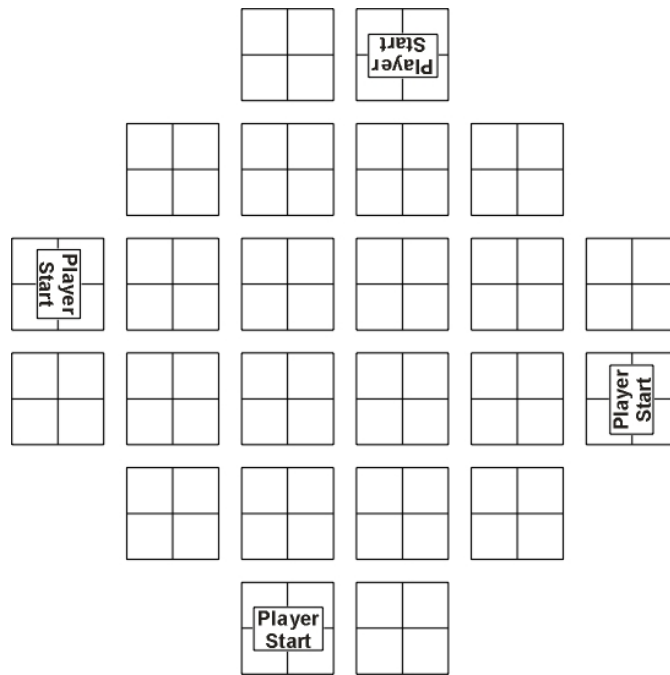


Figure 5: Board layout: "Pangaea"

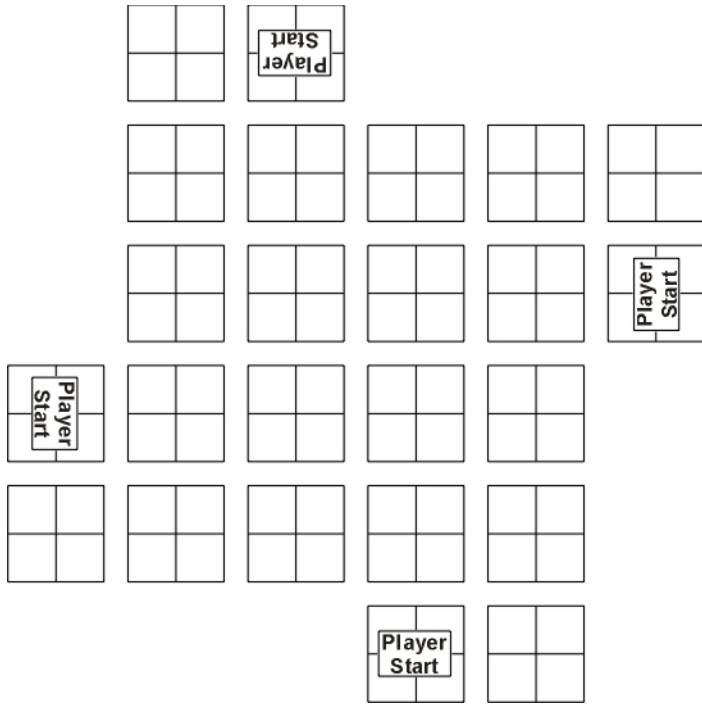


Figure 6: Board layout: "The Pinwheel"

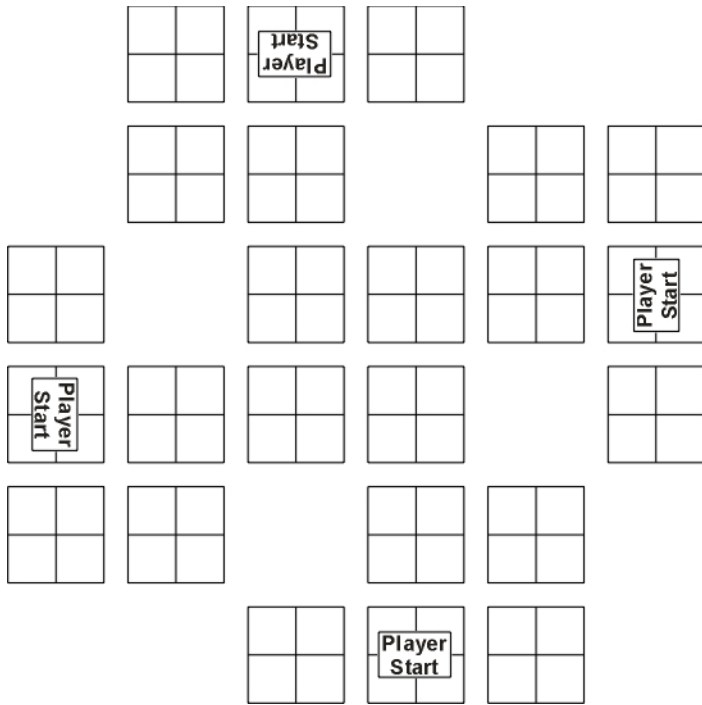


Figure 7: Board layout: "The Galaxy"

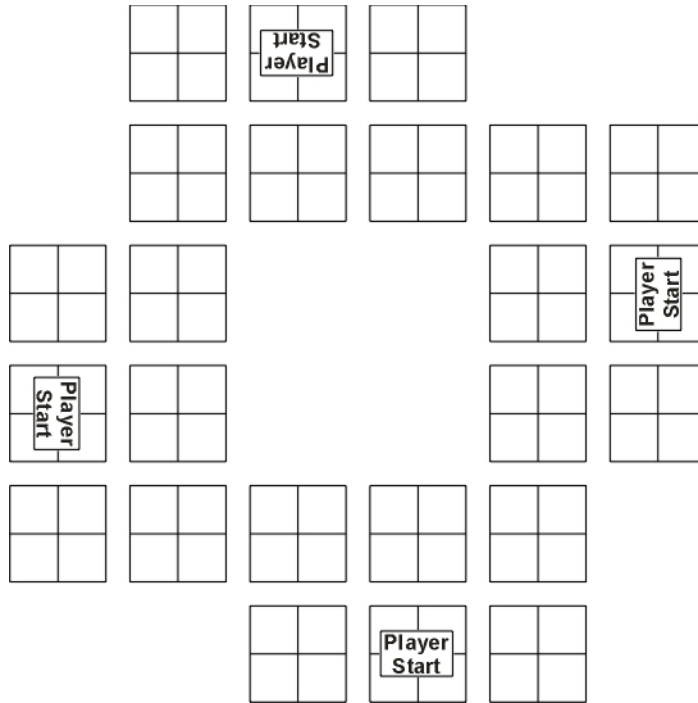


Figure 8: Board layout: "Islands"

Special Rules for alternate boards:

The Pangaea board layout does not allow for the trapping of pawns, so that draw condition is not relevant.

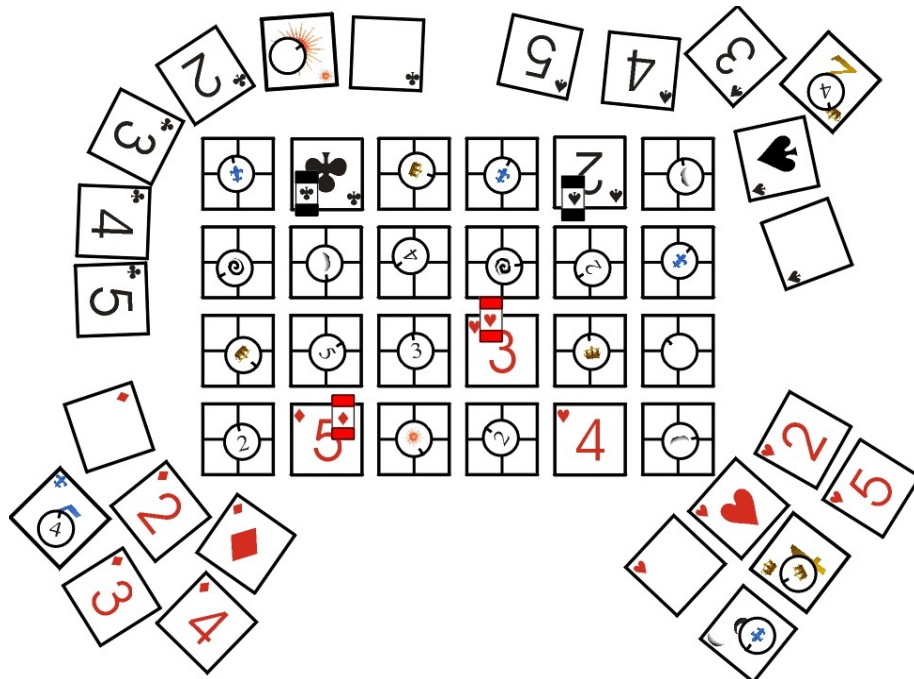
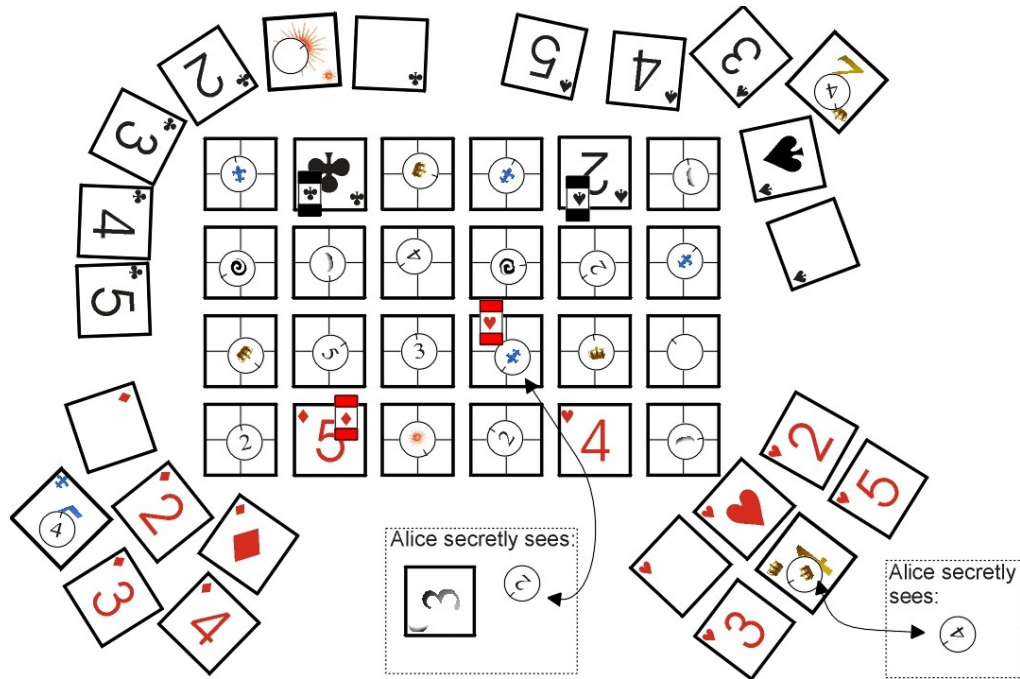
The Pinwheel, the Galaxy, and Islands board layouts allow for a more complicated pawn trap. Not only can a player's pawn be trapped in a corner, but also in the two squares consisting of a corner and one location adjacent to it. If three players trap the fourth player's pawn to these two squares, they may declare an end to the game, and the usual rule applies: if the fourth player has four matches within his or her available coins, which now includes both coins from the two tiles, then he or she is declared the victor, but otherwise the game ends in a draw.

Appendix B: A turn example

Recall the layout as given in the set up. Alice, playing hearts, secretly examines the coin on her only claimed tile, the 4 of crowns. She sees that the coin is also the 4 of crowns and so matches (what luck!). With no clear goal, she moves toward the center of the board, to an unclaimed tile.

She examines this tile and coin and finds the tile is the 3 of moons and the coin is the 2; that the tile's suit is arms is known to all. None of her opponents have claimed

a 3-valued coin, and the coin one tile over does have a 3 coin on it. So, she decides to claim this tile for her list.

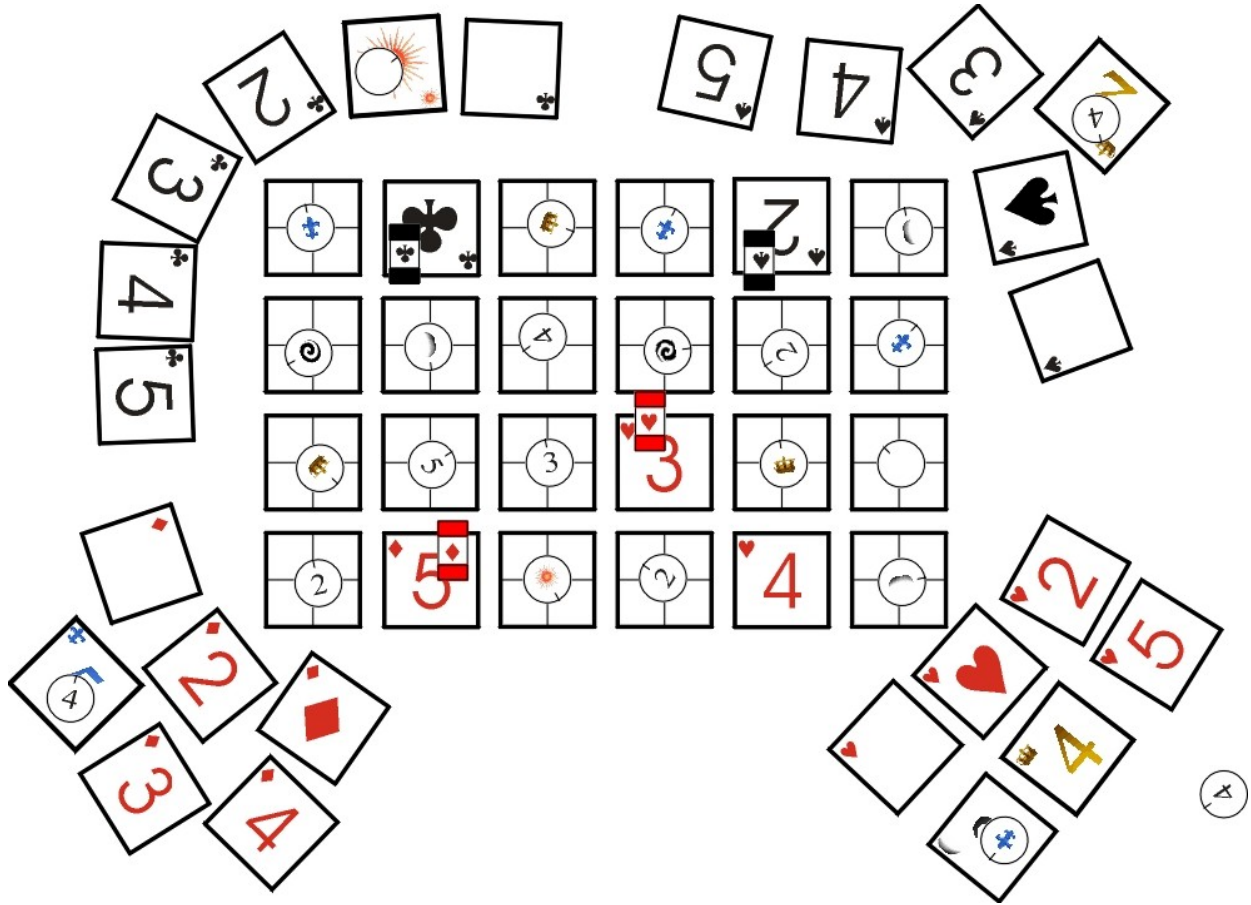


She exchanges this for the 3 of hearts tile, placing the 3 of moons tile on her list. The arms coin remains on its tile.

She now has the opportunity to swap two coins. However, the only coins she has available for swapping is the 4 of crowns and the 2 of arms. Certainly she does not want to move the 4 of crown off of the matching tile, so she decides not to swap this turn.

Finally, Alice ponders on whether to roll her die: if she gets a 4, then she may remove the matching coin. If she doesn't get a 4, then this might tip off her opponents that she has

matched the 4 of crowns. Her 4 of crowns coin is available for swapping to anyone who gets their pawn onto her 4 of hearts tile. But she figures that her opponents' pawns are too far away, and so rolls anyway. She gets her 4, and removes the coin for a very good start. Her turn is done and the board looks like this.



Appendix C: Three player version

The three player version requires six distinct piecepack suits. As in the four player game, each player selects one suit for his or her player suit, and the remaining suits form the board. The board is laid out in a triangle six tiles in height, but with the corners omitted. The players start by claiming the left tile in their respective corner (as viewed by the player). See figure 9.

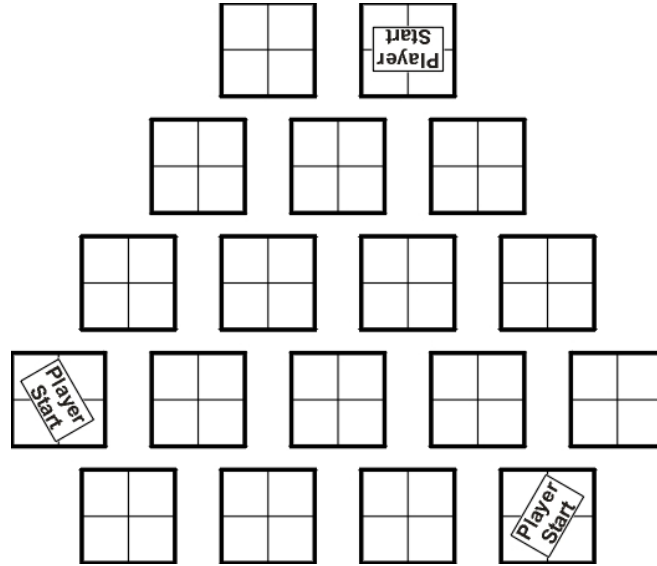


Figure 9: Three player game board layout: “The Triangle”.

As in the four player game, victory is achieved by removing four matched coins. A draw is not possible. Otherwise the three player game is played exactly as the four player version. An alternate board layout for the three player game is “The Hexagon”.

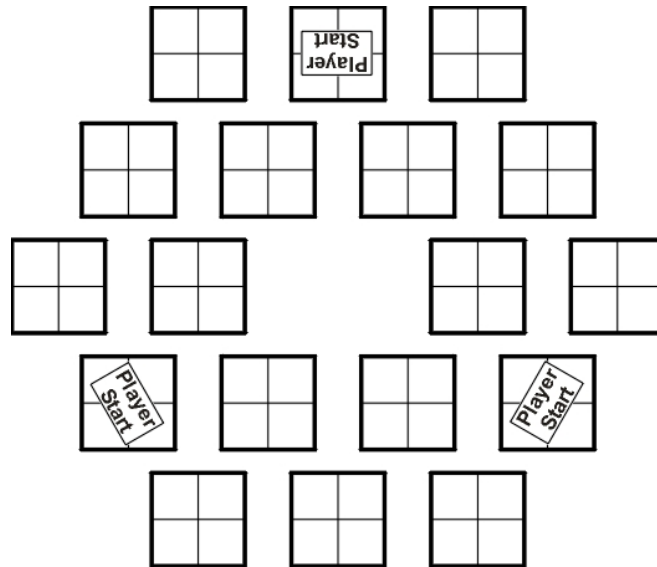


Figure 10: Three player game board layout: “The Hexagon”.

Appendix D: Two player version

The two player version requires four distinct piecepack suits. As in the larger versions of the game, each player selects one suit as his or her list suit, and the remaining suits form the board. The board is laid out in a 3 by 4 rectangle. Each player starts in the middle of a three tile edge. See figure 11.

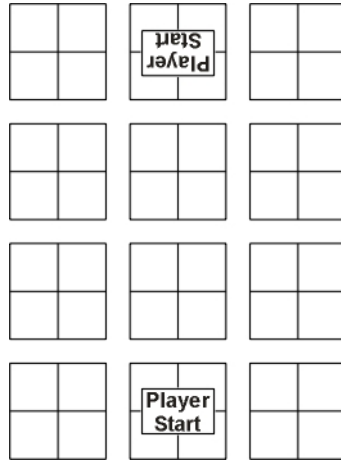


Figure 11: Two player game board layout: "Face-off".

In the two player game, victory is achieved by removing four matched coins. Draws are not possible. Otherwise the two player game is played exactly as the four player version.

An alternate board layout for the two person game is "The Hare".

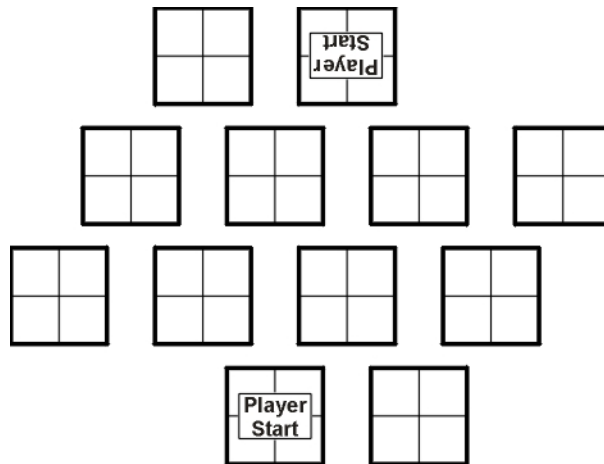


Figure 12: "The Hare".

Appendix E: Variants for faster games

- “Double Up”: In this version, the Die Roll phase is modified: if the player does not succeed in removing a coin with a first die roll, the player may take a second roll. Otherwise the game is played according to the stated rules.
- “Dice mania”: This version also requires the dice for the board suits. There are two modifications to the rules.
 1. The Die Roll phase is modified to read as follows:

The player may roll any subset of the dice consisting of his or her list suit die and the board suit dice. All the selected dice must be rolled simultaneously. Coins may be removed according to the following conditions:

 - a) If the player has claimed a tile whose value matches his or her list suit die roll, then the player may remove the coin on this tile if it matches in suit and value.
 - b) If *any* player has claimed the tile matching in suit and value the roll of one of the list dice, then *that* player may remove the coin on this tile if it matches in suit and value. There is no limit to the number of matched coins that may be removed in a turn.
 2. The victory condition is changed to read:

The first player to have removed *at least four coins at the end of his or her turn* is the victor.

Otherwise the game is played according to the stated rules.

Appendix F: “Dexter’s rule” – a Scavenger Hunt variant suggested by Josh Tempkin.

Overview: “Dexter’s Rule” is a variant designed to reduce the randomness involved with the die roll. It is played as a normal game of Scavenger Hunt, but instead of rolling a die to remove a coin, the player asks the opponent to his or her right to select the value to match. With four players, “Dexter’s Rule” typically takes 60-80 minutes.

Setup: “Dexter’s rule” uses the tiles and coins of the players’ suits and the board suits, as well as the pawns for the players’ suits, but no dice are required. The game is set up in the same way at the normal game. In addition, the player’s suit coins are placed face up in front of the player.

Rules changes:

In “Dexter’s Rule”, instead of a Die Roll phase, there is a Question phase as follows.

Question: The player asks the person sitting to his or her right to determine a value. This person must choose from the values on the players remaining face-up list suit coins. If, for the value chosen, the player has claimed a tile of this value and on this tile resides a coin with matching suit and value, then the player may remove the coin. In this case, his or her player suit coin of this value is discarded. Otherwise, the player suit coin of this value is turned face-down. When a player has had all his or her player suit coins either discarded or turned face-down, all the undiscarded coins are turned face-up.

Other than this change, the game is played as usual.

Variants:

- For a faster game, the question phase can be modified so that if the first value chosen does not result in removing a coin, the active player may ask again. In this variant coins are *not* discarded after a coin is successfully removed. As in the usual version of “Dexter’s rule”, the player’s suit coin of the selected value is flipped face-down; this occurs before the second choice is made. If all the player’s coins are face-down after the first choice, they are reset to face-up before the second choice is made.
- Three and two person versions of “Dexter’s Rule” are played using the rules for the three and two player versions of Scavenger Hunt, with the replacement of the “Die Roll” phase with the “Question” phase as above.

Appendix G: “Full Circle” – a Scavenger Hunt variant suggested by Will Schneeberger.

Overview: “Full Circle” is a Scavenger Hunt variant with a very different style of play. It is played as the normal game, but rather than rolling a die to remove a coin, the player returns his or her pawn to where the board tile was claimed. Having returned full circle, the player may then remove the matching coin. With four players, “Full Circle” takes 30-45 minutes to play.

Setup: “Full Circle” uses the tiles and pawns of the players’ suits and the tiles and coins of the board suits; no dice are required. The game is set up in the same way at the normal game. While “Full Circle” can be played on any of the mentioned boards, it is best on “The Pinwheel”, “The Galaxy”, or “Islands”.

Rules changes:

The game is played as usual, but instead of the “Die Roll” phase, there is a “Coin Remove” phase as follows.

Coin Remove: If the player’s pawn resides on a tile of his or her player suit, then the player may remove the coin residing on the corresponding tile in his or her list, if that coin matches the list tile in value and suit.

As in the normal game, victory is claimed by the first player to remove four coins. However, a draw can also be forced in another way. In addition to protecting coins, a player can leave his or her pawn on another player’s tile, hence preventing that player from returning there. A draw occurs when a coalition of three players shows that through protection of coins or blocking of tiles, the fourth player cannot remove three coins.

Variants:

- Three and two person versions of “Full Circle” are played using the rules for the three and two player versions of Scavenger Hunt, with the replacement of the “Die Roll” phase with the “Coin Remove” phase as above.

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