

Title: Telec  
Version Number: 1  
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Number of Players: 2  
Approximate Length of Game: 30 min.  
Equipment Needed: 1 piecepack, piecepack pyramids  
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## TELIC

A 2-Player Abstract Race Game Using A Piecepack And Piecepack Pyramids

### INTRODUCTION

Telec is an abstract race game involving both luck and strategy. It is played on a 4X5 gridded board constructed out of piecepack tiles and takes about half an hour to play.

### REQUIRED COMPONENTS

2 sets of red piecepack pyramids (2 of each size, 12 in all).

2 sets of blue piecepack pyramids (2 of each size, 12 in all).

From a standard piecepack:

The red and blue dice.

The red, blue, and black tiles.

2 tokens with whirlpools on the number sides.

### SETUP

First construct the board. This will require the red, blue, and black piecepack tiles, suit side up, and the two tokens, whirlpools up. The two players sit on opposite sides of the playing table with the board placed between them (as in Chess for example). The board is five tiles deep and four tiles wide from the player's points of view. One player is red and

the other is blue. When constructing the board, orient the red tiles so the numbers are easily read by red and orient the blue tiles so they are easily read by blue. The board consists of 5 rows of 4 tiles each. The two middle spaces of row 3 don't have tiles (i.e., there's a 1X2 hole in the board). Starting on red's side of the board and going left to right from red's point of view, the rows are:

1st row: blue 4, red ace, red null, blue 5.

2nd row: red 3, black 5, black null, red 2.

3rd row: black 2, hole, hole, black 3.

4th row: blue 2, black ace, black 4, blue 3.

5th row: red 5, blue null, blue ace, red 4.

Each tile comprises one space on the board, so the board contains eighteen spaces, not including the hole in the center.

Now take the two tokens, oriented whirlpool up, and place them within the hole in the board, one of them next to (touching) the black 2 tile and the other next to (touching) the black 3 tile. The tokens should be centered between the tiles above and below them. The hole in the center of the board is called the Center Zone, and these two tokens indicate the positions of the only two entrances into it. Think of the tokens as "stepping stones" down into the Center Zone.

The red player takes the red die and the twelve red pyramids. and the blue player takes the blue die and the twelve blue pyramids. Players keep their dice and pyramids within easy reach on their own sides of the table.

## OBJECT OF THE GAME

Each player tries to move all of their pyramids into the Center Zone while obstructing their opponent. The first player to accomplish this wins the game,

## BEGINNING THE GAME

Blue goes first, then players alternate turns. At the beginning of the game there are no pyramids on the board.

To start the game blue rolls her die and moves one pyramid (player's choice as to which pyramid) onto the space indicated. Red then takes his first turn in the same way.

Following the first two turns of the game (one for blue and one for red), players usually have a choice at the beginning of each turn; they may EITHER roll their die and try moving another pyramid onto the board, OR they may forgo rolling and move one of their pyramids or stacks of pyramids already on the board.

Pyramids on the board should always be oriented so their suit icons face the player who owns them. Then from each player's point of view their own pyramids will show their colored suit icon while all of the other player's pyramids will not. This arrangement makes it easy for the players to keep track of which pieces they own.

### MOVING PYRAMIDS ONTO THE BOARD

To move a pyramid onto the board, a player first rolls the die. This indicates which space the pyramid moves onto. One of four situations will arise:

1. The space indicated by the die is vacant.

Then a pyramid must be moved onto that space. The player chooses which size pyramid of his remaining stock (called his stash) to move onto the space.

2. The space is occupied by another of the player's pyramids or stacks of pyramids (i.e., a friendly piece).

In this case the player may move a pyramid onto the board by stacking it onto the top of the pyramid or Stack already there, but the new pyramid MUST be smaller than the one it is being stacked onto. If the player doesn't have a pyramid that satisfies this requirement in his stash, or decides not to make this play, then his turn is forfeit. Stacks may be built up to six high provided that in all cases each pyramid in the Stack is smaller than the one below it.

3. The space is occupied by one of the other player's single pyramids (not a Stack).

If the player whose turn it is has a bigger pyramid in his stash, then he may Bump the other player's pyramid off the board and put his own pyramid in its place. The bumped pyramid is not permanently out of the game but is instead returned to the other player who adds it to her stash of pyramids not yet on the board. If he does not have a bigger pyramid, or if he chooses not to make a move, then his turn is forfeit.

4. The space is occupied by a Stack of the other player's pyramids.

In this case the current player's turn is forfeit.

The rules of stacking are as follows:

- Pyramids may only be stacked onto larger pyramids, so all pyramids in a Stack are visible.
- Pyramids may only be stacked onto other pyramids of the same color. In other words players may only stack their pyramids onto their own pyramids.
- Once stacked, a pyramid may never be unstacked, although if a stack gets bumped off the board it is returned to its owner as individual pyramids.
- A 2-high pyramid is called a Double. The names used for the other Stacks are, Triple, Quad, Quint, and Hex. Unstacked pyramids on the board are referred to as Singles. Single pyramids and Stacks may be collectively referred to as pieces. These definitions and phrases are used in these rules.

When a player no longer has any pyramids remaining in his stash his turn must consist of moving a pyramid or Stack already on the board.

#### MOVEMENT OF PYRAMIDS AND STACKS ALREADY ON THE BOARD

Following each player's first turn, they usually have a choice at the beginning of subsequent turns; either roll the die and try moving a pyramid onto the board, or forgo rolling and move a piece that is already on the board. The previous section described the rules for moving a pyramid onto the board and this section will describe the rules of movement for pyramids and Stacks already on the board.

The movement rule for all Singles and Stacks is, one space per turn, orthogonally. No diagonal moves are allowed. The four corner spaces of the board are special however; opposite corners are considered "virtually adjacent". This means that a piece may move from the red 5 tile directly to the blue 5 tile (or vice versa) in one move. Similarly, pieces may move between the red 4 tile and the blue 4 tile in one move.

When moving Singles or Stacks, two related operations are allowed. These are Stacking and Bumping.

Stacking:

A Single or a Stack may be moved onto a space already occupied by a friendly Single or Stack and the two stacked together to form a Stack containing all the pyramids of the

original Singles and/or Stacks. However this operation may only be performed if the rules of stacking (described in the previous section) are followed.

**Bumping:**

When a piece is moved onto a space already occupied by an opposing piece of EQUAL OR LESSER power, the opposing piece is Bumped off the board and returned to its owner to be added to their stash. The piece that did the Bumping takes over its space.

The power of pieces is as follows:

- Any Stack is more powerful than any Single.
- A bigger Single is more powerful than a smaller Single.
- The power of a stack is determined by how many pyramids it contains. More pyramids always beats fewer pyramids. The size of the individual pyramids is of no account (a stack of three small pyramids is more powerful than a stack of two big ones).

Movement of a piece into the Center Zone may only occur from the black 2 tile or the black 3 tile. This is indicated by the two whirlpool tokens. The Center Zone may NOT be entered from the black A, 4, 5, or null tiles. As Singles and/or Stacks are moved into the Center Zone they are removed from the board and are out of the game. Once a piece moves into the center zone it may never be moved back out.

## END OF GAME AND WINNING

The first player to move all of their pyramids into the Center Zone wins the race and thus the game. Pyramids may be moved into the Center Zone in any form (as Singles or as Stacks of 2-6 pyramids) and in any order. When a piece is moved into the Center Zone it is immediately removed from the game.