

= Title=

STAGE-5

| Players | 2 - 4 |

| Length | 30 minutes |

| Equipment Required | 1 standard piecepack |

| Designer | Chaz Campos |

| Version | .4 |

| Version Date | <2018-04-29> |

| License | Public Domain |

== Description ==

REALMs (suits) are the known parallel universes.

A STAGE (tile) is an area that STAGEs allows conversation between the 4 known REALMs (suits) A maximum of 4 BEINGS (coins or pawns) can stand on a STAGE. There are 6 STAGEs in each REALM. The STAGEs are in CONTACT with each other. At the beginning of the game only STAGE-NUL is visible.

A BEING (coin or pawn) can be an EXPLORER (a flipped null coin), the head of a SPAN (a coin ranked A,2,3,4,5), a HARBINGER (a pawn), or a NULL (a null coin)

Once an EXPLORER steps onto the STAGE, the rest of the universe seems to disappear, but they can sense the other STAGES connected to it. With the aid of a SPAN, they can move to another STAGE.

The SPANs are sparkly beings who exist on and between the STAGES. (A coin is their head)

Recently, the discovery of the MEDIATORS (dice) allows the EXPLORERS to converse with SPANs, so through the help of SPANs, EXPLORERS travel to other STAGES. Upon reaching the STAGES of other REALMs EXPLORERS can discover new STAGES of their own REALMS

Once an EXPLORER reaches STAGE-5, they become an AVATAR their goal is to return the beginning to bring victory.

At the same moment the NOTHING appears, also seeking its beginning but its goal is to destroy.

The AVATARS They no longer need the MEDIATORS to MOVE. The HARBINGER announces to the next STAGE that the AVATAR is coming. The AVATAR visits each previous STAGE. STAGE-5, STAGE-4, STAGE-3, STAGE-2, STAGE-ACE, and finally STAGE-NULL. The player whose AVATAR is the first to reach STAGE-NULL wins.

PHASE 1 of the game is the exploration to other STAGES

Each new STAGE unlocks the ability to converse with a new kind of SPAN.

PHASE 2 of the games begins once an EXPLORER stands on their STAGE-5,

Once an EXPLORER stands on their STAGE-5, they become an AVATAR (pawn), their HARBINGER (die) appears, and therefore must travel to and land on each of their previous STAGES, in descending numerical order as per the HARBINGER , until they stand on their STAGE Null.

The NOTHING appears, which slowly moves towards STAGE-NULL. If all of the NOTHING reaches STAGE-NULL the entire game is lost. The more AVATARS in the game the NOTHING becomes bigger, but moves slower.

The first AVATAR to reach their REALMs STAGE-NULL wins the game.

== Rules ==

For a 4 player game, each player gets the pieces for one suit.

For a 3 player game, each player gets the pieces for one suit.

For a 2 player game, each player gets the pieces for 2 suits, for CONTACT purposes, the two suits are considered to be all 1 suit, they belong to the same REALM.

-PIECES-

- Who Plays First-

Players secretly select a coin and all reveal simultaneously. The highest non-tied player goes first. (e.g. if 4 players reveal 5, 5, 2, NULL, then the player who revealed the 2 would go first) if all are tied (e.g. 4,4,2,2 or 3,3,3,3, then try again)

Play proceed counterclockwise

=PRELUDE=

"Recently, the discovery of the MEDIATORS (dice) allows the EXPLORERS to sense other REALMS, MEET SPANs, and with the help of SPANs, EXPLORERS travel to other STAGEs, and make CONTACT to other STAGEs of their REALM."

PLACEMENT

"The REALMS existed independently and they had no knowledge of each other"

MEDIATORS

"But then the realms independently discovered the MEDIATORS, not knowing that this brought their REALMS in CONTACT with each other.

All the MEDIATORS are initially set to rank NULL.

MEDIATOR (die)

The ranks of the MEDIATORS are shared in common with all the players.

A unlocks ACE-SPANs and STAGE ACE's for all players

2 unlocks 2-SPANs and STAGE-2's for all players

3 unlocks 3-SPANs and STAGE-3's for all players

4 unlocks 4-SPANs and STAGE-4's for all players

5 unlocks 5-SPANs and STAGE-5's for all players

The first player places a STAGE-NULL in the middle of the play area. Each player in turn places a STAGE-NULL in CONTACT with one or more STAGE-NULL's from other REALMS in the play area. CONTACT is tiles touching corner-to-corner, corner-to-side, or side-to-corner. Tiles will not touch side-to-side. All players in turn place their STAGE-NULL's.

CONTACT

"One REALM studied their MEDIATOR and was surprised when it REVEALed the other REALMs"

First Player, sets their MEDIATOR to A.

EXPLORER

"Because the REALMS needed to know more about each other, they each appointed an EXPLORER to collect information"

Each player places their EXPLORER (the flipped NULL coin) on their STAGE

"One Mediator REVEALed the secret of A"

First Player turns their MEDIATOR to A. As long as at least one A is showing, all ACE-SPANS and STAGE ACE's are unlocked.

"They could for the first time detect other REALMS, and wanted to explore them"

All players place their EXPLORERs (flipped null coins) on their own STAGE-NULL

All players place their ACE-SPANS on their STAGE-NULL's

The Game begins.

-LEGAL MOVES-

In PHASE 1, on your turn, you may do one of the following

REVEAL, MOVE, MEET, or CONTACT

In PHASE 2, on your turn, you may do one of the following

ANNOUNCE or MOVE

=PHASE 1=

REVEAL

"Recently, the discovery of the MEDIATORS..."

Increase the number on your MEDIATOR by one rank.

If your EXPLORER is on a different REALM's STAGE, The MEDIATOR determines what STAGE from your REALM, that you may build next turn

The MEDIATOR determines what rank of SPAN your EXPLORER may MEET (to move a same ranked counter from your HORIZON onto the same tile your EXPLORER stands on)

If two MEDIATORS are at the same rank, then MATCH-2 moves are available for SPANS of that same rank. If three MEDIATORS are at the same rank then MATCH-3 moves are available for SPANS of that same rank, If four MEDIATORS are at the same rank, then MATCH-4 moves are available for SPANS of that same rank.

MEET

"...the EXPLORERS to MEET SPANS..."

- MEET a SPAN. From the SPANS in your HORIZON, Move a SPAN that has the same rank as any MEDIATOR onto the same STAGE as your EXPLORER. If the SPAN is not in your HORIZON you cannot MEET it.

MOVE

"...with the help of SPANS, EXPLORERS travel to other STAGES..."

- movement is by exact count, no STAGE in a movement may be passed through more than once.

- movement is along a PATH. a PATH a series of unique ADJACENT TILES and ADJACENT CONTACTS. The DISTANCE of a PATH is the number of CONTACTS in the PATH

- if a stage contains 4 BEINGS, it cannot be part of a path. It is FULL.

- Always notice the ranks of the MEDIATORS. Only SPANS of those ranks are unlocked. There 8 kinds of MOVES

two MATCH-1 moves.

SEND-EXPLORER - Player picks a SENDER (an UNLOCKED SPAN on the same STAGE as their EXPLORER). Player then MOVES the EXPLORER a DISTANCE equal to the SENDER's rank.

RECEIVE-EXPLORER - Player pick a RECEIVER (UNLOCKED SPAN on a STAGE whose DISTANCE from the EXPLORER is the same as its rank). The EXPLORER moves to the RECEIVER's STAGE

two MATCH-2 moves (MATCH-1 moves still available for this rank)

DEPART - Player picks a DEPARTER (UNLOCKED SPAN on the same STAGE as their EXPLORER). Player then MOVES the DEPARTER away from the EXPLORER a DISTANCE equal to its rank.

ARRIVE - Player pick an ARRIVER (UNLOCKED SPAN on a STAGE whose DISTANCE from the EXPLORER is the same as its rank). The ARRIVER moves to the same STAGE as the EXPLORE

two MATCH-3 moves (MATCH-2 and MATCH-1 moves still available for this rank)

SEND-SPAN - Player picks two SPANS on the same STAGE as their EXPLORER, a SENDING-SPAN and a SENT-SPAN. The player MOVES the SENT-SPAN a DISTANCE away from the EXPLORER equal to the rank of the SENDING-SPAN.

RECEIVE-SPAN - Player picks two SPANS. The RECEIVING-SPAN (One UNLOCKED SPAN on the same STAGE as the EXPLORER), and a RECEIVED-SPAN (A SPAN on a STAGE whose DISTANCE from the EXPLORER is the same as its rank). The RECEIVED-SPAN moves to the same STAGE as the EXPLORER.

two MATCH-4 moves (MATCH-3 and MATCH-2 and MATCH-1 moves still available for this rank)

REMOTE-SEND-SPAN - Player picks two SPANS on the same stage. The REMOTE-SENDING-SPAN (A UNLOCKED SPAN on a STAGE whose DISTANCE from the EXPLORER is the same as its rank) and next to it a REMOTE-SENT-SPAN. The REMOTE-SENT-SPAN moves a distance away from the REMOTE-SENDING-SPAN a DISTANCE equal to its RANK.

REMOTE-RECEIVE-SPAN - Player picks two SPANS. A REMOTE-RECEIVING-SPAN (A UNLOCKED SPAN on a STAGE whose DISTANCE from the EXPLORER is the same as its rank) and a REMOTE-RECEIVED-SPAN (A SPAN on a STAGE whose DISTANCE from the REMOTE-RECEIVING-SPAN is the same as its rank). The REMOTE-RECEIVED-SPAN is moved to the same STAGE as the REMOTE-RECEIVING-SPAN.

CONTACT

"make CONTACT to other STAGEs of their REALM."

If an EXPLORER is on another player's STAGE, they may CONTACT another one of their REALM's STAGEs. The STAGE must be unlocked (be of the same rank as any of the MEDIATORS). CONTACT means to place the new STAGE so that it touches the STAGE the EXPLORER is on either corner-to-corner, or

corner-to-side, or side-to-corner. It may also touch other STAGES in the same way. The newly placed STAGE must not be side-to-side with any other STAGE.

PHASE 1 Ends when any EXPLORER stands on their own STAGE-5

=Intermission=

"Once an EXPLORER reaches STAGE-5, they become an AVATAR, their goal is to return the beginning to bring victory. But at the same moment the NOTHING appears, also seeking its beginning but its goal is to destroy. Which will ultimately triumph?"

=PHASE 2=

"Once an EXPLORER reaches STAGE-5, they become an AVATAR, their goal is to return the beginning to bring victory."

When the EXPLORER reaching STAGE-5, place its REALM's pawn next it. This is your REALM's AVATAR.

Your MEDIATOR is now your HARBINGER. Turn your HARBINGER to 4.

"At the same moment the NOTHING appears, also seeking its beginning but its goal is to destroy."

Flip the EXPLORER over, to its NULL side.

-NOTHING-

The NOTHING is played by either by the FIRST AVATAR (the player whose EXPLORER reached STAGE-5 first). NOTHING's turn is inserted after the FIRST AVATAR's turn and before the turn of the next player after the FIRST AVATAR. If another player reaches STAGE-5, the FIRST AVATAR is responsible for moving that newly revealed NULL coin also. NOTHING increases in size, but grows slower.

NOTHING MOVEMENT

NOTHING must follow these rules of movement. For each NULL coin, find the PATH of least DISTANCE to any STAGE-0. Compare these. One NULL coin with the longest path to STAGE-0 is moved closer to STAGE-0, on NOTHING's turn. If two or more NULL coins tie for the longest path, only one of them moves closer. If the player playing NOTHING fails to follow these movement rules, they lose the game, and a new NOTHING player is selected.

ALL IS LOST

If all the NULL coins in play each reach STAGE-0, then all players lose.

-AVATAR-

ANNOUNCE

To the other players, your HARBINGER looks like a MEDIATOR, and will be used that way for the purposes of their movement.

To you, it is the next STAGE that your AVATAR must land on. Each time your AVATAR lands on the STAGE that is the same rank as your HARBINGER you must ANNOUNCE to the next STAGE that your AVATAR is coming. Do this by decreasing the number on the HARBINGER by one rank.

MOVE

All moves MATCH-1, MATCH-2, MATCH-3, and MATCH-4 are available to your AVATAR

The player whose AVATAR reaches STAGE-0 first wins the game.

@@@@@@@@@@@@@@@@@@@@

GLOSSARY

- STAGE-5 to piecepack -

ADJACENT CONTACTS = CONTACTs on the same tile.

ADJACENT STAGES = STAGEs that share one CONTACT

ANNOUNCE turn the die to the next lower rank

ARRIVE - a MATCH-2 MOVE

ARRIVER - UNLOCKED SPAN on a STAGE whose DISTANCE from the EXPLORER is the same as its rank

AVATAR is a pawn

BEING is a coin or a pawn

CONTACT is adjacent tiles of different suits touching either corner-to-corner, or side-to-corner, or corner-to-side. Tiles from the same suit do not touch.

DEPART - a MATCH-2 MOVE

DEPARTER - UNLOCKED SPAN on the same STAGE as their EXPLORER

DISTANCE the number of CONTACTS in a PATH

EXPLORER is coin NULL flipped

FIRST AVATAR - the player whose EXPLORER reached STAGE-5 first

FULL - containing 4 BEINGS. A PATH cannot pass through a FULL STAGE.

HARBINGER is a die

HORIZON area near the player where unplayed coins and tiles are kept.

MATCH is the quantity of matching dice. 2 matching dice = MATCH-2, 3 matching dice = MATCH-3, 4 matching dice = MATCH-4

MEDIATOR is a die. The ranks of the MEDIATORs are shared in common with all the players.

MEET to move a coin from your HORIZON onto the tile your EXPLORER stand on

MOVE is by exact count, based on the value of SPAN, There are eight kinds of move. Two MATCH-1 moves: SEND-EXPLORER, RECEIVE-EXPLORER, two MATCH-2 MOVES: DEPART, ARRIVE,

two MATCH-3 MOVES: SEND-SPAN, RECEIVE SPAN, and two MATCH-4 MOVES: REMOTE-SEND-SPAN, REMOTE-RECEIVE-SPAN

NOTHING - A "Player" that is made of 1 to 4 NULL coins. NOTHING's turn is inserted after the FIRST AVATAR's turn and before the turn of the next player after the FIRST AVATAR. For each NULL coin, find the PATH of least DISTANCE to any STAGE-0. Compare these. One NULL coin with the longest path to STAGE-0 is moved closer to STAGE-0, on NOTHING's turn. If two or more NULL coins have the same DISTANCE, move one, but not both.

NULL is coin null

PATH a series of unique ADJACENT TILES and ADJACENT CONTACTS. The DISTANCE of a PATH is the number of CONTACTS in the PATH

REALM is Suit

RECEIVE-EXPLORER - a MATCH-1 MOVE

RECEIVE-SPAN - a MATCH-3 MOVE

RECEIVED-SPAN - A SPAN on a STAGE whose DISTANCE from the EXPLORER is the same as its rank

RECEIVER - UNLOCKED SPAN on a STAGE whose DISTANCE from the EXPLORER is the same as its rank

RECEIVING-SPAN - an UNLOCKED SPAN on the same STAGE as the EXPLORER

REMOTE-RECEIVE-SPAN - A MATCH 4 MOVE

REMOTE-RECEIVED-SPAN - a SPAN on a STAGE whose DISTANCE from the REMOTE-RECEIVING-SPAN is the same as its rank

REMOTE-RECEIVING-SPAN - A UNLOCKED SPAN on a STAGE whose DISTANCE from the EXPLORER is the same as its rank

REMOTE-SEND-SPAN - a MATCH 4 MOVE

REMOTE-SENDING-SPAN - UNLOCKED SPAN on a STAGE whose DISTANCE from the EXPLORER is the same as its rank

REMOTE-SENT-SPAN - a SPAN on a STAGE whose DISTANCE from the EXPLORER is the same as the rank of the REMOTE-SENDING-SPAN

REVEAL turn the die to the next higher rank

SEND-EXPLORER - a MATCH-1 MOVE

SEND-SPAN a MATCH-3 MOVE

SENDER - an UNLOCKED SPAN on the same STAGE as their EXPLORER-

SENDING-SPAN - a UNLOCKED SPAN on the same STAGE as the EXPLORER

SENT-SPAN - a SPAN on the same STAGE as the EXPLORER

SPAN is Coin. SPANs do not belong to any one player. They are friendly to all. ACE-SPAN is a coin rank A, 2-SPAN is a coin rank-2, 3-SPAN is a coin rank-3, 4-SPAN is a coin rank-4, 5-SPAN is a coin rank 5

STAGE is a tile. STAGE-NULL is a tile rank NULL, STAGE-ACE is a tile rank-Ace, STAGE-2 is a tile rank-2, STAGE-3 is a tile rank-3, STAGE-4 is a tile rank-4, STAGE-5 is a tile rank 5

UNLOCK means a MEDIATOR is showing a particular rank, therefore an EXPLORER can use any SPAN of that rank for movement, or can MEET a SPAN of that rank (if there is at least one free space on the EXPLORER's STAGE, the SPAN can leave the player's HORIZON, and be placed next to the EXPLORER)

- piecepack to STAGE-5 -

coin is SPAN. Coin A is an ACE-SPAN, Coin 2 is a 2-Span, Coin 3 is a 3-Span, Coin 4 is a 4-Span, Coin 5 is a 5-Span

coin (Null, flipped) is EXPLORER

coin (Null) is NULL

coin (or pawn) is a BEING

die is HARBINGER

die is MEDIATOR

exact count of CONTACTS passed over is the basis of movement

pawn is an EXPLORER

pawn (or coin) is BEING

placement rule = only STAGES from different REALMs may CONTACT. STAGES from the same REALM cannot CONTACT.

quantity of mathching die MATCH

tile is STAGE

turn the die to the next higher rank REVEAL

turn the die to the next lower rank ANNOUNCE

BGG Page: <http://www.boardgamegeek.com/boardgame/XXXXX>

<http://www.piecepack.org/rules/GameTitle.pdf>

== License ==

These rules are in the public domain. They are freely a licensed work, as explained in the Definition of Free Cultural Works.

Summary of the copyright license for the work. Declaration of whether the work meets the definition of [<http://freedomdefined.org/> | free culture], with points that fall short.

== Reviews and Comments ==

CategoryGame <add taxonomy category tags here>