

## Pub sCrawl

A Good Portsmanship game for the piecepack by Jonathan Dietrich

Based on Senet (3500 B.C.) (Traditional)

<http://www.boardgamegeek.com/game/512>

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2 players, {Number of} minutes

Equipment: A single piecepack set, paper and pencil

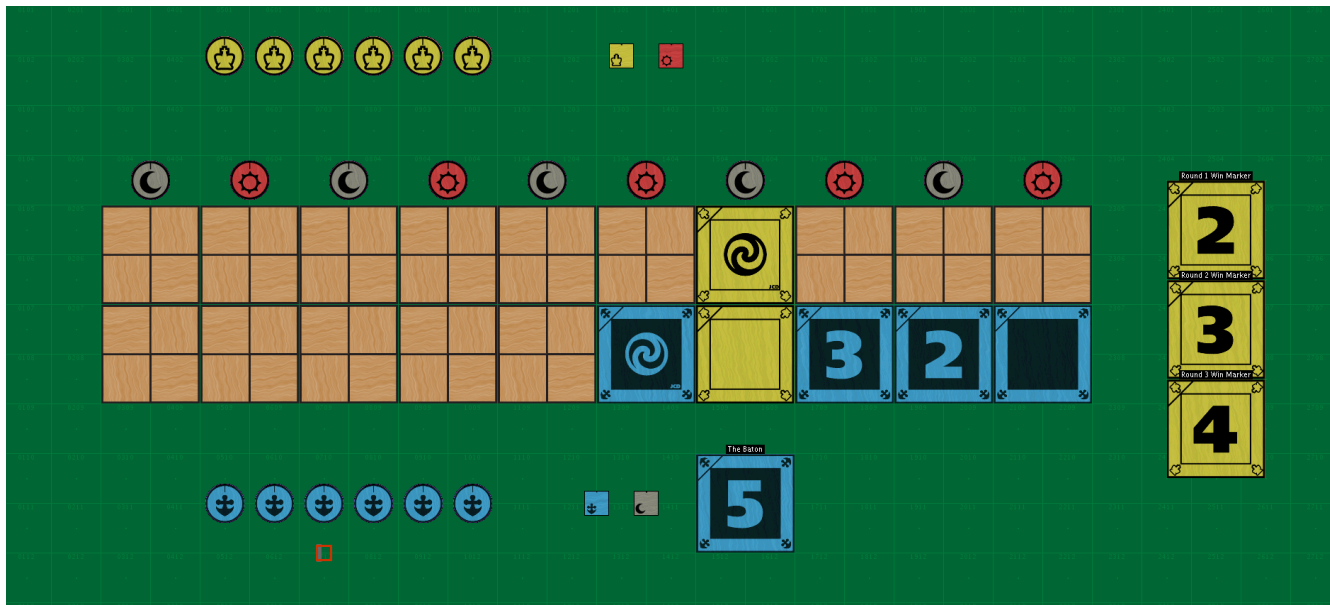
# Pub sCrawl

Competing teams of pledges are on the last legs of the annual Pledge Pub Speed Crawl (Pub sCrawl). You and your opponent will head up one of these teams. Most of the pledges have only pub left to stop at to complete their evening, the Weaver's Arms, and then they can head on home to the frat house. Hopefully none of your brothers will be sent back to Phil's for another drink, or end up spending too much time throwing up on the stairs to the frat house. Good Luck.

## Objective

To be the first to get all of your team members home to the frat house.

## The Board



## Setup

Set aside the following tiles:

### \* Special Board Tiles

\*Null of Crowns (the Arbitor's Station)

\*Ace of Crowns (Phil's)

\*Null of Arms (the frat house foyer)

- \*Ace of Arms (Weavers's Arms)
- \*2 of Arms (the second step to the frat house)
- \*3 of Arms (the third step to the frat house)

#### **\*Other Tiles**

- \*5 of Arms (the baton)
- \*2 of Crowns (Round 1 win marker)
- \*3 of Crowns (Round 2 win marker)
- \*4 of Crowns (Round 3 win marker)

This should leave 14 tiles, which should be turned grid side up. Arrange these 14 tiles and the **Special Board Tiles** into the board configuration indicated in the diagram above.

Place five of each of the Sun and Moon coins suit-side up "above" the board as indicated. Set aside the sixth coin of each of these suits, which one doesn't matter.

Decide who will play the Solar team (Suns) and who will play the Lunar team (Moons).

Give the Solar player all six of the Crown coins, and the Lunar player all six of the Arms coins. These should be placed suit-side up in front of each player, within arms reach, becoming the will power tokens for each player, used to determine turn order.

Give the Solar player the Sun and Crown dice. Give the Lunar player the Moon and Arms dice. These are used to determine movement allowance on a given turn.

Give the baton (the 5 of Arms) to the Lunar player. This is used to break will power ties.

Set the 2, 3 and 4 of Crowns aside to be rewarded to the winning player at the conclusion of each round.

## **Game Play**

### **Summary**

1. Both players roll dice, keeping values rolled hidden.
2. Both players secretly choose will power expended for the turn.
3. Both players reveal dice and will power.
4. Person with largest will power goes first, becoming the "starting player" for this turn. In case of tie, owner of the Baton goes first, and then passes the Baton.
5. The starting player moves one or two pieces the exact values shown on their dice, following all movement rules detailed in the Movement section below.
6. If the starting player has not moved their last piece off the board, then the other player moves one or two pieces the exact values shown on their dice, following all movement rules detailed in the Movement section below.
7. If neither player has moved their last piece off the board, repeat starting from step 1 until someone has removed all of their pieces from the board, becoming the "winner".
8. Score, giving the winner a number of points equal to the number of pieces the other player has left on the board. Also give them the win marker for the round (2 of Crowns for round 1, 3 of Crowns for round 2, and 4 of Crowns for round 3)
9. If you have not completed round 3, reset the board as per setup and then start at step one again.
10. Add the value of all round markers to the players scores. Person with the highest total wins! If there is a tie, the person with more win markers wins.

### **Determining Turn Order**

Steps 1 - 4 above outline how to determine the turn order on any given turn.

Players roll their dice, using their other hand to act as a blind to keep the roll private from their opponent. Then they secretly choose one of their available will power tokens, placing it value-side up behind their blind, beside their dice.

Once both players have done this, reveal the dice and will power tokens. The player with the highest will power token (Null = 0, Ace = 1) must go first for this turn. If there is a tie, the owner of the Baton (5 of Arms) must go first, and then pass the Baton the other player.

Set aside the will power tokens used this turn into a spent will power tokens pile. They may not be used again by players until all 6 have been used once. Once players have used all six of their will power tokens, move all tokens from the spent will power token pile to the available will power token area.

## Movement

### A Space

A space on the board is considered a *whole tile* and *not* the individual spaces on the suit-side down tiles. In addition, the starting spots "above" the board, are each considered a space. There is one starting spot "above" each of the tiles, effectively creating a third row of spaces.

### Special Board Tiles

- Ace of Crowns (Phil's) This space has no special qualities other than protecting any piece that is on it.
- Ace of Arms (Weavers's Arms) All pieces **must** immediately stop their current move when moving on to the Weaver's Arms space. If Weaver's Arms is occupied when a move would take a piece on to or beyond Weaver's Arms, then that piece may not make the intended move.
- Null of Crowns (the Arbitor's Station) If a piece moves on to this space, it is immediately placed in Phil's. If Phil's is already occupied, swap the piece at Phil's with the piece at the Arbitor's Station.
- 3 of Arms (the third step to the frat house) A piece landing on this space may not advance unless one of the dice shows a three, at which point you may use the roll of the three to move this piece off the board.
- 2 of Arms (the second step to the frat house) A piece landing on this space may not advance unless one of the dice shows a two, at which point you may use the roll of the two to move this piece off the board.
- Null of Arms (the frat house foyer) This space has no special qualities other than protecting any piece that is on it.

### Valid Moves

A piece may only be moved to an unoccupied space or an undefended occupied space. A piece is considered undefended if it is *not* on one of the Special Board Tiles and *neither* space in front nor behind it is occupied by a piece of the same team.

### Hitting Undefended Pieces

If a piece is moved to an undefended piece, it sends the undefended piece to the moving piece's starting space, ie. swaps positions with it.

## **The Dice Roll**

When rolling the dice, Null is considered zero and the Ace, a one.

The numbers on the two dice are considered separate moves. For example, if you roll a two and a four, you may move one piece two and another four, or you may move a single piece two and then four or four and then two. It is important that if you are moving a single piece that you remember to break it up into two moves as indicated on the dice, and that each move is considered valid.

## **Scoring**

Once a players moves their last piece off the board becomes the winning player for the round, and the round ends. The winning player is given the number of points equal to the number of pieces his opponent still has on the board. Record scores on a scrap of paper. Give the winning player the win marker corresponding to the current round. (2 of Crowns for round 1, 3 of Crowns for round 2, and 4 of Crowns for round 3)

If this is not the end of round 3, reset the board and start the next round.

At the end of round three, each player adds the value of each win marker (2, 3 and 4) they have to their score. The person with the highest total wins.

If there is a tie, the person who has more win markers (i.e. has won more rounds) wins.

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*Version of Sat 12/30/2006 12:50 AM, tweaked by rwhe*