

Sonic Bio-Mutants in Space!

A Good Portsmanship game for the piecepack by Jonathan Dietrich

Based on Holiday (1973) by Sid Sackson

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

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2-4 players, 45 - 60 min

Equipment: A single piecepack set, a bag, paper and pencil

Sonic Bio-Mutants in Space!

Each of you work for a company who was fortunate enough to get a handful of its genetically altered plant samples included on the space shuttle, to examine how they fare in a zero gravity environment while being exposed to a cycle of varying harmonic frequencies.

Unfortunately something has gone wrong with the shuttle and it is required to return to Earth a full 4 days early! At this point there are only so many hours left to conclude as many of your experiments as you can.

All of the experiments, yours and all of the experiments owned by other companies as well, are maintained within a single grid, cared for by an operator with the assistance of a robotic arm. There is not enough time to complete all of the experiments, so NASA has decided to open up the bidding, and make some extra cash.

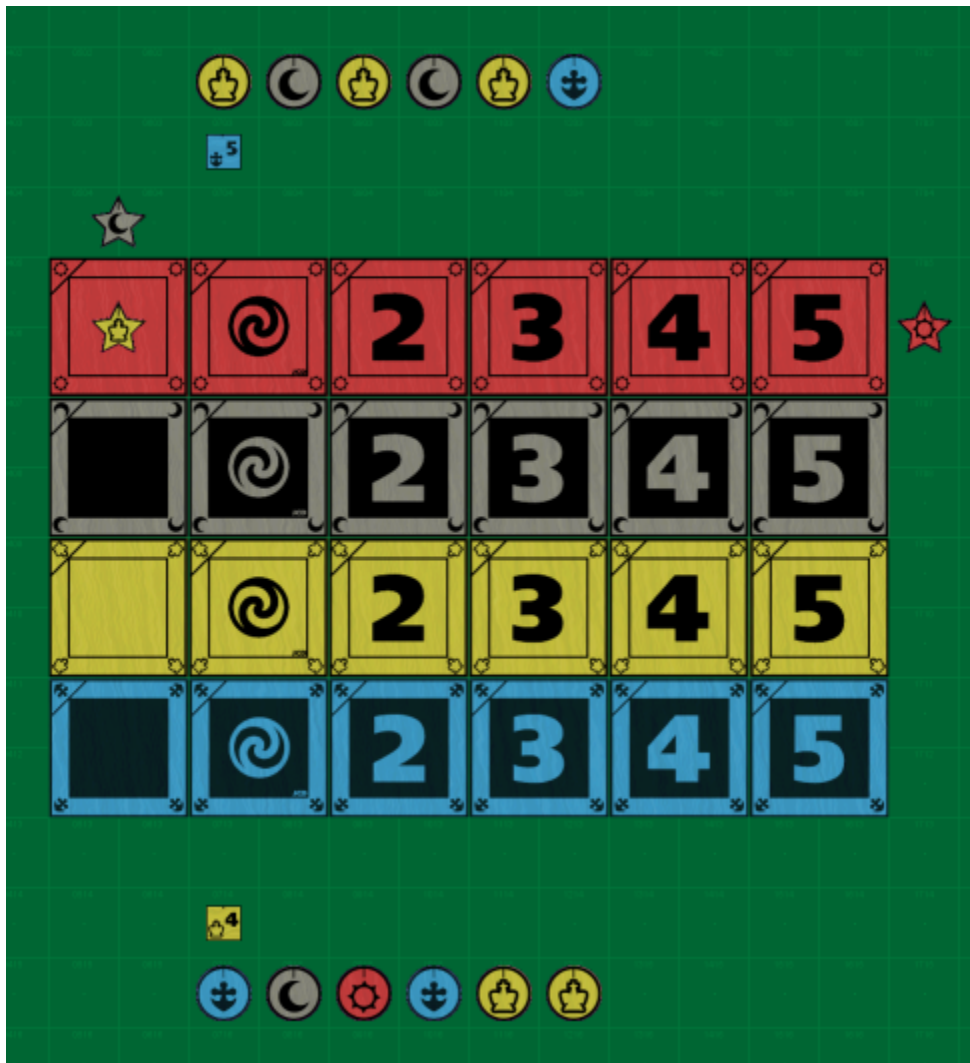
You and the other companies try to outbid each other to gain favor with NASA, and thus get the results from your precious experiments. To complicate matters, each experiment has an optimal time to be "harvested" during the harmonic cycle. Harvest early or late, and the results are less than ideal, although any results are still better than none.

Goal

To harvest as many of your experiments as possible, ideally on the

correct phase of the harmonic cycle..

Setup



- Place the tiles in a regular grid with each suit in its own row, and each value increasing from left to right from null to ace then two through five. You should end up with a grid six across and four down. These form the array of experiments being conducted.
- Place the Crown pawn on the tile in the top right of the grid. This will be the robotic arm that the players will bid to control.
- Place the Moon pawn 'above' the tile at the top right. This will be used to indicate the harmonic cycle. The current state of the six part harmonic cycle is indicated by the column that the moon pawn is 'above' on the given turn. Once it reaches the last column,

it will return to the first column on the following turn.

- Place the Sun pawn to the right of the top row. It will be used as the clock. Each time Moon pawn reaches the returns to the first column, the Sun pawn will move down a row. When the Sun pawn is on the last row and the Moon pawn returns to the first column, the game is over.
- Place the coins in the bag.
- Each player draws 6 coins and places them Suit side up in a row, in an order of their choosing. Keep the Numbers secret from the other players, though a player will have to look at the Numbers of their own coins. Each player places them in a row in front of themselves. These are used to identify which experiments in the grid are your responsibility to have harvested. Each coin corresponds with its matching tile.
- Give each player a die. Each player rolls their die and places it 'above' the first coin in their row of coins. This indicates the stage of the harmonic cycle in which the first coin is ideally harvested. Each coin in the row after the first is ideally harvested on the next consecutive phase of the harmonic cycle. (NA2345) Note that after 5 comes Null. Each player will have one coin that is ideally harvested on each of the 6 harmonic cycles.
- On a piece of paper, write the word BANK and each player's name and the number 100 under it. This indicates the current amount of money left in each player's account. (Think of it as \$100, 000 but as the minimum bid increase is 1, 000 it is easier to record 100) After a player wins a bid to control the arm, the amount of their bid will be deducted from their current total.
- On another piece of paper (or the back of the BANK) write the word SCORE and each player's name. Each player starts with a score of zero, and will gain points for harvesting their experiments.

The Bid

- Starting with the player to the left of the player who last controlled the arm, (or the loudest player for the first round), continuing in a clockwise order, players announce a bid to control the robotic arm.
- Each bid must be larger than the previous bid.
- A player may pass at any point.

- A player may reenter the bidding after previously passing.
- Once a bid has been passed by all players, other than the player that made the bid, bidding ends and the last bid made becomes the winning bid.
- Deduct the winning bid from the winners BANK total.

Controlling the Arm

- The winner of the bid may now move the robotic arm (Crown pawn) at least one space along the current row or column.
- This movement is in a straight line, and no diagonals. (As a rook in chess)
- The experiment (tile) where the winner decides to place the robotic arm becomes the harvested experiment.

Harvesting

- Each player can now check if the harvest experiment (tile) is one that they are responsible for.
- This is done by checking to see if you have the corresponding coin.
- The player who owns the corresponding coin, harvests the tile and scores, first by determining the ideal phase for harvesting.
- It is possible in a two or three player game that no one is responsible for the harvested experiment. This is OK, there will just be no scoring this phase, and you can move directly to 'Advancing the Phase'.

Determining the Ideal Phase for Harvesting

- Before we can calculate your score, we must determine what the ideal phase for harvesting this experiment is.
- If the coin is the first one in your row, the ideal phase is indicated by the die sitting 'above' it.
- If it is not the first coin, start with your first coin and count up the phases until you reach the correct coin. (Looping from 5 to NULL)

Examples of Determining the Ideal Phase for Harvesting

- If the die shows a 4 and the experiment to be harvested corresponds to the first coin, the ideal phase to harvest this experiment is 4.
- If the die shows a 4 and the experiment to be harvested corresponds to the second die in the row, you would count, starting from the first coin as follows: 4, 5. So the ideal phase to harvest this experiment is 5.
- If the die shows a 4 and the experiment to be harvested corresponds to the fifth coin in your row, you would count, starting from the first coin as follows: 4, 5, NULL, ACE, 2. So the ideal phase to harvest this experiment is phase 2.

Scoring

- Now that you know the ideal phase for harvesting, you can calculate your score.
- Place your finger on the column that the Moon pawn is 'above'.
- As you move your finger one column to the right, mimicking the movement of the Moon pawn, count down from seven until you reach your ideal phase.
- Add this score to the scoring players current score on the SCORE sheet.
- Flip the corresponding coin over to be Number side up, to indicate that it has been harvested.

Examples of Scoring

- If your ideal phase is 2 and the Moon pawn is 'above' the 2 column, you score 7 points.
- If your ideal phase is 2 and the Moon pawn is 'above' the NULL, you would score 5 points (counting 7 at the NULL column, 6 at the Ace column, and 5 at the 2 column)
- If your ideal phase is 2 and the Moon pawn is 'above' the 4, you would score points. (counting 7 for the 4, 6 for the 5, 5 for Null, 4 for the Ace, and 3 for the 2 column)

Advancing the phase

- At this point you should advance the Moon pawn to be 'above' the next column to the left.
- If the Moon pawn is in the last column (the 5 column) and needs to be advanced, move it back to the NULL column and then move the Sun pawn down one row.
- If the Sun pawn is on the last row, and needs to be moved down a row, then the game is over. You should have now completed 4 complete harmonic cycles.

Determining the Winner

- Once you have completed the fourth harmonic cycle, or no players are able to make a bid because they are all out of cash, the game ends.
- The player with the highest score wins. If there is a tie, the player who harvested the greatest number of experiments wins the tie (indicated by the number of Number side up coins in front of them). If there is still a tie, the player who has the most in the BANK wins the tie. If there is STILL a tie, it is a tie game!

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