

# STEPPING

# STONES



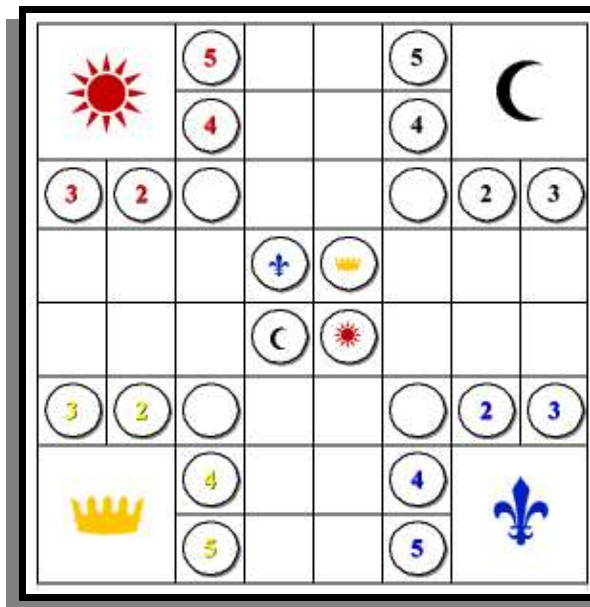
By Ken Maher

A Game of Solitaire for the piecepack game system.

**Object:** You are stuck in the muck!  
Try to move all four of your pawns safely over the “Stepping Stones” and back to their home tile.

**Set Up:** For this game you will need a copy of the piecepack game system. It is available for free download at <http://www.piecepack.org/>

Once you have a copy, use the diagram (right) as a guide. You will need 16 tiles - the four suit tiles (Suns, Moons, Crowns, Arms) face up in the corners, the other twelve face down to form the grid. Place the coins and pawns for each of the suits as indicated. Coins go around the tile of the same suit. Pawns go in the four middle squares.



**Phase 1:** Roll the all dice. The values that come up are the coins that may be moved. Colour is not important at this stage. Each coin **MUST** move its full value in spaces. (“5” must move 5 spaces, and the “0-Null” may not move at all.) If, upon rolling, your die shows the suit instead of a value then you must flip a coin of that suit over – it has become a Stepping Stone. The good news is that YOU get to decide which value of coin in that suit you will flip.

**Example:** on his first roll Chad gets the following results: 0 4 2 ☀ This means that he may move one coin of value 2 by two spaces. He may move one coin of value 4 by four spaces. He may not move a Null (well he can – just zero spaces) And he must turn one of his coins of the Sun suit over making it a stepping stone. He

**Turn Summary:** This game is divided into 2 separate Phases but the sequence of play is basically the same for each. Roll the dice, and move any corresponding coins or pawns.

decides to move the 2 down one space and right one space, the 4 down two spaces (going over the null and the two) and left two. To end this turn he then turns the 2 over making it his stepping stone. On his next turn he begins by rolling all the dice again.

**Phase 2:** When no more coins of a particular suit are showing values then you have entered phase 2 for this suit. (Roll the die for this suit separate from the others to help to keep track of which is in which phase -- Phase 1 dice on the left of the board, Phase 2 dice on the right.) The colour of the dice DOES matter at this point. Now when you roll that die you may move the corresponding coins (and/or pawn) up to that many spaces in total. In this Phase the suit counts for 6 moves and the Null for 1.

**Example:** *Chad has managed to convert all of the Suns and Moons to Stepping Stones, but still has a 3 and 5 of Crowns, and a 2 of Arms left in Phase 1. Rolling the Arms and Crowns dice on the left of the board he gets a 3, 4. He moves the 3 of crowns three spaces and can do nothing with the 4 of Arms. He then rolls the Suns and Moons dice to the right of the board and gets a 2, 5. He decides to move one Sun Stepping stone two space. He moves a moon stepping stone 3 spaces (bringing it beside his pawn) and then moves his pawn onto this stone. With the final point remaining he moves a second moon coin.*

**Movement:** All coins move up or down, and side to side, but never diagonally. You may move a coin “over” other coins of LOWER value (any suit), but must end on a vacant space. Coins showing their suit count as value 1 for moving over.

Pawns may only move once all its corresponding coins are showing their suit. Further, a pawn may only move ON TOP OF these coins. They must end their movement on a stepping stone, or on their home tile.

When a pawn gets home, the corresponding die is removed from play, but the coins are not!

**Winning:** You win if you can get all

four of your pawns safely back to their home tiles. The game is over if no more legal moves may be made.

**Variations:** To make it HARDER try some of the following changes:

- **Stepping Stones** - must be revealed from the highest value down to the lowest.
- **Aces** – draw tiles from left-over pile, ace must be place within this # of spaces of the Home Tile of same suit. It may not move, be flipped, or jumped over during the game! Use either 2, or 4 Aces (if you dare!!!)

To make it EASIER try some of these:

- **Larger Board** – Use all of the tiles to create the initial board (the middle space where the pawns start will be empty)
- **Aces** – While the same rules as above apply, these aces may be used by ANY pawn as a legitimate stepping stone.

**Glossary:** These are some of the terms used in the piecepack game system.

- **Coins** - disk shaped token with a value on one side and a suit on the other.
- **Obverse** - the side of a coin showing its value (Null, Ace, 2,3, 4, or 5).
- **Reverse** - the side of a coin showing its suit (no values are given).
- **Value** – numerical ranking of a coin, or die roll. Values are Null, Ace, 2, 3, 4, 5.
- **Suit** - a division of pieces by the markings of a Sun (red), Moon (black), Crown (yellow), or Arms (blue).
- **Null** – represented by a blank face on the obverse of a coin, or side of a die.
- **Ace** – represented by a swirl or spiral symbol on the obverse of a coin.

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