

Piecepack Cooking

A Goodportsmanship game for the piecepack by Jorge Arroyo

Based on the icehouse game Zendo by Kory Heath.

This is a non-competing entry to the contest.

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Email: trozo@makasoft.net Web: <http://george.makasoft.net>

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Written using NeoOffice/J 2.0

3 or more players, 10-20 minutes.

Equipment: 1 piecepack set for each 4 student players.

- Introduction

This game is a port for the Icehouse game Zendo to the piecepack system. A master cooker comes up with a recipe to cook a type of piecepack dish and makes an example dish following this recipe out of tiles. Then he makes another one that doesn't follow the recipe.

Dishes can be built in any possible way with the tiles horizontal or vertical, stacked or spread out. Even complex structures of tiles can be made. Recipes can be as simple as: The dish must contain at least a red/suns tile. Or as complicated as the master wants, with more than one rule. For example: The dish must contain any number of red/suns tiles as long as the numbers on the tiles add up to 5 and one of them must not touch the table.

The other players, in turn, build dishes which the master marks as appropriate, and try to guess the recipe from the master..

- Background

So, you forgot your Icehouse set at home and it is the perfect moment to play a nice, fun game of Zendo? If you have your piecepack set, don't worry: You can play this cooking variant and have lots of fun too. Agreed, I also prefer playing Zendo with the pyramids, but hey, sometimes you've got to choose which game system to take with you on a trip :D

- **Setup**

Group all the tiles together in the middle of the table. All the players will take tiles from here when making the dishes.

Group all the coins together near the tiles, where everyone can reach them.

Choose a master cooker for the game. The master cooker then must think of a recipe and make two dishes. One that follows the recipe and one that does not. He marks the one that does with a suit up coin and the one that does not with a suit down coin.

Recipes are rules that can be as simple or as complicated as the master cooker wants. It is nice to agree with the other players on how complex the rule is going to be.

Dishes are structures of piece pack tiles. They can be as simple as one tile laying down on the table, or as complex as the player wants. For example: 3 vertical tiles supporting a fourth horizontal tile (or more).

The other players take a pawn and a die of the same color and place them in front of them. The die must show the blank side and will be used to track the number of guesses the players can make at the end of their turns (0 at the beginning)

If only 1 piecepack set is used, the master should not come up with a rule that needs one specific tile (like: it must have the 2 of suns) because it will make the game very fiddly and complex. Rules should be about properties that are shared by many tiles and about placement/position of the tiles. Rules that use the numbers in clever ways are also nice (sums or multiplication of the numbers on the tiles) but are better left for experienced players.

- **Play**

A random player is chosen to start the game. Players then alternate taking turns (clockwise) until a player correctly guesses the recipe. At that point a new game can be started with the winning player as master cooker.

In his turn a player first makes a dish from available tiles. If a tile he needs is not available, the dish that is using that tile can be destroyed if the other players agree.

After making the dish, the player can either ask the master cooker to mark the dish or can call a cooking meeting.

In the first case, the master cooker just places a suit up coin close to the dish if it follows the rule or a number up coin if it does not.

In the second case, all the student players must try to guess whether the dish follows the rule or not. They hide their pawn with one hand and place it upright if they think the dish follows the rule, or laying down if they think it does not. After everyone is ready, all the students reveal their pawns. The master cooker marks the dish with the appropriate coin and the players that were right add 1 to their guessing die.

At the end of his turn, a player can attempt to guess the recipe as long as his guessing die's value is at least 1 (ace). The master might ask the player questions or point out obvious mistakes (for example: if the rule contradicts a dish that was already marked as correct). When the player and the master agree on the guess, the master says whether it is correct or not.

If it is correct, the player wins. If it is not correct, the master must make a new dish that contradicts the guess. It can be a dish that follows the guess but not the recipe, or a dish that doesn't follow the guess but does follow the recipe. He also marks this dish accordingly and it remains on the table for future reference.

The player subtracts one from his die. If he still has guesses left, he may attempt another guess in the same turn until he decides that he passes, or he runs out of guesses.

Then his turn ends and play passes to the next player.

- Variants:

If only 2 players are playing the game. Each player thinks of a recipe and makes the two examples, marking them accordingly. Also, all the dishes are marked by both players (place the coins on different sides of the dish, closest to the player that is attempting to guess). Turns are played by both players at the same time, with both players making a dish. If any player calls a meeting, each player tries to guess if their dish follows the other player's recipe, and at the end, each player marks all the dishes.

At the end of each turn, players can try to make guesses (like in the normal game). If a player is correct, the other player can attempt to use up all his guesses in the same turn. If he also makes a correct guess, then the game is a draw.

- **license**

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