Decay

A Changing Landscapes game for the piecepack by Robert Mundschau & Matt Heistad
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3 – 4 players, approx. 30 – 60 minutes depending on how reckless you are

Required Materials
1 piecepack
A suitable flat surface for play.

Summary of Play
The players create a game board from the piecepack tiles. They pay coins to move their pawn, and tiles around to attack other players. Attacks can steal coins from other players, or chop off sections of the board, making the game board smaller. If your pawn is on a board section that is removed, or you cannot move your pawn during your turn, then you are killed and removed from play. Last player remaining on the board wins!

Overview of the Pieces
In this section I try to provide some explanation of how the piecepack pieces are used in this game.

- **Tiles** are used to make up the playfield. All tiles are placed suit-side-up! Both the value on the tile and the suit effect play. Tiles that are touching on an edge are connected for the purpose of moving your pawn between them. There are restrictions on how the tiles may be touching one another. I should note at this time, that with the board changing throughout play, things tend to get jostled about a bit. So tiles may separate a fraction of an inch from each other. For the purposes of the game, they are still in contact. In other words, don't be a weenie!
- **Pawns** represent the position of the player on the board. A pawn occupies a single tile at a time. During Normal Play, a player must move their pawn to a different unoccupied space or they are killed and out of the game.
- **Coins** are the currency of the game. Players use the coins in their hand to pay for moving their pawn, and for rearranging the tiles on the board. Each coin in a player's hand may be spent once per turn, at the end of the player's turn all spent coins are restored to the player's hand to be spent again the next turn. Coins can be stolen, or charged as a toll to other players to remove coins from another player's hand and add them to your own.
- Each player has one **die**. It is used at the start of the game to determine the order of play. It is then used again during Normal Play as a marker to indicate the last tile that the player moved. The presence of a die on a tile has consequences explained later.

Setup
1. Each player chooses a suit and takes the corresponding pawn, die, tiles and coins.
   (Note: A 2 player game is possible, where each player controls 2 suits, alternating play is recommended in this case.)
2. Players roll their die to see who moves first. The suit face of the die is worth 1. The null side of the die is worth zero. High roll wins. Roll again to resolve ties. Play rotates to the left around the table for the duration of the game.
3. Game play is divided into 2 stages: Board Creation, Normal Play.

Board Creation
1. Starting with the player who goes first. Players take turns placing 1 of their 6 tiles to create the initial game board. The order that the player chooses to place their 6 tiles is completely their decision. Differences between the tiles will be explained shortly. Aside from the placement of the very first tile, all tile placements must adhere to the following restrictions:
   a) You must place your tile in contact with at least one other tile already placed on the table (see figure below):
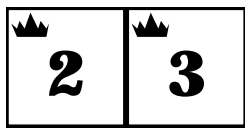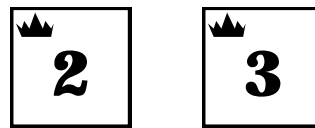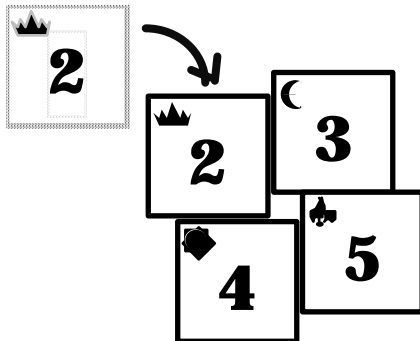

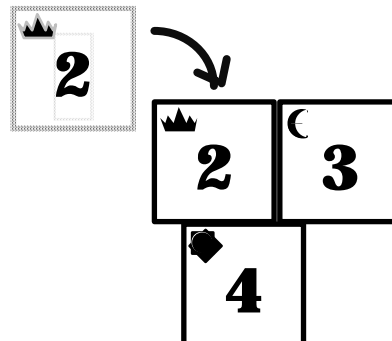YES!   NO!

   b) If you place a tile in contact with more than 1 other tile, then none of the other tiles it touches may be touching each other (see figure below):
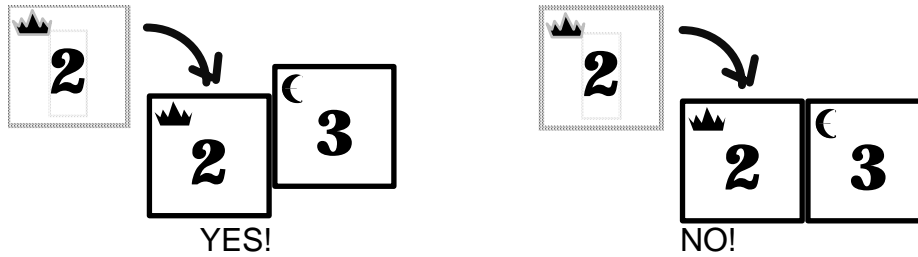

YES!   NO!

   c) You may not place a tile so that it completely shares one edge with the entire edge of another tile. The tiles must be offset from each other by at least one quarter the length of the side of a tile (see figure below):

YES!   NO!

Rules to consider when placing your tiles in preparation for Normal play:
   a) Your pawn will start on your ace tile, the one with the large suit image on it.
   b) Your ace tile is immune to attack, and can only be moved or shifted by you.

2. When all players have placed all 6 of their tiles, the players place their pawn on their ace tile to begin play. Normal Play then begins with the player that placed the first tile in the Board Creation phase.

Normal Play
Each player's turn consists of 3 steps that MUST be performed in the order listed below:
   1. Move your pawn.
   2. Move up to a single tile.
   3. Slide zero or more tiles.

The specific rules for each step are given below. To perform actions during the steps you usually must pay 1 or more coins from your hand as explained below. Spent coins are not lost. When you start your turn, you have all your coins in your hand. As you spend coins set them aside. At the end of your turn you will return all spent coins to your hand (except those paid as a toll, see below) for use again next turn.

Step 1. Move your pawn:
You MUST move your pawn at the start of your turn. You will spend coins from your hand to move your pawn to an adjacent tile. You may move as many times as you have the coins in your hand to spend. You may enter a Tile occupied by another pawn, but you must pay a toll to that player (explained below). You must move your pawn to an empty tile, which it did not occupy at the start of the move. You may not move into an adjacent space, and then move back to where you started. You may not end movement of your pawn in a tile occupied by another pawn.

To move to an adjacent tile you must spend coins from your hand. If you have a coin in your hand that matches the suit of the Tile you wish to enter, then you may spend that one coin of the same suit to enter that tile.

If you do not have a coin in your hand that matches the suit of the tile you wish to enter, or you want to save a coin of a particular suit for a later move, then you must spend from your hand a number of coins of suits different suits equal to the numerical value of the tile to be entered. A null Tile is free to enter for all players. An ace tile has a cost of 1 to enter. Tiles marked 2, 3, 4, or 5 cost that number of coins to enter.

Dice Markers: A tile that contains a die of any player is free to enter to all players the same as if it were one of the 4 null tiles. See the rules for Step 2 to learn why a tile would contain a die.

Tolls: If the space entered is occupied by another pawn, the player who has entered the space must pay a coin to the player occupying the space. This toll of 1 coin is paid in addition to whatever was paid to enter the Tile in the first place. The player entering the occupied space must choose any unspent coin from their hand and give it to the occupying player. The player awarded the toll, adds the coin to his or her hand. The player awarded the toll keeps the coin in their hand until it is lost paying a similar toll, or to an attack (explained later)

Death: If you cannot move to a different unoccupied space because you do not have enough coins in your hand, then you are killed! Remove your pawn, and die (if present) from the board. All coins in your hand are out of the game. Your game is over. You cannot be attacked to win your coins; they are lost forever. Your turn is over. If you die, you may not move or shift any tiles. Your turn ends immediately.

NOTE: Do not pay any tolls to other players if you cannot successfully complete movement of your pawn to a different empty space. You die before the toll is paid.

Step 2. Moving a Tile
When you have successfully moved your pawn to a new space. You may choose to spend some of the remaining coins in your hand (if any remain) to remove a single tile from the game board and reattach it somewhere else on the game board. Unlike moving your pawn, moving a tile is completely optional, but it is the only way to attack other players and steal their coins.

To move a tile:
    a) Pick a tile that can be moved.
    b) Spend the necessary coins from your hand to move the tile.
    c) Remove the tile from the game board.
    d) Place the tile back on the game board in a different location
    e) Resolve any split game board situation
    f) Resolve any attacks made by moving the tile.

Not all tiles can be moved. To be available for moving, the tile may not be touching other tiles on more than 2 adjacent sides. The number of tiles touched is not important, the question is which sides are touching. (See figure below.)

YES!   NO!   NO!
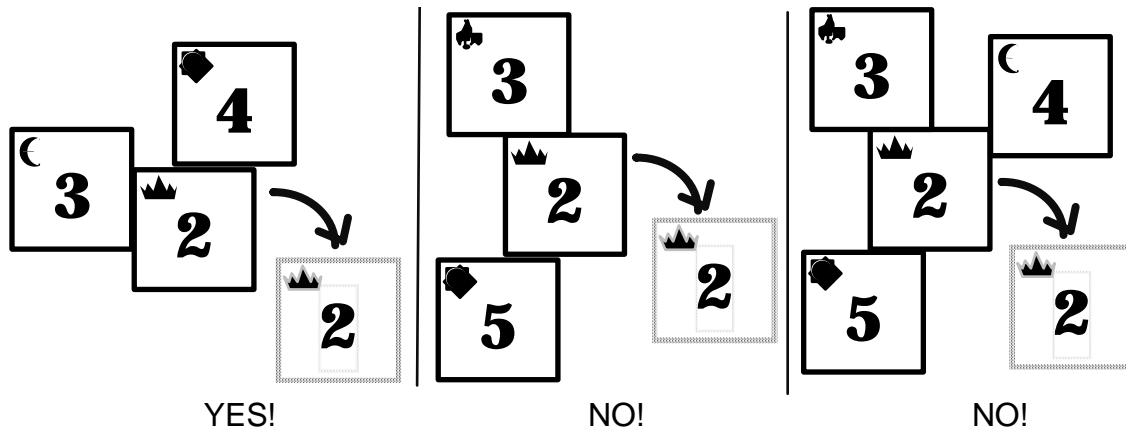
An ace tile may only be moved by the owner.

A tile with a die on it cannot be moved by anyone, even if it is your die on the tile.

The cost to move a tile is the same as if you were moving your pawn into the tile (see Step 1 - Move Your Pawn above).

When you place the tile, you must conform to the restrictions for placing tiles as listed in the section Board Creation. In addition, the replaced tile may not be touching the same side of any tile it was touching before it was picked up for moving. It may be placed touching a different side of a tile it was touching before being picked up.

REMEMBER: Put your die to the newly moved tile.

NOTE: If you choose not to move a tile, but moved a tile last turn, then you must remove your die from the game board this turn at the end of Step 2.

Resolving a Split Game board: It is perfectly legal to move a tile so as to split the game board into 2 completely disconnected sections. When this happens, count the number of tiles in each section of the Game board. All tiles in the section with fewer tiles are removed from play! Any players whose pawns are in the smaller section of the board are killed (see Killed section above)! If the 2 sections of the board have the same number of tiles, then the section containing the player whose turn it is remains, and the other section is removed from play. Suicide is possible so beware. (See figure below.)

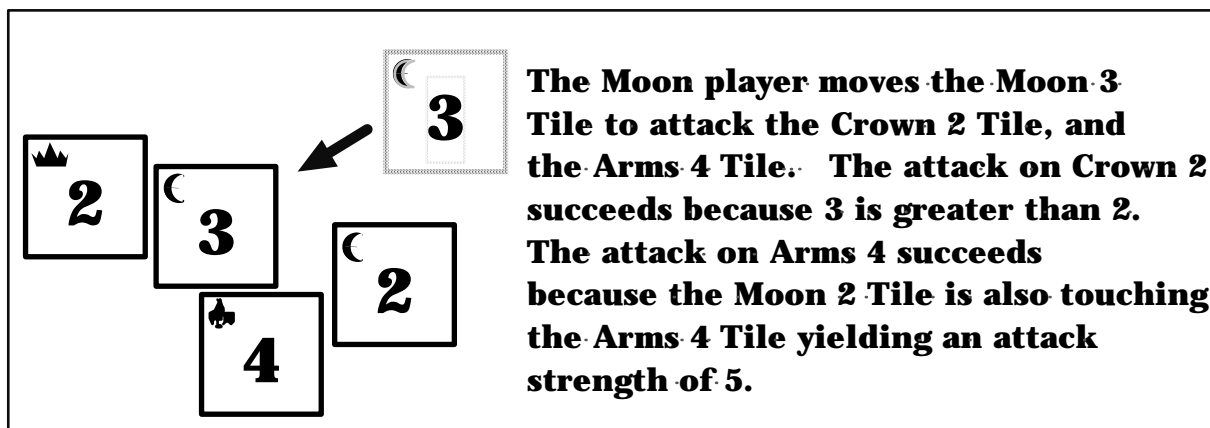Sun 4 is removed from play.

Crown 2 is moved
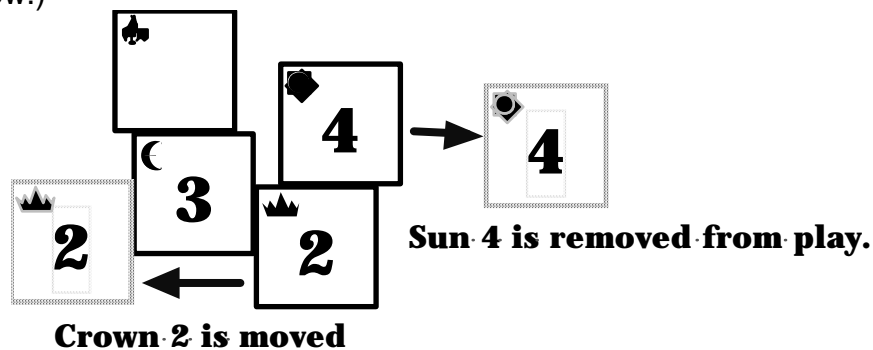
Note: It is possible to split the board by removing a tile for movement, and then reconnect the game board elsewhere when the piece is replaced. You do not check to see if the game board is split until the piece being moved, has been placed in its new position.

Resolving Attacks: If you move a tile of your own suit, then you may use it to attack your opponents. If you move a tile belonging to an opponent, then no attack is possible. Every opposing tile that the moved tile touches after it is moved is attacked. Add up the value of all tiles the attacker owns that are touching the tile under attack. Null tiles are worth zero and ace tiles are worth 1. Add the value of the tile under attack and all tiles of the same suit that it is touching. Compare the 2 values. If the attacking total is greater than the defense, then the attack is successful. A tie always goes to the defender.

IMPORTANT: You cannot attack a null tile or an ace tile of an opponent. You cannot attack with your null tile, but you can attack with your ace tile. It is possible for a single moved tile result in multiple successful attacks.

If you win an attack, you may select ANY coin from the losing players hand. Only the attacker can win a coin. If the defender wins, no coin is transferred. (See figure below.)

The Moon player moves the Moon 3 Tile to attack the Crown 2 Tile, and the Arms 4 Tile. The attack on Crown 2 succeeds because 3 is greater than 2. The attack on Arms 4 succeeds because the Moon 2 Tile is also touching the Arms 4 Tile yielding an attack strength of 5.

Example of a successful double attack by the Moon player.

Step 3 - Slide Tiles:
After completing the optional movement of a single tile, you may spend any remaining coins to slide tiles. The cost to slide a tile is always 1 coin regardless of the value or suit of the tile or coin.
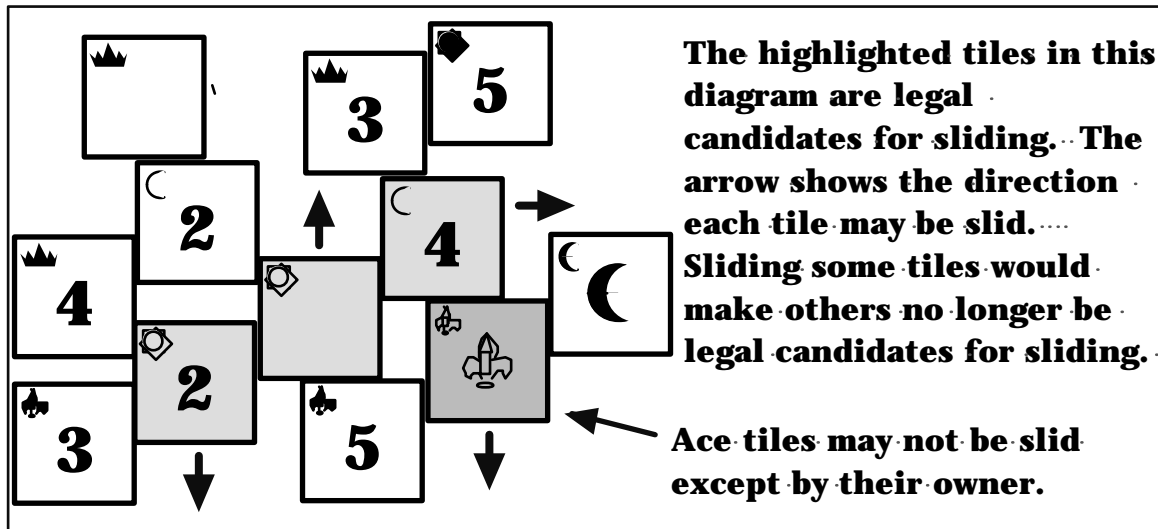
Only tiles that are being touched by other tiles on three sides may be slid.

You may not slide a tile that has a pawn or a die on it

You may not slide an ace tile owned by another player.

To slide a tile, pay one coin. Then move the tile by sliding it in the direction of the side of the tile that initially was not touching any other tile. You may slide the tile

into contact with other tile, but it must remain in contact with at least 2 of the original tiles it was touching.

The highlighted tiles in this diagram are legal candidates for sliding. The arrow shows the direction each tile may be slid. Sliding some tiles would make others no longer be legal candidates for sliding.

Ace tiles may not be slid except by their owner.

IMPORTANT: You may NOT slide a tile in such a way as to split the game board into 2 unconnected sections.

IMPORTANT: Do not place your die onto any tile that you slide. The die is only placed on a tile that you removed from the game board and replaced somewhere else entirely.

When sliding a tile, if it comes into contact with a new tile, you must stop sliding the tile.

End of turn:
At the end of your turn return all spent coins to your hand. Play then moves to the next player to the left.

End of Game:
Game play continues until only 1 player has a pawn on the board. The remaining player is the winner.

NOTE: It is possible to reach a draw game, where the 2 final players will not be able to attack each other effectively, and will only move pieces in a circular manner that prevents them from losing. The possibility of a draw is rare. If such a case arises, then you should declare a draw.