Title: Sailboat Regatta
Version Number: 1.0.0
Version Date: January 26, 2003
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Number of Players: 2 to 10 (or up to 14 if your piecepack has 8 suits)
Duration: Approximately 60 minutes
Equipment Needed: one piecepack

Sailboat Regatta

A tactical sailboat race for the piecepack

The sun shines brightly in a clear sky as a fragrant breeze wafts from the southeast. One gull calls to another, and they argue with each other as the surf gently laps over their webbed feet. The waves tease your hearing as the clean fresh ocean scent overwhelms you. It is a beautiful day for a regatta.

Setup

The tiles and pawns define the sailboat race course. Each tile has four quadrants (NE, SE, SW and NW) that sailboats may occupy. Tile pips indicate the direction the wind is blowing, while their values indicate how strong the wind gusts are in the immediate vicinity. Areas with more extreme values (five or null) are likely to experience stronger gusts, with winds becoming more steady toward the center of the tile value range. All four piecepack dice are rolled to determine relative wind speeds on every turn. The arms pawn marks the start / finish line, while the other pawns are buoys that must be sailed around. The coins are the sailboats themselves, and depending upon the number of players, everyone will command two or more boats. Coin pips indicate the direction the bow is pointed, and teams are distinguished by their markings: null through five and the various suit symbols. Individual sailboats enter the race facing north in the northwest quadrant of the crowns two tile (shaded in the diagram below) and travel around the course clockwise until someone has sailed all of his or her sailboats past the finish line.

Arrange all twenty four tiles and the four marker buoys as shown in the following diagram. Note that all of the tiles are facing the same direction, showing a wind coming from the southeast.

Next, each player takes a number of like-marked coins to represent his or her sailboat fleet according to the following table, putting aside any extras.

Number of Players	Sailboats per Player	Suggested Fleet Markings
2 to 4	5	suits only
5 to 6	4	values only
7 to 8	3	suits & values
9 to 14	2	values, suits & extended suits

> *Example: Amy, Bob, Carol, Doug, Ellen, Frank and Gene all want to play. That's seven people, so each will need three like-marked coins. Amy chooses to be arms and takes the null, ace and two of arms coins. Bob chooses to be crowns, Carol chooses to be moons and Doug chooses to be suns; so each of them also take the null, ace and two coins in their respective suits. Ellen chooses to be threes, so she takes the three of arms, crowns and moons. Frank and Gene choose to be fours and fives, respectively, so they take coins representing their fleets. The rest of the sailboats are set aside.*

Goal & Play

Your goal is to be the first player to sail your entire fleet once around the course clockwise and across the finish line. The person with the most sailing experience goes first, and turns rotate clockwise thereafter. Each turn is comprised of three phases: randomize wind gusts, sail, and come about. If there are multiple sailboats stacked in a given space, all of the ones on the bottom have had their wind stolen by the sailboat on top of the stack. The top sailboat in any stack is considered *free*, while all sailboats lower down are considered *blanketed* until the sailboats on top move away.

Randomize Wind Gusts. Roll all four piecepack dice. The immediate local wind speed on any given tile is equal to the *positive difference* between the tile value and one of the die rolls (null = zero, ace = one). Under most circumstances, you will be able to use all four dice values on a given turn. The wind speed determines how far a sailboat may move forward (in the direction the pip is pointing).

Sail One or More Boats. If it is possible to do so without going out of bounds, sail *at least one* of your free sailboats forward as many spaces as possible using the available wind *and* sail one space diagonally with the wind. The diagonal sailing step may be taken at any time during the sailing phase, but it must be taken for every sailboat that sails. It is illegal to sail over the top of a buoy or around a buoy on the inside; you must go around buoys on the outside. If possible, the same sailboat and/or additional sailboats may then be sailed using the second, third and fourth rolled values, but blanketed sailboats may never sail until they become free again. If your sailboat lands on the same space as another sailboat, stack yours on top. Sailing over spaces occupied by other sailboats *is* allowed.

> *Example: Amy has free arms sailboats on a null tile and a two tile. The rest of her sailboats are blanketed. She rolls two threes and two twos on the dice, so she may sail the arms sailboat on the null tile either two or four spaces forward plus one space diagonally with the wind. If she wishes, Amy may also sail the sailboat on the two tile either zero spaces or one space forward plus one space diagonally with the wind. Depending upon where her boats end their movements, Amy may be able to sail one or both of them again.*

If it is not possible to legally move *any* of your sailboats, most likely because they are all blanketed in lower levels of stacks or cannot use any of the die rolls without going out of bounds or hitting a buoy, your turn is skipped. But if it is at all possible to move at least one of your sailboats, you *must* do so. Sailing additional boats is always optional.

Note: Sailboats not yet entered into play are considered *free*, and any number of your own boats may be freely entered by stacking them on the northwest quadrant of the crowns two tile with the pips facing north. Sailboats may be put into play at any time on your turn, but once entered, they remain in play for the rest of the game. Free boats already in play may be sailed without regard to the number of sailboats not yet entered, but remember that the entire fleet has to complete the race course.

Come About. After you have sailed, you may rotate *any number* of your free sailboats to face any of the four cardinal directions (N, S, E or W). If any of your sailboats are in positions such that it would be impossible for them to sail with the wind without going out of bounds on your next turn, you *must* come about to face them in directions where they *may* be able to sail with the wind if they are still free on your next turn.

> *Example: Doug has a free suns sailboat on the northwest corner of the moons three tile. Sailing out of bounds is illegal, so he must come about to the east at the end of this turn.*

Tips & Tactics
* Sailboat Regatta plays sort of like Pachisi, so some of the tactics from Pachisi and other race games like Senat and Backgammon apply here. Of course, there are limits to the analogy. The tactical choices introduced by the come about step results in a different range of movement. There is almost no protection from being landed upon by other sailboats, but the consequences are also less dire than in Pachisi – temporary immobilization instead of returning to the start.
* In a real sailboat regatta, blanketing would be considered poor sportsmanship at best, and possibly grounds for disqualification. But in this piecepack adaptation, it's perfectly legal, and often a good tactic. There's also no rule against continuing to sail using sailboats that have already crossed the finish line!
* Sailing backwards to hinder an opponent *is* allowed, but it's not very sporting.
* In games with fewer than nine players, delaying entry of one or two sailboats will sometimes result in a positional advantage. With nine or more players, enter both of your sailboats and race as fast as you can.

Credits
Proofreading: Amanda J.-L. Rodeffer
Play Testing: Jonathan Dietrich, Kerry Handscomb, Don Kirkby, Sheila Kirkby, Dan Troyka, David Whitcher, Matt Worden

Revision History
0.0.1α, November 3, 2003	Initial concept, headings, credits, revision history, license, first internal play test version
0.1.0β, November 5, 2003	Setup, goal & play, tips & tactics, first external play test version
0.1.1β, November 6, 2003	Minor corrections & clarifications
0.1.2β, December 4, 2003	More minor corrections & clarifications
1.0.0, January 26, 2004	Revised NE buoy bottleneck, revised dice rolling & updated sailing terminology based upon play test comments

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