Scavenger Hunt
A Changing Landscapes game for the piecepack
by Mark A. Biggar

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4 players - 45 min

Object
The object of the game is to collect all six coins that match your pawn's color. Note that this game has a memory component.

Game Setup
Construct a 4x6 tile board with the tiles grid-side up. Each player should choose a color and place the corresponding pawn in the corner square closest to the player. Thoroughly mix the coins, suit-side down, and deal to each player a set of six coins one of each number value (null, ace, 2, 3, 4 and 5), without exposing the suit sides of the coins. Choose a first player by any agreed upon method.

Players set up the board, taking turns starting with the first player, by placing one of the coins they have been dealt on any square on the board of the player's choice until all of the coins have been placed, with the following limitations. Only one coin may be placed on each tile. However, do not place coins on the outside-edge squares of the board. The game begins after all the coins have been placed. Do not expose or peek at the suit-side of any of the coins while they are being placed.
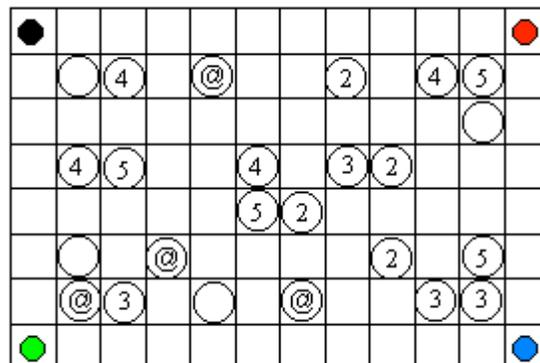

Figure 1. Example Starting Setup

Note that this game requires shifting the rows and columns of the tiles that make up the board; therefore the board should be kept loosely packed to allow for easy sliding of the tiles when shifting a row or column.

Player Turns
Players take turns by performing the following actions:

1. Shift a row or column of tiles, one tile in either direction, moving the pushed-out tile without rotation to fill the space left open by the shift. Any coins or pawns on the pushed-out tile remain on that tile in the same squares.

   No player may reverse a shift made in a previous turn, until the player who made that shift has made his next complete turn. If players have trouble remembering which rows and columns have been shifted, is it suggested that the players use the die corresponding to their pawn color to mark the tail end of the row or column they just shifted to block any illegal shift. As each player will move his die after each of his turns, this procedure will automatically enforce the restriction on legal shifts. Shifting that row or column again in the same direction is allowed.

2. Move the player's pawn on the board like a rook in chess in any direction the player wishes. If the pawn passes over a coin, the player's move ends on that coin. A player's pawn also may not pass another player's pawn.

3. If the player's pawn ends its move on a coin, the player may peek at the suit-side of that coin without showing it to any other player. If the suit matches the player's color, the player collects the coin and places it suit-side up in front of him; otherwise the player leaves the coin on the board. A player may look at the number value of any coins he has collected at any time, but may not look at other player's collected coins.

Winning
The game ends and a player wins by collecting all six of his matching coins.

Design Notes

1. The name comes from the idea that each player is trying to collect the same list of items.

2. This game has the same problem that all piecepack sliding tile game designs have shown; the tiles do not slide well past each other because of the sharp corners.

3. Some people don't like the memory elements in this game.

History
20020905   mab 0.4   initial version
20020909   mab 0.5   Changing Landscapes contest entry version
20030312   mab 1.0   post contest clean up version
20030823   mab 1.1   fix typos and formatting
20040807   mab 1.2   annual update and added design notes

Thank you for playing my game. Please report rules problems or variant suggestions to mark@biggar.org.