DESFASES
A game of timing for 2 or 4 players and a Piecepack
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In this game, players use their die as a timer; this timer is fed by coins, whose values indicate the amount of turns it will take to trigger a score.

Scoring depends on the facing of the tiles around the pawns on the board – which is constantly changing, since the tiles rotate on each turn unless they are pinned by the pawns. This way, dice and tiles are constantly moving in and out of phase with each other.

Components
A standard Piecepack.

Goal
The game will be won by the player with the highest score after all the timers have stopped and there are no more coins left to feed them.

Setup
The tiles are placed grid-side up on the table, shuffled thoroughly and used to build a 5x5 grid with a gap in its centre; the tiles are then turned suit-side up. Each player sits behind one side of the grid.

4 players: Each player turns the tiles in one suit of their choice so that they *face in their direction* (i.e. the closest side to the player is the side at the bottom of the number) and takes the pawn, die and coins in the same suit. The coins are placed number-side up on the table, in a line in front of the player. For the initial position, the die is thrown and then kept beside the coins, with the value of the throw showing on its top; the coin with the same value is turned suit-side up and placed under the die, and the pawn is placed on the tile with this same value.

2 players: Each player uses two suits, which will be played as in the 4-player game, but in alternation. The scores of both suits will be added up in the end. The setup otherwise proceeds as in the 4-player game.

The starting player is determined randomly.

Play
On their turn, each player follows the following sequence of actions and then passes the turn to the player on their left:

(1) Rotate each of the tiles of their owned suit 90 degrees in a clockwise direction, unless they are currently topped by a pawn, a coin or both.

(2A) If their die has a value from 5 to ace (1), move their pawn on the grid in a straight line (vertical, horizontal or diagonal). The pawn must cross any number of tiles with no pawns on them, and land on a tile also without a pawn on it. Pawns can't jump over the gap, and they can only rest in the same space if there is no other option available. After the move, decrease the value on top of their die by one and finish their turn.

(2Ba) If their die has the value null (0), check the tiles surrounding the player's pawn: any one tile surrounding the pawn that is *facing towards it* (i.e. the closest side to the pawn is the one at the bottom of the number) can be scored. If there are no tiles that can be scored, the player will take the coin underneath the die and place it on the gap at the centre of the board. If at least one tile can be scored, the player will choose which tile to score and then mark it with the coin under the player's die, suit side up. The score for each tile will be the sum of its value and the value of the coin used to mark it, and will be counted at the end of the game. A scored tile can still be moved over or occupied by a pawn; nevertheless, it can't be scored a second time.

(2Bb) After the coin has been used, the player chooses another coin from their reservoir to feed the timer: the die will be turned to show, on its top, the value of the coin, and the coin will be placed suit-side up underneath the die. If there are no coins left, the game ends for the player and their scores are totalled.