

MIXED SUITS: AN EXPANSION FOR THE STANDARD PIECEPACK

COMPONENTS

This set introduces all possible combinations without repetition of the four suits of the original Piecepack (arms, crowns, moons and suns) as *mixed suits*:

- Six *double suits* (arms+crowns, arms+moons, arms+suns, crowns+moons, crowns+suns, moons+suns)
- Four *triple suits* (arms+crowns+moons, arms+crowns+suns, arms+moons+suns, crowns+moons+suns)
- One *quadruple suit* (arms+crowns+moons+suns)

Each of these suits contains the same elements as the basic suits of the Piecepack:

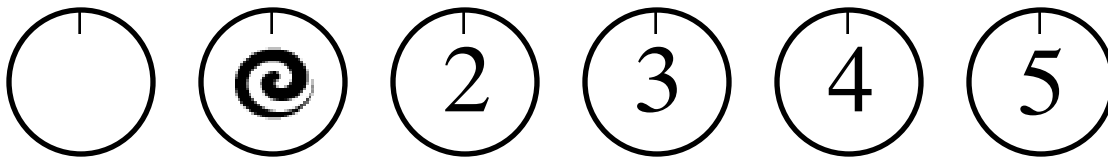
- Six *tiles* with the numbers 1-5 and blank on their faces and backs divided into four squares
- Six *coins* with the numbers 1-5 and blank on one side and the suit on the other
- A *die* with the numbers 1-5 and blank on its sides
- A *pawn*

SOME POSSIBLE APPLICATIONS

Mixed suits offer a vast range of uses as a complement or an expansion to the original Piecepack. Here are some suggestions:

- The most trivial use of mixed suits is as independent suits, bolstering the original Piecepack from four to fifteen different suits.
- All these suits can be grouped in numerous ways, allowing designers to create games with bigger forces for each player. For example, it could be possible to design a three-player game in which player 1 could use four single suits, player 2 could use four double suits and player 3 could use four triple suits; this would otherwise require three separate Piecepacks with different designs.
- Mixed suits are particularly useful for games in which there are shared pieces: for example, the colours that constitute a mixed suit can indicate which players can use the pieces that belong to that suit (this is particularly the case if a single suit is assigned to each player at the beginning of the game). The use of mixed suits can enable the design of games which use pieces that can't be shared AND pieces that can be shared by two or more players.
- Mixed suits are also good when introduced to games with a high amount of interaction (such as negotiation games), since they can be used to determine (or veto) alliances or conflicts between players.
- In games in which different components are played next to each other or consecutively (especially tiles or coins), mixed suits can act as necessary transitions between pure suits: for instance, a tile with a sun could only be connected to a tile with a moon by a tile with a moon+sun, or a tile with a moon could only be played after a tile with a sun AND THEN a tile with a moon+sun.
- As a generalisation of the previous suggestions, mixed suits are a natural choice to codify the entanglement of different states or pieces in games with a certain degree of abstraction.

NOTE: This expansion has been prepared by Antonio Recuenco Muñoz using the public domain files with the original Piecepack design by James Kyle, and it belongs to the public domain as well.

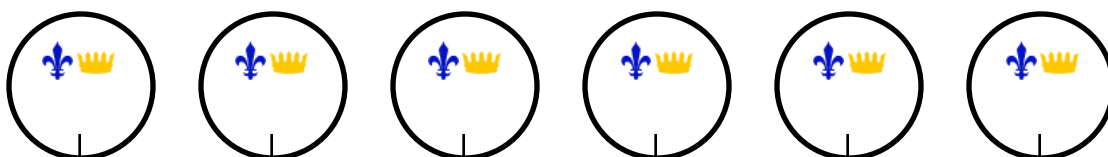


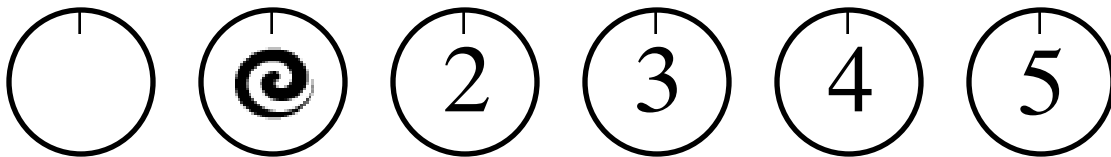
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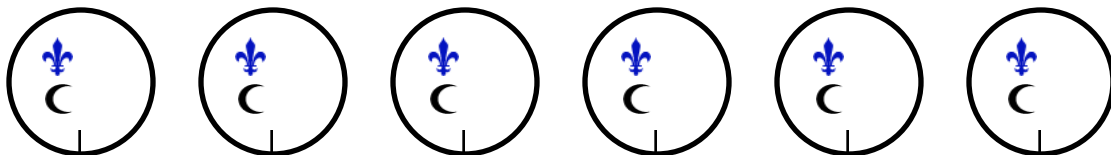


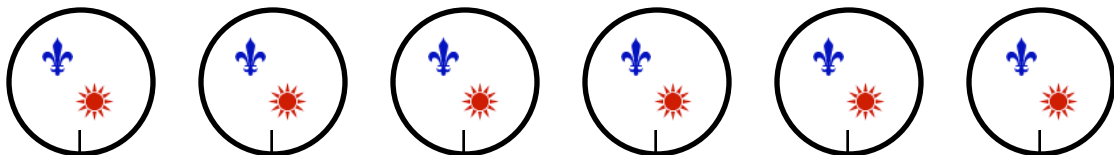
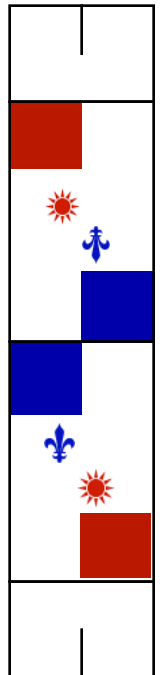
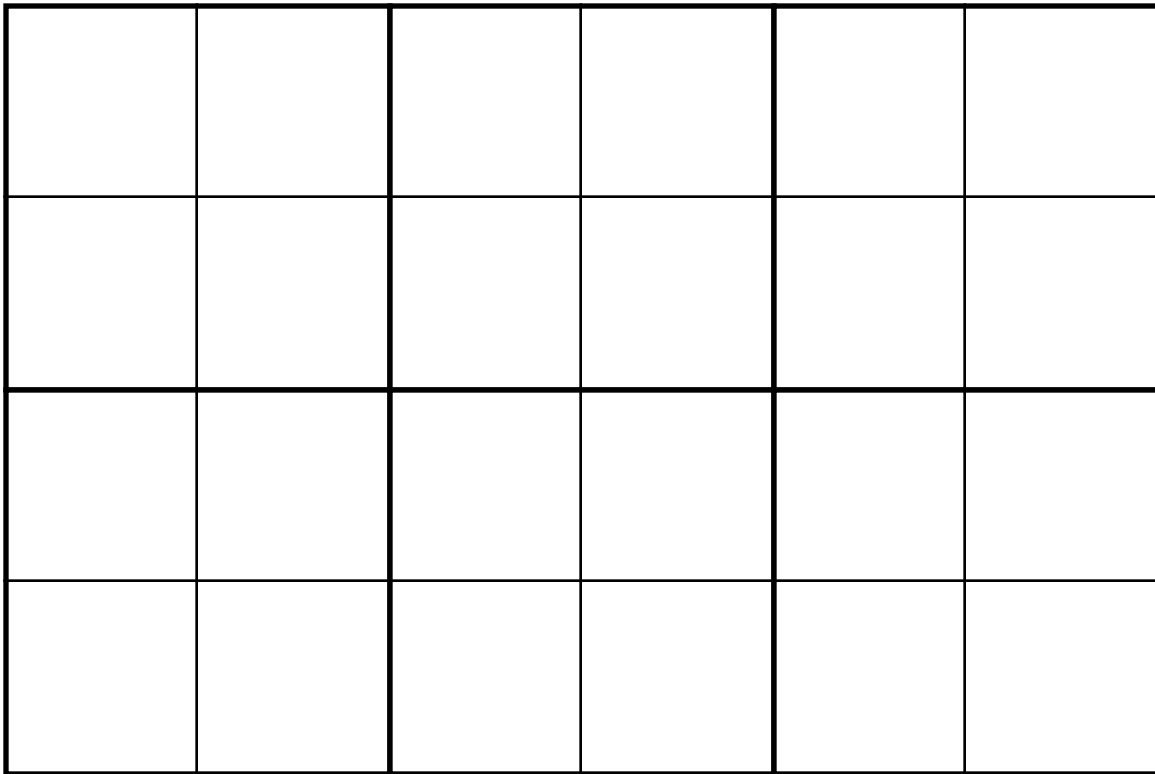
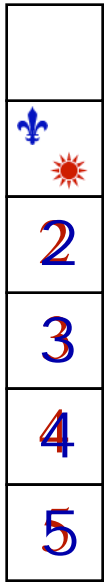
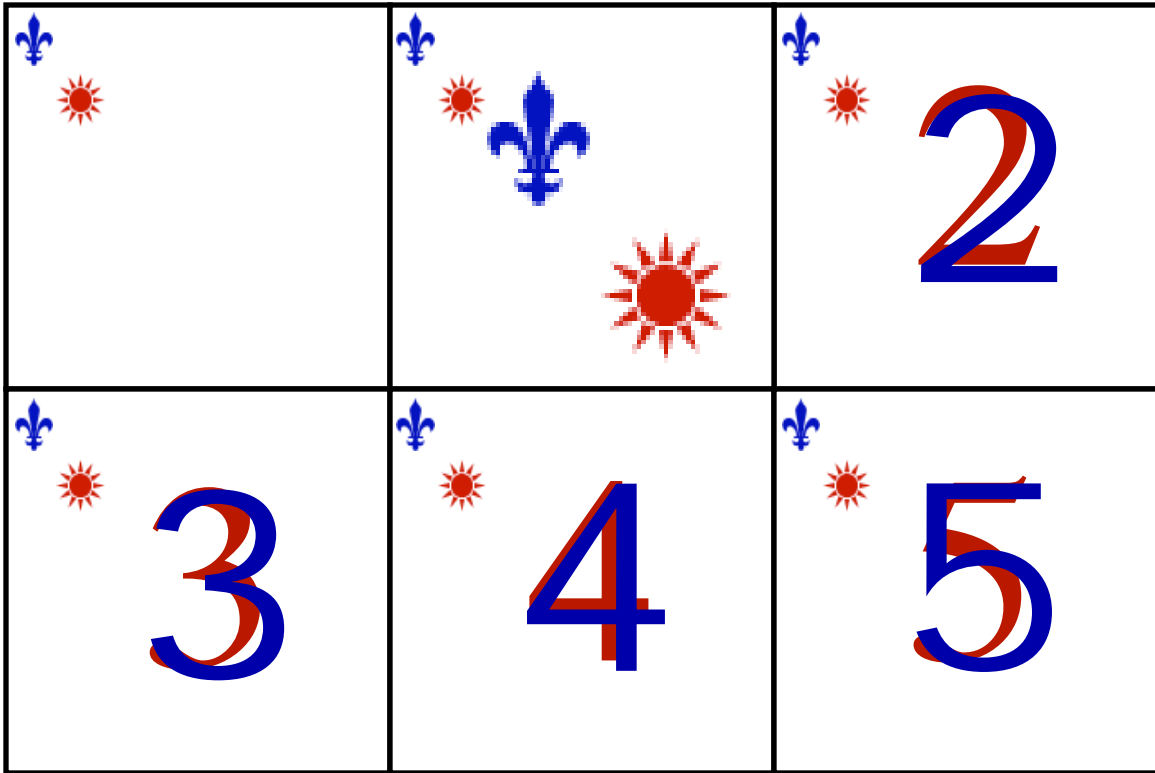
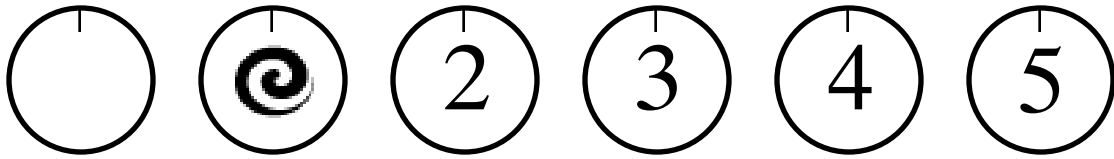
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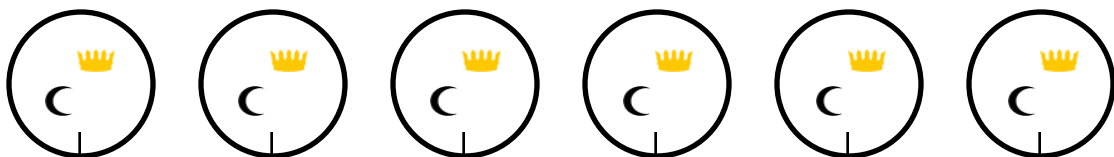
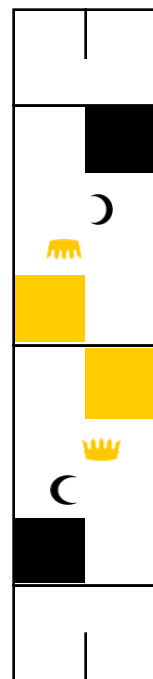
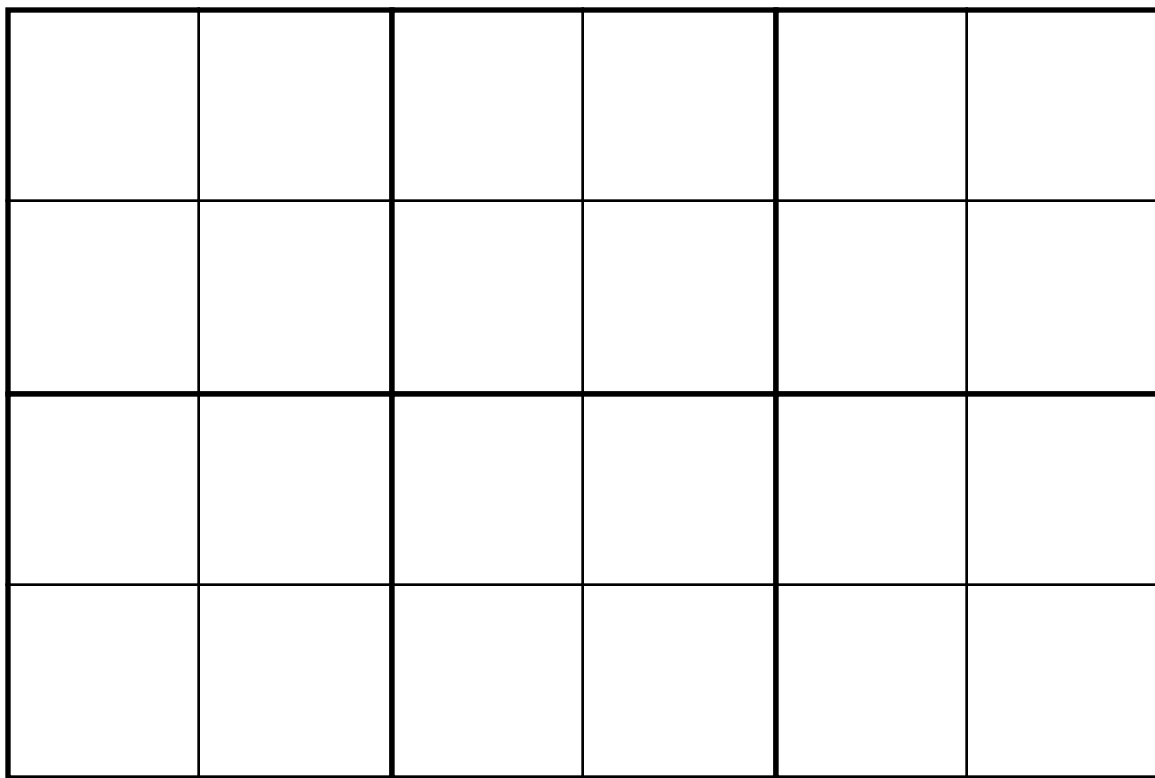
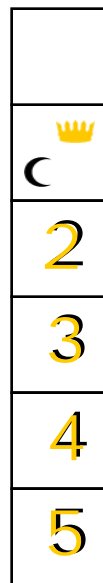
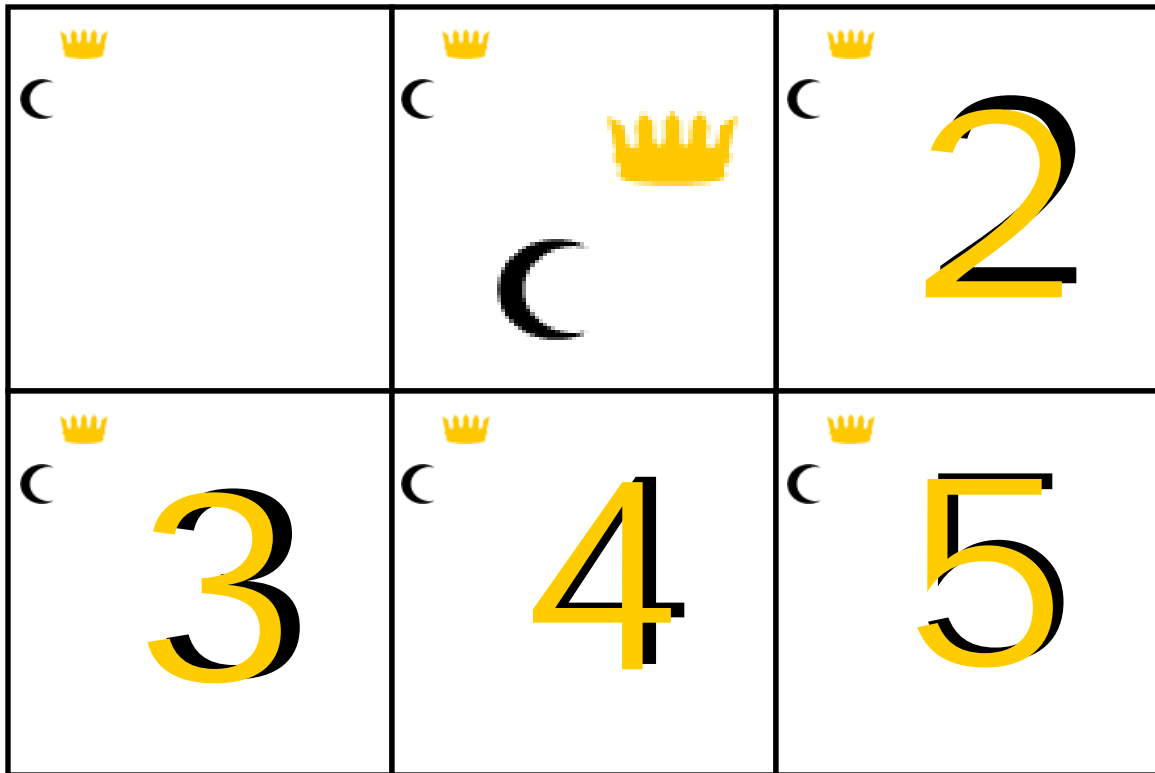
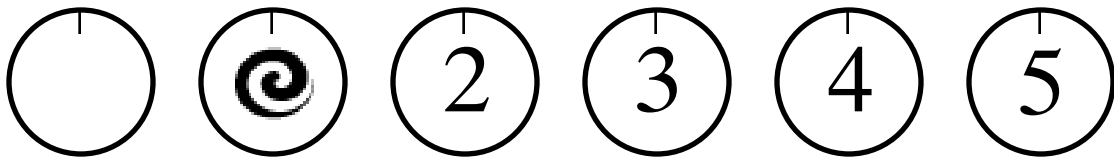
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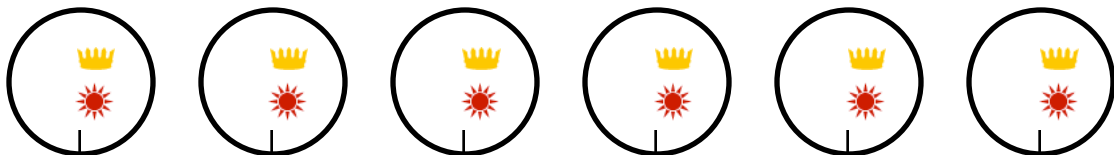
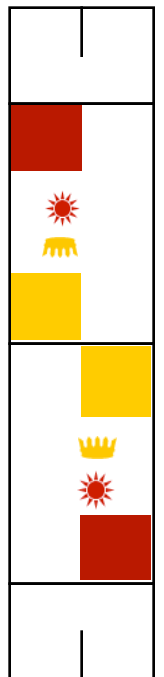
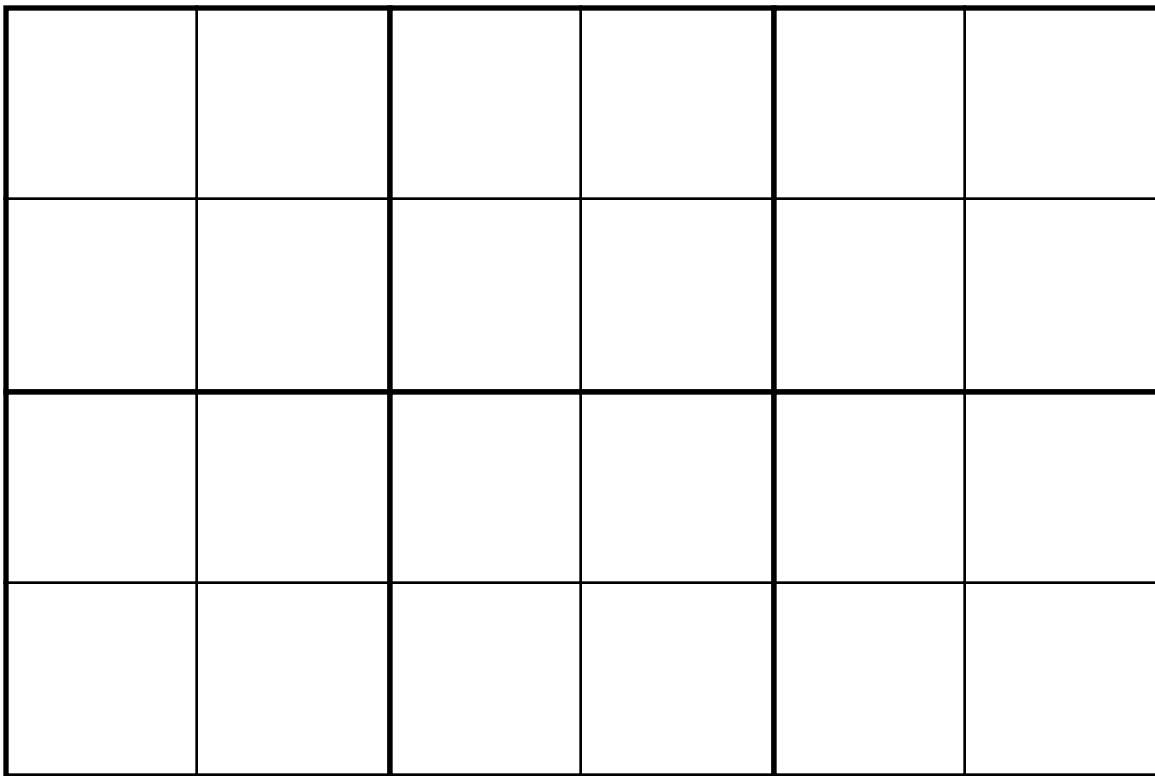
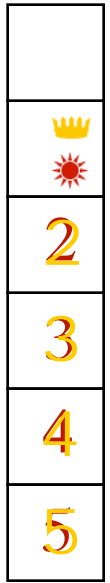
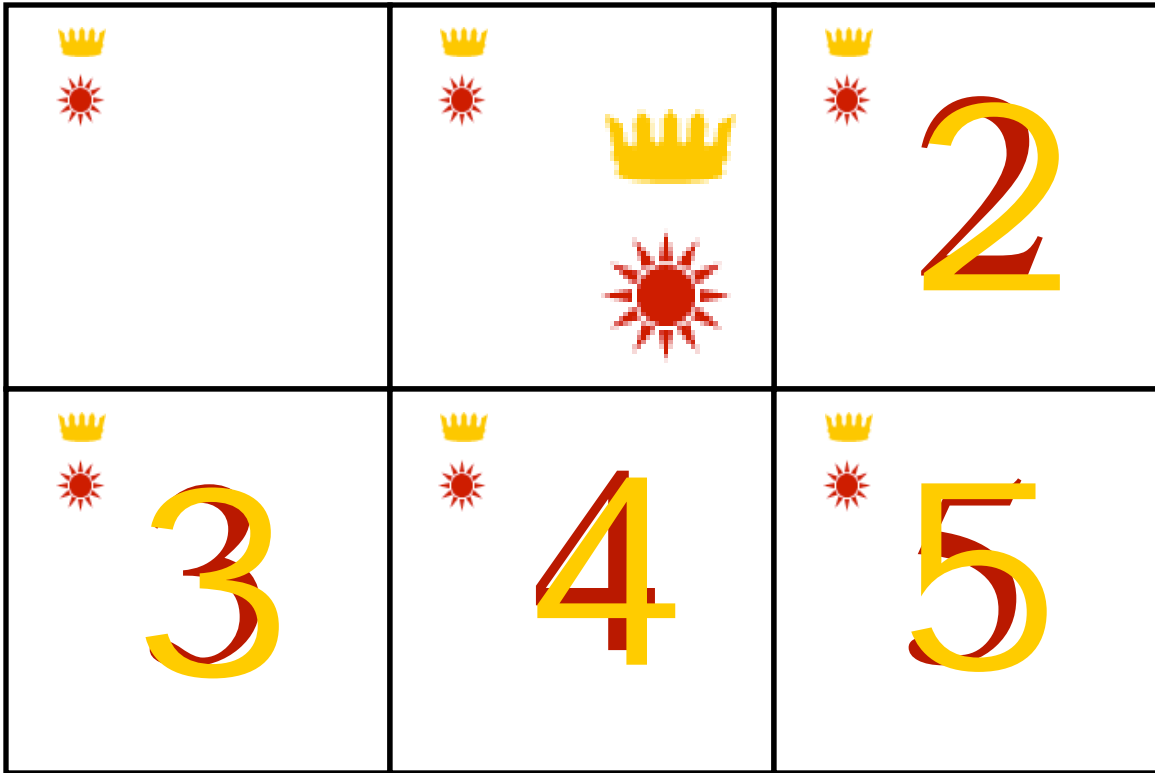
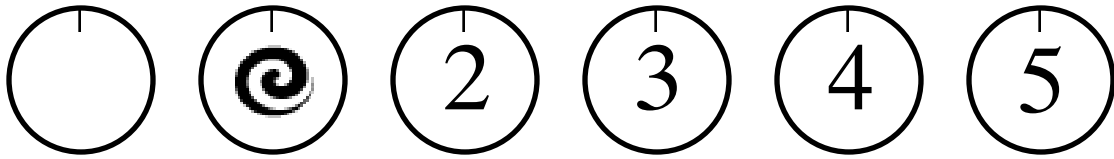
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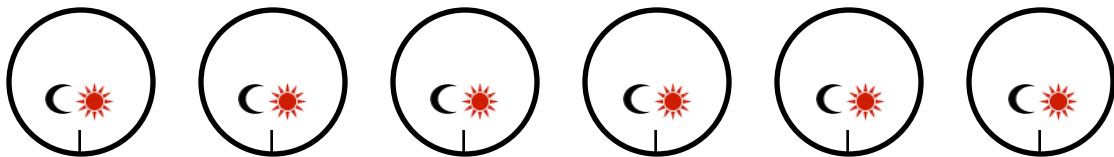
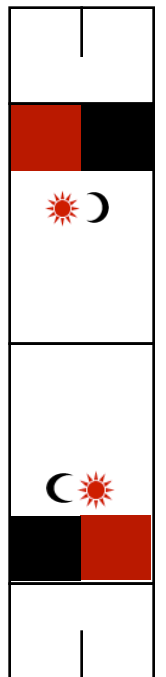
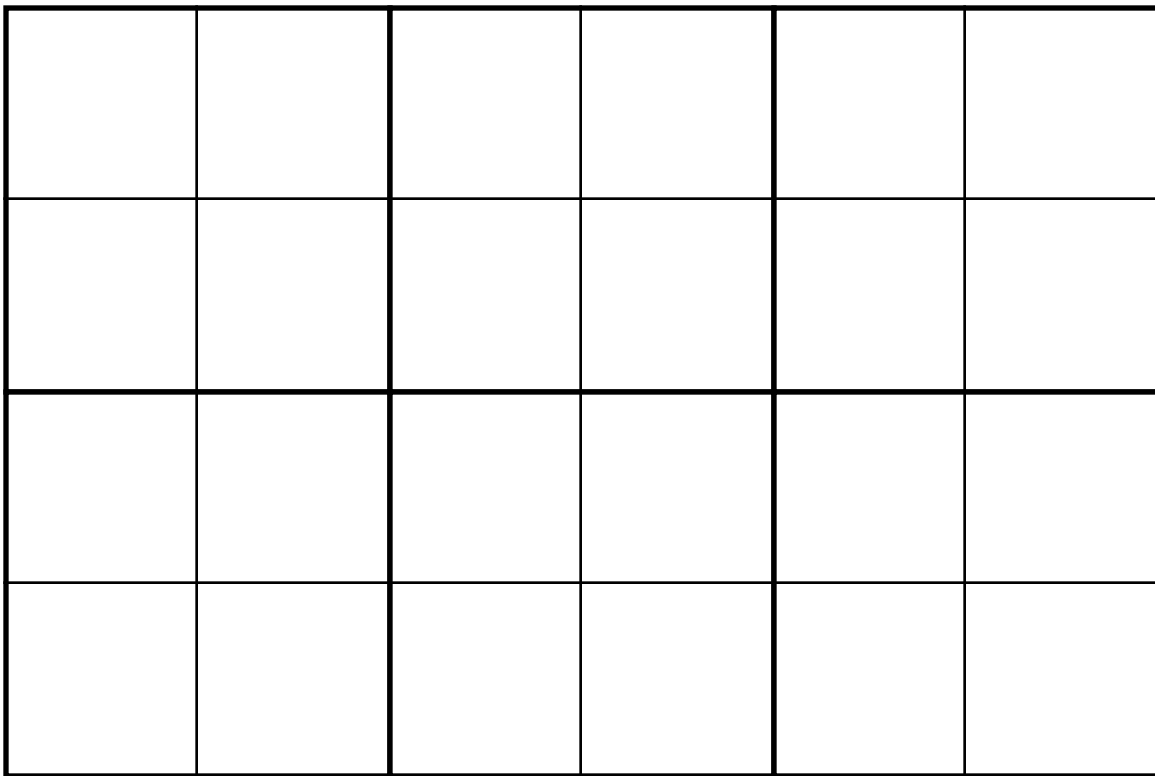
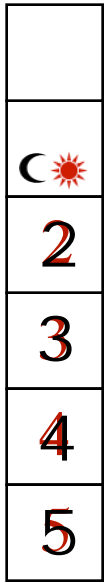
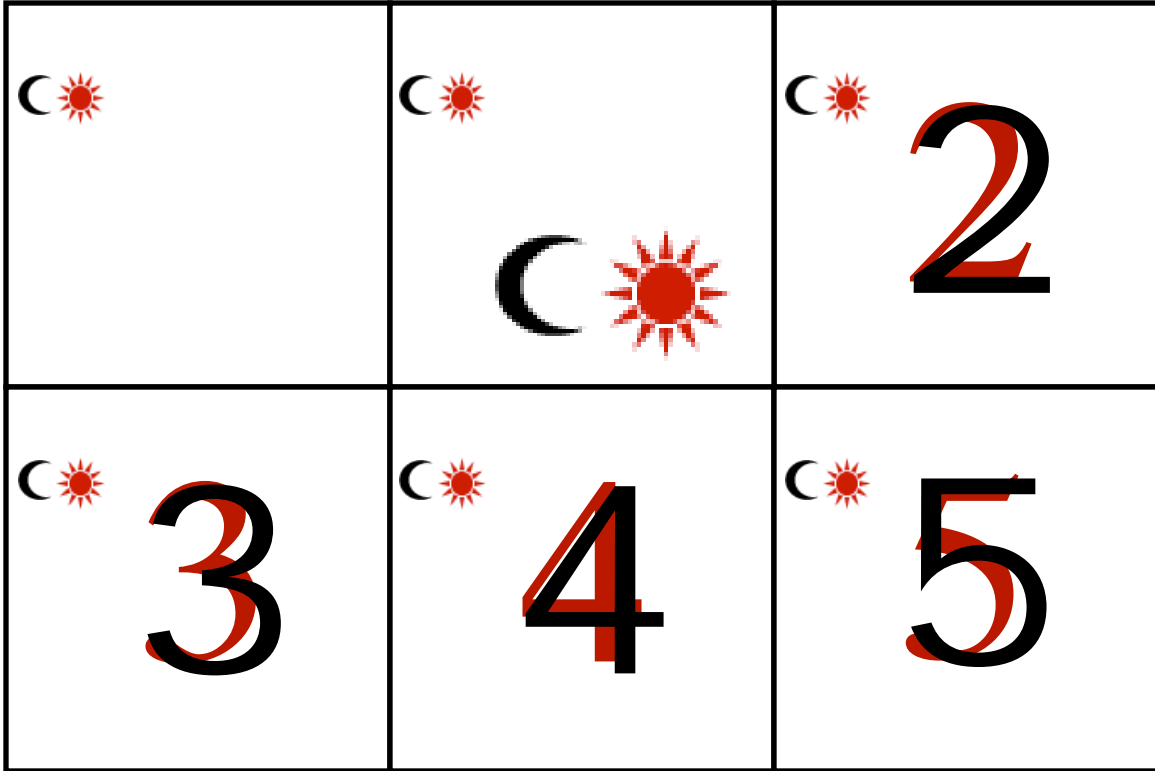
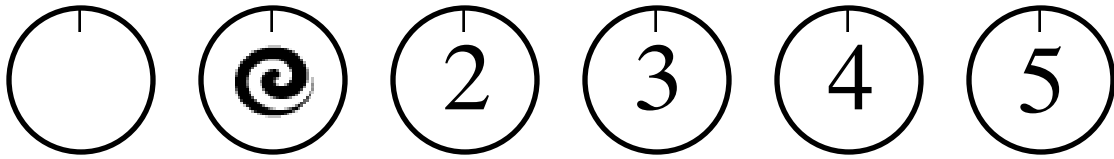
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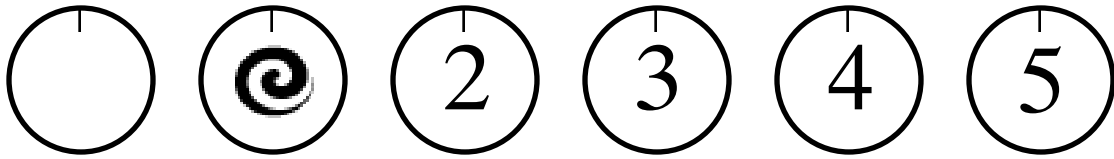










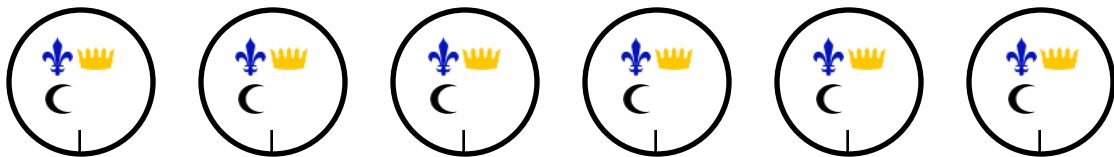


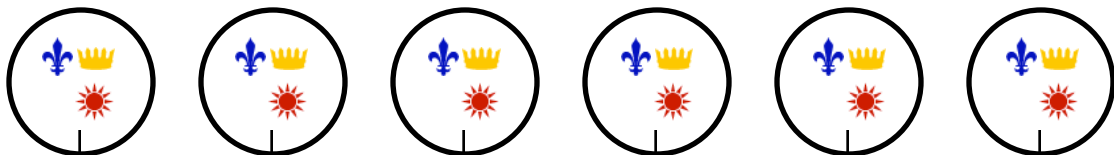
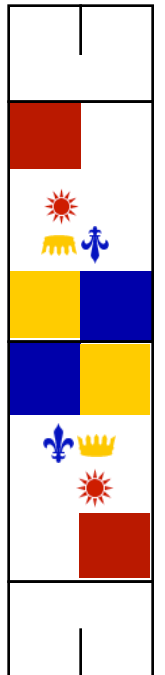
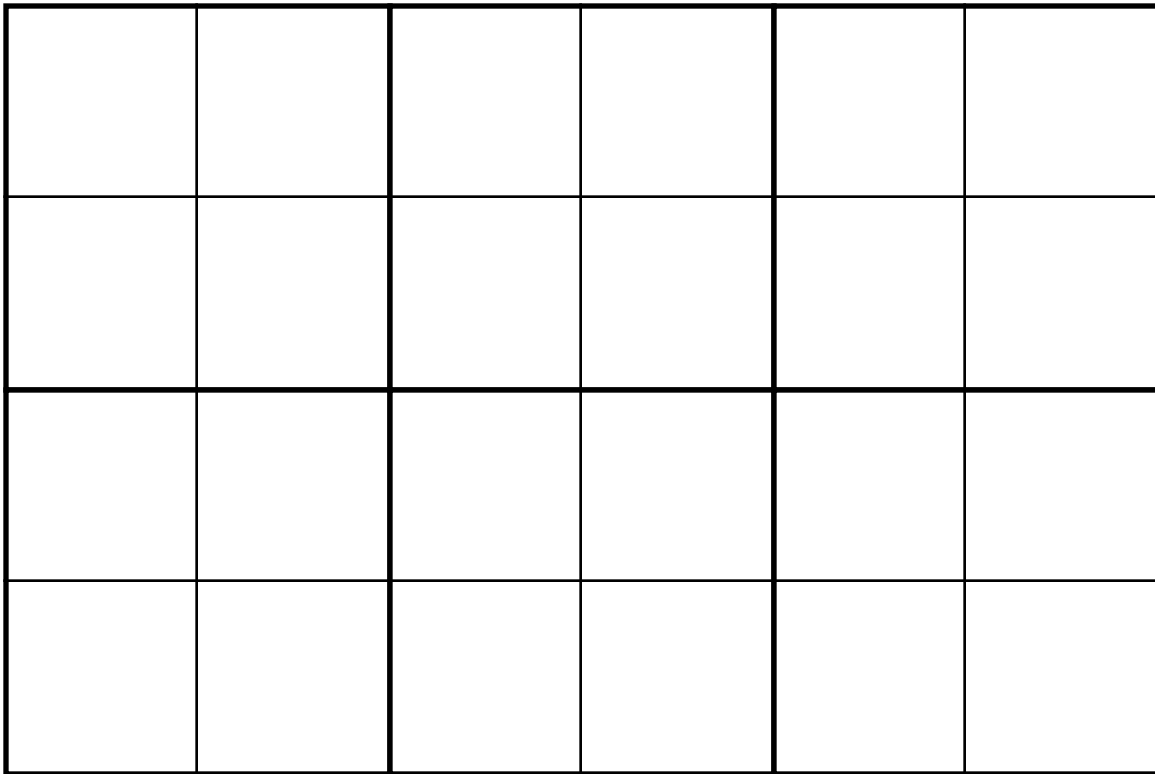
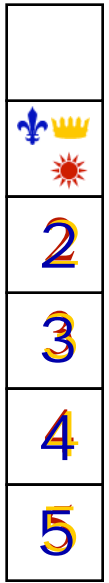
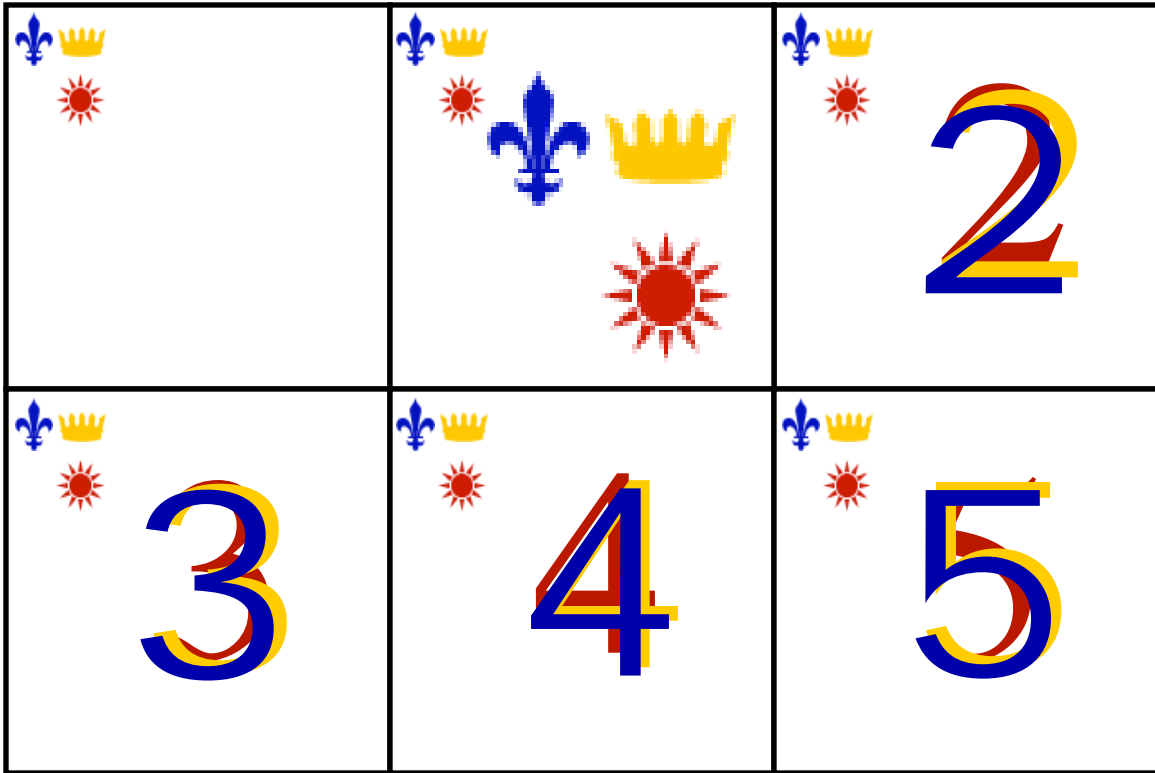
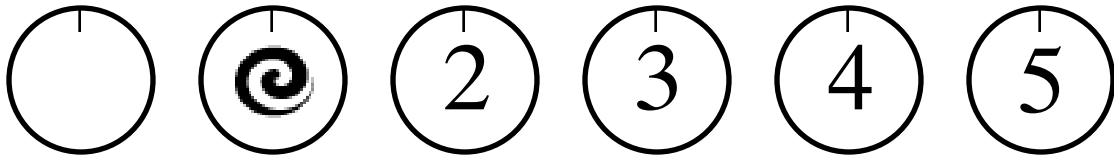
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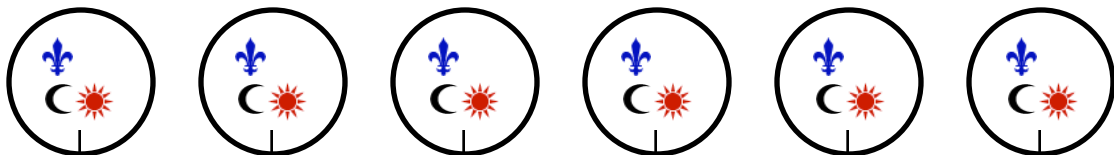
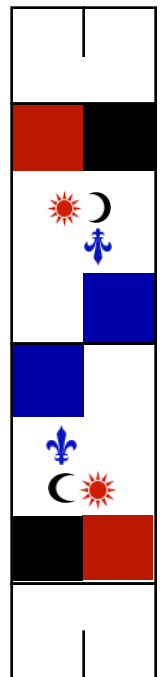
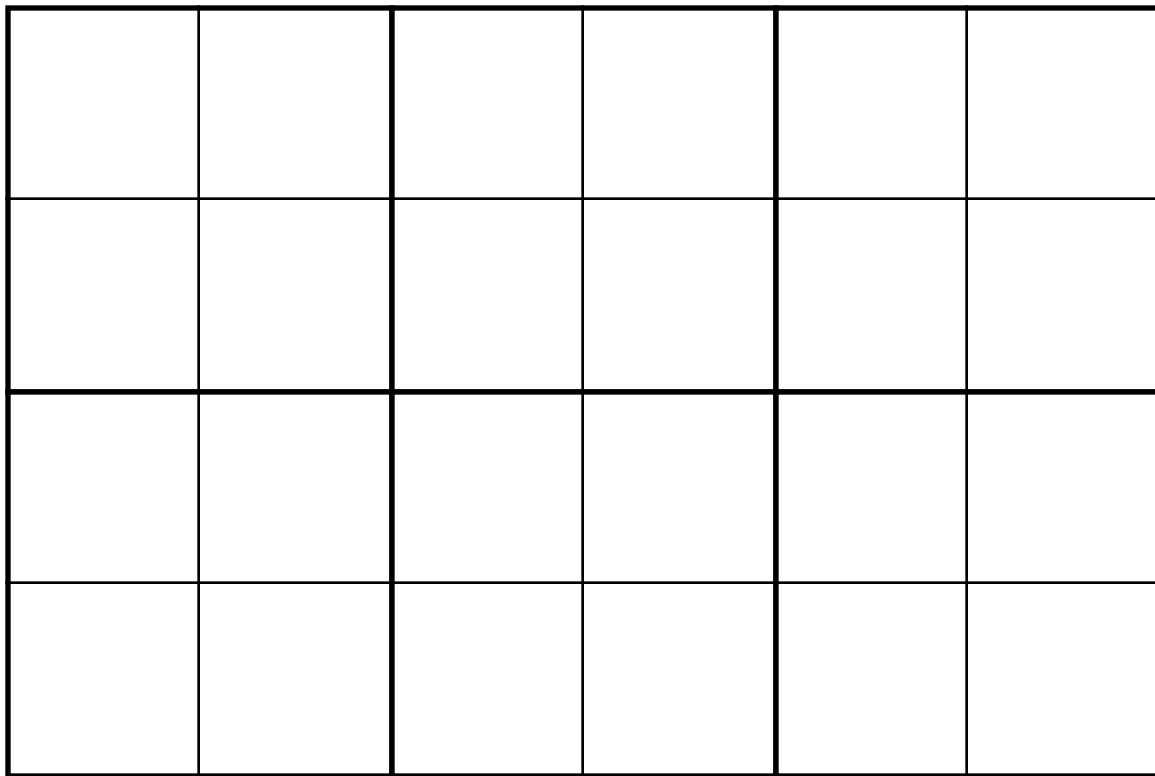
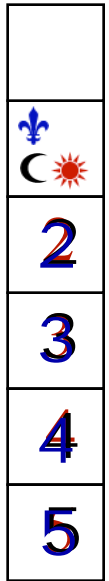
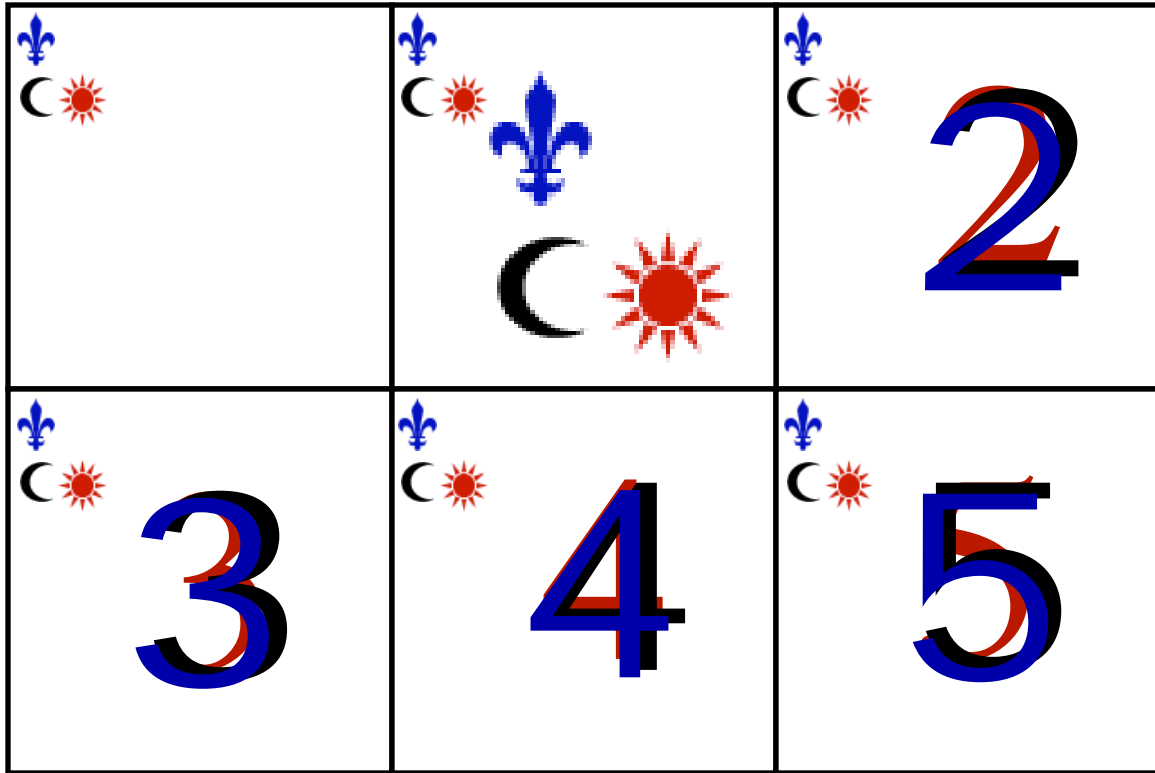
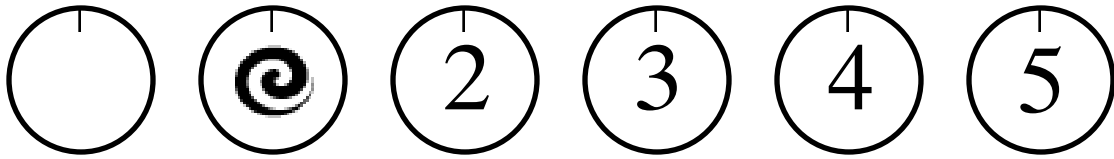
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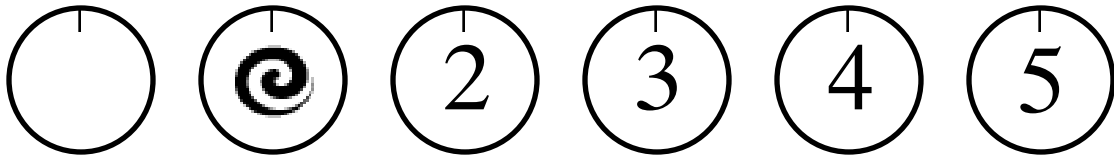
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