

Tingle

A piecepack game for 2-4 players by Chris Goodwin

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Object

Get four pieces of the same type in a row. The pawn counts as either a coin or pyramid.

Materials required

- A full set of piecepack tiles, four suits, placed grid side up in a 5x5 configuration with a hole in the middle. The hole is its own set of four spaces; you can either just remember that you can place pieces there, or use a piece of paper with the squares drawn on.
- For each player, five coins, four piecepack pyramids, and one pawn, of their chosen suit. (If you don't have piecepack pyramids, you can use four coins of another suit; you can also use four currency coins of one type, or four tokens from another game, glass beads, etc., as long as each player can remember which one is theirs.)

Setup

Set the tiles out on the table, grid side up, in a 5x5 configuration, with a hole in the middle. The hole is notionally a tile with four spaces as well; if you have an extra tile you can use that, or use a piece of paper with squares drawn on it, or just remember that the hole contains playable spaces. Each player takes all of the pieces of their suit.

Play

The first player places a coin in one of the interior spaces (any space one tile, or two or more spaces, from the edge of the board). There are no restrictions on subsequent piece placement.

On a player's turn, they do one of the following:

- Place a coin in any unoccupied space
- "Spend" (see below) two of their coins from the board to place a pyramid in an adjacent unoccupied space
- Spend two of their pyramids from the board to place a pawn or a coin in an adjacent unoccupied space

Spending pieces means to remove them from the board and return them to your reserve. The pieces must be in spaces adjacent to that of the piece being placed; they can, but need not, be adjacent to one another as well.

Adjacent may be horizontally, vertically, or diagonally, and always means spaces next to the one the piece was newly placed in.

The pawn is wild: Once a pawn is placed on the board, it becomes wild. It counts as a coin or a pyramid for all purposes, and may be spent as if it were either. (Including to place itself in another space; it may be moved in this fashion, but still has to follow all of the other rules for placement.) When it's not on the board, players must spend two pyramids to bring it out.

Placing a coin: You can place a coin for free. Or, you can choose to spend two pyramids (or a pyramid and a pawn) to place a coin. The reason why you might do this is if you're down to a single coin remaining in your reserve; you can return pyramids to your reserve and keep playing.

Passing a turn: If a player has no moves they can make, but has pieces left, they must pass their turn. They can keep playing if, on their next turn, a move opens up for them. If a player must pass two turns, or runs out of pieces, they lose.

Ending the game

Win

A player wins if they get four pieces of the same type (coin or pyramid) in a row (horizontally, vertically, or diagonally). The pawn may substitute for a coin or pyramid in this four-in-a-row.

A player also wins if they are able to move, but no other player is; if that player makes a move that opens up the board for another player to play (either by choice or necessity), the game continues.

Lose

A player who is unable to move because they are entirely out of pieces loses.

Draw

If all players are unable to make moves, whether or not they are out of pieces, the game ends in a draw.

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