

Berlin



A “History Repeats Itself” game for the piecepack.
2-4 Players, more in variant 4, 30-45 minutes for main game.
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Encyclopedia Britannica Entry on Berlin Wall;
Barrier surrounding W. Berlin that closed off E. Germans' access to W. Berlin from 1961 to 1989 and served as a symbol of the Cold War's division of E. and W. Germany. The barrier was built in response to the flight of about 2.5 million E. Germans to W. Germany in the years 1949-61. First erected on the night of August 12-13, 1961, the wall developed into a system of concrete walls topped with barbed wire and guarded with watchtowers, gun emplacements, and mines. It was opened in the 1989 democratization that swept through Eastern Europe.

URL: http://education.yahoo.com/search/be?lb=t&p=ur!%3Ab/berlin_wall

Be the first player to break through the wall to freedom!

Object:

The First player to collect 12 pieces of the wall wins the game.

Equipment:

One Piecepack is required to play; an opaque bag is optional for variant 1.

Definitions:

Pawns are hammers

Tiles and Coins form the wall, and individually are known pieces of the wall.

Tiles and coins only have one “space” on them, and two hammers may share the same space with out penalty.

A Hole is an empty section in the wall with pieces of wall on all 4 sides.

A Gap is an empty section in the wall with pieces of wall on 3 or less sides.

Unless Otherwise stated, hammers may end a turn in a gap or hole.

Numbering: Aces rank low, Nulls rank High. (A,2,3,4,5,N) Aces=1 Nulls=6

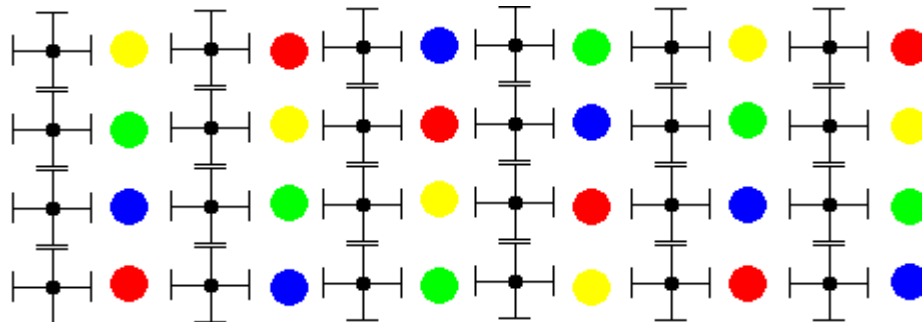
Setup:

The wall is the board itself, and parts of the wall will be removed during play.

The wall is formed with alternating 12 columns 4 deep of tiles and coins, all face-down.

Each player chooses a colored die, and the corresponding colored hammer which he places any where on the wall.

Each player rolls a die; highest number goes first. Re-roll in case of ties.



(Your layout may vary, but this is the required layout for Variant #1)

Game Play:

In turn, each player rolls his die, and chooses to move his hammer or someone else's hammer that exact number of spaces on the die in any combination of orthogonal (up, down, left, or right) moves. You may not pass through or land on a space twice in one turn. (This includes the space you started on and the space you finish on). If you have moved your own hammer, and the piece you land on is face down, you may flip it over. If the piece is face-up, you do not flip the piece over. If this piece matches the number on your die roll, you may remove that piece from the board add it to your collection and roll again. Keep playing until you don't match a piece of wall to your die. (Pick the piece of wall up when you move on to it, leaving your hammer where the piece of wall was).

'Dumb Luck' can and more often than not will occur with pieces of wall face down, if you match your die roll to a face-down piece of wall, that player receives no bonus beyond the additional turn. If you moved someone else's hammer, no pieces of the wall are flipped, and no pieces are collected by that hammers owner. If you land on a piece of wall that does not match your die roll, your turn ends. Holes in the wall should be treated as an empty space hammers may pass over and end their turn on these holes with out

penalty. The first player to obtain 12 pieces of the wall wins. The game is over the moment a player picks up his twelfth piece of wall.

Variants

Variant 1: The Crazy 8's Rule

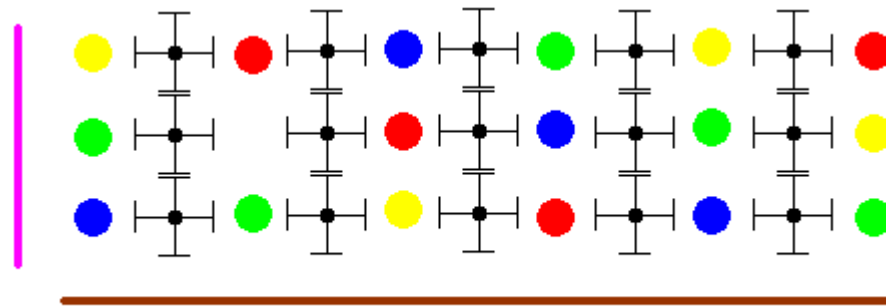
Set up the game as described in Setup, with the coin-pieces of the wall in a diagonal pattern. (Although Crowns is shown as the first coin, any coin may be placed here, as long as all of the coins of the same color are in the diagonals shown.)

Instead of rolling their own die, at the start of each players turn, the player randomly selects one of the dice, either from an opaque bag, or from the table with eyes closed. Once a die is selected in this way, the play opens his eyes and the die is rolled, and play continues as normal. (The player is allowed to know what color his die is before he rolls.) If the color on the die (the ace symbol) matches the wall piece you land on, you may pick it up. You may turn the piece of wall over to check color, just be sure to turn back over when done checking.

(This is an additional rule, and works with the number rule in the main game) You still receive an extra turn if you remove a wall piece. There is no bonus if number and color match. When your turn is over, return the die to the bag or table with the other dice. This should make for a considerably faster game.

Variant 2: Gravity

Set up the game as described in set-up. Choose one side of the wall to be the “ground”. When a player removes a piece of wall, at the end of his turn, he must shift all pieces of wall above the hole towards the ground.



In this example, if the side indicated by the brown line is the “ground”, you would move the single red piece down, (and any other pieces in that column if other pieces are present). If the side indicated by the purple line is the “ground” the piece of wall to the left of the hole and all other pieces of wall on its left ‘down’ towards the ‘ground’. If no pieces remain above a hole, the player who made the hole can decide which row or column to shift to fill in the hole. Hammers slide on the pieces of the wall. If a hammer would get “squished” between two pieces of wall, simply put the hammer on the piece of wall that moved **into the hammer(s)’s space**. Always fill in holes, always leave gaps.

Variant 3: Nullo Gravity

Like variant 2, except that there is no ground, the player who made the hole can choose which row or column to shift to fill the hole. That player must move **all** the pieces of wall in that row or column to leave a gap, a player cannot leave a hole unfilled.

Variant 4: Wall of China

Play the game as normal, but lay out the wall in a 2 by 12 array, or any other array of your choice. The pattern formed must be a rectangle. If you are not playing without Gravity, or Nullo Gravity, you may setup the game with holes already “in place”. You can add an additional piecepack or even a piecepack “stack” (A piecepack stack is exactly one fourth of a piecepack) to the wall to include more players. If two hammers are the same color, use pennies and other monetary coins or some other small object to avoid ownership confusion.

Variant 5: Wall Of Jericho

Play the game as normal, but the next turn after you collect your seventh piece of wall, before you roll, you may flip over any additional face down piece of wall. If there are no face-down pieces of wall, ignore this rule. You don't get to collect it if it matches your die roll (or color if playing variant 1).

Variant 6: Fast Forward Berlin

Set up the game as normal, except, leave an agreed upon number of pieces face up before play begins.

Variant 7: On again, Off again

An additional rule to moving, if your hammer ended your last turn on a coin piece of wall, it must end this turn on a tile piece of wall, and vice versa.

Variant 8: “Berlin is a Pair-a-dice”

Roll two dice, ignoring color, choose one die for movement, the other to determine what number piece of wall you may pick up.

Version History:

- 1.0 4/24/03 Main Rules written
- 2.0 4/25/03 Variants added, piecepack graphics added
- 3.0 4/26/03 Wall of Jericho, Fast Forward, On again Off Again variants added.
Non-repetition landing or passing rule added. Clarification of Variant 1 (checking the piece-color) added. Clarification of “Hole” and “Gap” definitions.
- 4.0 5/15/03 Variant 8 “Berlin is a Pair-a-dice” added. Moving clarified, and Dumb Luck condition addressed. Hammer and wall sliding clarified.