

Coin Collectors

A Solitary Confinement game for the piecepack by Don Kirkby

Version 0.1, December 3, 2003

Copyright © 2003 by Don Kirkby

1 player, 10 minutes

Equipment: 1 piecepack

Object

Collect all the coins using the four pawns.

Setup

Shuffle the tiles suit side down, then place them suit side up in the standard 5x5 square with a hole in the middle. Shuffle the coins suit side up, then place one coin on each tile with its number side up. Place the four pawns in the hole in the middle of the board. Roll all four dice.

Moving

On each turn, you must collect one coin by moving a pawn one space horizontally or vertically onto a tile with a coin on it. You can move a pawn onto a tile if one or both of the following are true:

1. The die face that matches the suit and number of the tile is showing. For example, you can move to the three of crowns tile when the crowns die has the three on top.
2. The die that matches the pawn is showing the number that matches the coin on that tile. For example, you can move the moons pawn onto a tile with a number four coin on it when the moons die has the four on top.

Once you have moved a pawn and collected a coin, pick up some of the dice and roll them. You may pick up all four dice, no dice, or any number in between. Shake them together and roll them. Now begin your next turn using the number and suit from any one of the four dice.

Ending the game

You win when you collect all 24 coins. You lose when you roll the dice and none of the pawns can collect a coin.

Scoring and ratings

Score one point for every coin you collected. 24 is a win, 20 or better is above average, below 20 is sad. Odds of winning are about one in ten; see below for some harder variants.

Strategy

The two most important choices you have to make are which direction to move the pawns, and how many dice to roll. I typically send one pawn to each corner, but sometimes the only move you can make will send two pawns to the same corner. Just be careful not to completely isolate a group of coins. If more than one of the dice have legal

moves, save the extras for next turn. That way, you're guaranteed a move. You might also keep a die that your pawn is one or two moves away from and hope that you roll the preceding move on another die.

More Difficult Variants

Four Die Stud - Roll all four dice every time. That takes away your safety net of a guaranteed move.

Last One Out - Leave some of your pawns in the centre hole. The more you leave behind, the harder it is to win.

Easier Variant

Acceptable losses - When you get stuck, remove a pawn from the game and reroll the dice. Obviously, that only helps when a pawn has finished its corner, or when you have two pawns working on the same corner.

License

Copyright 2003 by Don Kirkby. Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.1 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license can be found here: <http://www.gnu.org/copyleft/fdl.html>.