

Global Warming

A Changing Landscapes game for the piecepack by Mark Biggar, Aron Wall and Gloria Wall

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and Aron Wall**

4 players, 20 min

Object

Oh no! The polar ice caps are melting due to runaway global warming and you are trapped on an island that is slowly sinking into the ocean. Your goal is to be the last survivor, the other players having drowned. Of course you are eventually going to drown as well, but at least you get to gloat over the other players' fates first. Luckily you have some partial information as to what part of the island will sink next, so you can try to avoid those parts, if the other players let you.

Game Setup

Construct a 5x5 tile island with a tile missing in the center by shuffling the tiles suit-side down, building the island and then turning the tiles suit-side up. Each player chooses a color and takes the corresponding pawn and die.

Place the coins in a cup or bag for drawing. Each player then draws a coin (with out replacement) and places their pawn on the corresponding tile on the island. The four coins are then placed back in the cup or bag.

Choose one player to handle the cup or bag of coins. That player draws three (3) coins without looking and places them on the table in a line. Do not expose the sides of the coins that are down to the table. This line of coins represents the next three tiles on the island that will sink. As the players know only the one side of each coin, they have only partial information about which tiles are dangerous.

Game Turns

Each game turn the players perform the following actions:

1. All players select, in secret under their hand, one face of their die that represents the action they wish to perform this turn and leaves the die, with the selected face upwards, on the table under their hand.

2. The players now simultaneously expose their dice. If two or more players have selected the same die face, their actions cancel and none of those players get an action this turn.
3. All other players perform actions in decreasing value order, but with the blank first. Thus the order of actions is: blank, 5, 4, 3, 2 and then ace. Sense it is an advantage to move last, this tends to balance out the player actions.
 - a. A player selecting blank as their action gets to move a tile from one position on the island to another. The tile selected must not contain a player's pawn and must be placed in another empty position on the island with at least one edge coinciding with the edge of another tile in the island. The tile must be aligned grid-wise with the other tiles but does not need to occupy a position that was part of the original island. It is legal to break up the island into separate pieces or to join separated pieces back together.
 - b. A player selecting a number value (ace meaning 1) gets to make that many pawn moves. Players may move any pawn, either their own or another player's. They may divide the moves between multiple pawns. A player must make their full quota of moves but may move a single pawn away and then back to its starting tile. Each move is one tile up, down, left or right, but not diagonally. In addition, no pawn may be move to a tile already occupied by another pawn. Obviously, a player wants to move their own pawn OFF dangerous tiles and the other players' pawns ONTO those tiles.
4. Finally the chosen player with the coins draws a new coin and adds it to the right end of the line of coins (without exposing the down side of the coin) and then exposes the down side of the left most coin in the line. The tile corresponding to the exposed coin is removed from the island and that tile and coin are retired from the game. Any pawn on that tile drowns and that player is eliminated from the game. We recommend that the first player eliminated becomes the coin handler for the rest of the game to keep them involved.

Repeat these steps until only one player is left.

Winning

The winner is the last survivor after all other players' pawns have drowned

Variants

As the game gets more tactical as the island becomes more maze-like, use either of the following initial setups for a more tactical game. After creating the island (before turning the tiles up) move either the four tiles orthogonally adjacent to the center hole or the four tiles diagonally adjacent to the center hole to adjacent to the middle of each outer edge of the island. Now flip over all the tiles and play the game as described above.

Design Notes

1. My sister Gloria came up with the sinking island theme.
2. My nephew Aron came up with the identical choice of actions cancel idea.
3. I came up with the sliding coins to determine what part of the island sinks next mechanism.
4. We originally tried a hex like island with 6 tiles in the central row, with two 5 tile rows above and below and then two more 4 row tiles above and below that. Each row was offset by half a tile to give a hex like connectivity. This resulted in the board staying way too connected until late in the game. Note that the contest judge was of the opinion that even the square board has this problem.

History

20030110	0.2	mab	initial version.
20030115	0.5	mab	Changing Landscapes contest version
20030323	1.0	mab	post contest cleanup version of web page
20040730	1.1	mab	annual update and added design notes

Thank you for playing our game. Please report rules problems or variant suggestions to mark@biggar.org.

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