Multzo

A piecepack game by Glenn Overby
Version 1.0, Late 2001

Multzo, a game for 2-5 players, uses the 24 tiles and 24 coins from a piecepack. (The four dice and four pawns are not used.) It is in the family of Poker and other vying card games. But it doesn't require cash to be interesting. Players try to gain groups of tiles with the highest value, and there are four different ways to determine the best group (and up to four winners!) each round.

- Piecepack tiles: There are 24 tiles in a piecepack. On one side the tile is divided into four quarters, useful for making game boards. On the other side is a symbol for one of four suits: Arms, Crowns, Moons, and Suns. There are six tiles in each suit: null or blank, 2, 3, 4, 5, and Ace.
- Piecepack coins: These are much smaller than tiles. A suit symbol is on the back of each coin. There are six coins of each of the four suits, numbered just like the tiles are.

Setup: Remove the four null coins. Stack the other five coins of each suit number-side up, with the 2 on top, then 3, 4, 5, and Ace (always valued as 6 in this game) underneath. Put the null coin of each suit symbol-side up next to each stack to identify it.

Rounds: The game is played in several rounds. In each round, begin by dealing four tiles face-down to each player. Stack the leftover tiles face-down in a convenient place. The player with the highest current score then plays first, and play continues clockwise.

Turns: A player takes their turn by drawing a tile from the face-down stack, or from any of the previously discarded face-up tiles. Then, the player discards one tile face-up to complete the turn.

Round End: A player may declare the end of a round by making their discard face-down instead of face-up. Each other player then gets one turn, after which the showdown occurs.

Showdown: All players reveal their four tiles. The highest-scoring group of tiles in each of four categories wins the round:

- **Flush** (Crown coins): Four tiles of the same suit.
- **Prime** (Arms coins): Four tiles, one of each suit.
- **Set** (Sun coins): Three or four tiles of the same number (null, 2, 3, 4, 5, or Ace).
- **Run** (Moon coins): Three or four tiles of sequential numbers (null-2-3, 2-3-4, 3-4-5, 4-5-Ace, null-2-3-4, 2-3-4-5, or 3-4-5-Ace.)

The same group can be flush and run, prime and set, or prime and run.

Point Values: Count 6 for the Ace, 5, 4, 3, 2, or 0 for the null. The highest total four-tile value wins in each category where it is eligible. However, a four-tile set or run always beats a three-tile set or run.

Rewards: The winner in each category takes the top coin from the stack corresponding to the category won. A winner of the Flush category gets two Crown coins instead of one. If two or more tie for a category win, nobody wins that category. If a player won two categories, they may take the null coin (the multiplier) for one of the two categories, if available, in place of a coin from the stack.

Scoring and Winning: A player's score is the sum of all coins they have won. One multiplier coin doubles the total, two triple it, and so on. If there are still coins in all stacks, then begin a new round. If one or more stacks are empty, then the player with the highest score has won the game.