

Reflec

A Piecepack game by Adam B. Norberg

This game is in the PUBLIC DOMAIN

Version 1.0

Reflec is an abstract pure strategy game with the Piecepack, where players must outplan each other to create intricate layouts of "mirrors" to direct laser beam's to each other's lasers. Who will be the last one standing?

GOAL: Be the last player in the game by destroying all of your opponents' lasers.

SUPPLIES: One Piecepack. (Alternate suits are just fine and dandy.)

SETUP:

1. Separate out an ace tile, a 2 tile, a 3 tile, and a 4 tile. Suits don't really matter, but it usually looks best to have them all be the same suit. (This step can be skipped, but it makes it a lot easier to track your action points for a turn.)
2. Take 16 of the remaining tiles and place them grid-up in a 4x4 pattern, creating an 8x8 board with the spaces created by the gridlines.
3. Give each player one pawn, the matching coins, and the matching die.
4. Roll for turn order. (Re-roll until ties are broken.)
5. After turn order is determined, place each pawn in its own corner of the board, going clockwise relative to the order of play.
6. Put the four tiles separated out previously somewhere vaguely near the board, in 4-3-2-1 order.
7. Each player sets his or her die to "2" and places it somewhere on the table visible to all players (off the board, probably near the 4321 tiles).

PLAY:

The first round of the game is the "Drop" round. Starting with the first player and proceeding according to the turn order determined in the setup, each player takes one of his or her coins and places it suit-side up in any unoccupied location on the board. Please note that orientation is important in this game; a piece may only be oriented in one of the four cardinal directions (no diagonals).

After all 24 coins have been placed on the board, regular play begins with the first person to drop a coin.

ON EACH TURN:

1. Flip the 4-3-2-1 tiles over such that the 3-2-1 are face-up and the 4 is face-down.
2. Turn the current player's die to the next number higher up. (Null goes to Ace, Ace goes to 2.) If the die is already at five, flip the 4-tile over instead (equivalent to using the count immediately).
3. The face-up 4321 tiles represent Action Points for the turn which must be used. The die represents "banked" action points. A player's turn ends whenever he or she does not want to take further action, but each player **MUST** use **ALL** of the action points in the tiles. (Only the one point given to the die at the start of the turn "carries over")

between turns.) Whenever a player "spends" an action point, this is marked by either reducing the die's value by one (this cannot be done if the die is on NULL) or flipping one action point tile over.

4. After the player is done with his or her actions (see below, "Actions"), it is the next player's turn. If only one player remains in the game, that player is the winner.

ACTIONS:

ONE ACTION POINT

Move: Move any coin in your suit, or in a neutral suit (see below- a neutral suit belonged to a player eliminated from the game), to an adjacent open location. Place it in ANY orientation at its new position. The same coin may be moved as many times as you have the points for in one turn. You may NOT move a neutral coin moved by another player last turn.

Move laser: Move your laser to an adjacent open location. (There are no neutral lasers.)

Spin: Take any coin in your suit or a neutral suit and place it in any orientation without moving it to a new position.

TWO ACTION POINTS

Drop: If a coin of yours or a neutral coin was previously removed from the board by laser fire, you may spend two action points to place it back on the board in any orientation at any open location.

Swap: Choose one of your coins or a neutral coin adjacent to a coin controlled by another player. (You MAY swap a neutral coin with one of your coins, or two neutral coins that originally belonged to different players.) Swap the two coins. Each coin must be placed in the same orientation as the other coin had been in. You may NOT make a swap that directly "undoes" a swap done since you last took a turn!

THREE ACTION POINTS: FIRE YOUR LASER

The only action that costs three Action Points is to fire your laser. You may do this as many times as you can afford in a turn, potentially up to three times if you have a full charge on your die and wish to spend it all, plus four this-turn-only Action Points.

To fire your laser, choose a direction (one of the four directions aligned with the grid of the board, of course). Track the path from your pawn, in that direction, until it hits an edge, a coin, or a pawn.

If it hits a pawn, a player's laser has just been destroyed. The just-lasered pawn is removed from the board, and the player is eliminated. The associated coins are now neutral. If the game was a two-player game and the hit player has a second laser, no coins are neutral and no player is kicked out; the game continues. If the

lasering results in only one player remaining in the game, the game is OVER and the last player remaining wins.

If it hits a coin, the laser changes direction to the direction the coin is pointing and continues. If the coin had already been hit, there's an infinite loop, and all the coins directly in the loop- all coins hit after and including the one you first found hit twice- are removed from the board. (They can be returned with a "Drop" action.) The laser stops.

If it hits an edge, the shot was wasted.

And that's all there is to the game. Obviously, laser fire is the basis of the game; the only way to win is to wipe out your opponents by lasering their lasers. The Swap move is an incredibly useful way to break in to your opponents' defenses, but the two action points ensure that if you want to do it more than once a turn, you're going to be spending some of your stock.

Saving up for the extra action point a full die brings you is completely and utterly useless, because it's no different from using an action point immediately. However, avoiding use of your die as much as possible is a good choice- most game-ending plays only come from wearing down your opponents' power reserves, and taking a nine-point turn (sometimes with two laser shots, but more frequently with at least two swaps and spins) that can only occur with a full die and the extra action.

It can be a good move to set up a deliberate loop of (or mostly of) your own pieces and then firing on it to get them off the board so you can Drop them back in. But don't do that with too many pieces, especially in a four-player game, as dropping coins is a slow operation compared to moves or turns.

If you want to pass, too bad. Try turning an inconsequential mirror- or if you have an even number of points to kill, turn it once, then back.