

Royal Racers

A Changing Landscapes game for the piecepack by Robert Kouba

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2 – 4 players, Approximate Length of Game: varies according to setup

Equipment Required: Piecepack game system, deck of cards

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Background

The four noble houses have come together to decide the dead king's successor by means of a race...winner takes the kingdom!

Object

Be the first prince to complete the race to become king.

Setup

- a) Separate ranks ace through nine in all four suits from the rest of the deck, discarding ranks 10 through king (they will not be used).
- b) Shuffle the deck (now at 36 cards) and randomly lay out the cards, face-up, in a 6x6 grid. This is the starting game board.
- c) Each player takes a pawn. Each player chooses one of the center four squares to start at (refer to figure 1) and places his pawn there.
- d) The tiles serve as "flags". Decide how many flags you have to touch to win and take that many tiles in your suit. Make sure the numbers are consecutive and each player takes the same numbers. A normal game is to five flags (omitting the null tile) but you can adjust it according to how long you want the game to last. Place your highest numbered flag underneath your starting piece. The starting space is also going to be the last space you arrive at when you finish the race. Pass the remaining flags to the player to your left.
- e) The playing field is now divided into four quadrants, each containing 9 cards, for purposes of flag placement (refer to figure 2). Each player in turn takes the lowest numbered flag (ace in the normal game) and places it anywhere in the quadrant where that flag's owner rests. Therefore, if the crown player is to the right of you and you are placing his flags, you would place the first one in the same quadrant as the crown player's pawn. After all players have placed the first flag for their opponent, player's repeat the process except the next flag is placed in the next quadrant clockwise of the one where the first flag was placed. Also players alternate who places the first flag (example: Player 1 placed the first "ace" flag, now Player 2 will place the first "2" flag. Keep placing flags in the next clockwise quadrant and alternate who places the first flag until all flags are placed. Bear in mind there can be only one flag per card. In

the normal game, each player should have one flag in each of the four quadrants in addition to the one underneath his pawn.

- f) Each player takes the die of his suit.
- g) If you are playing a campaign game, take out the coins to keep score (see Campaign Variant).
- h) Get ready to race!

Gameplay:

The object of the game is to touch each of your flags in order and be the first one back to your starting point.

Player 1 starts the game. After everyone has taken their first turn, Player 2 would start the next round of movement and so on. Continue to alternate who goes first until there is a winner. Whoever touches the last flag first wins (no ties).

On your turn you take two actions:

1-Board Morph

Simulating obstacles on your race, roll your die. If null comes up, do nothing and go to step 2 of your turn. If you roll ace through 5, you must transform the board by flipping a card of equal rank to what you rolled. Thus, if you roll an ace, you must flip an ace. Cards flipped face-down cannot be landed on so it is useful for hampering your opponent. Also, if you are blocked by a face-down card, you can flip it face-up.

Bear in mind the following rules:

- Cards ranked 6 through 9 will always remain face-up.
- You may only flip a card under a flag facedown when there are no cards of that value without flags on them left face-up (make sure not to cover the flag with a face-down card).
- When flipping a card face-up you may not look under to see if that is the correct rank. You must choose which card to flip from memory and designate which card you wish to flip. If the card you turn up does not match the die roll's rank, you must go back to the last flag you touched and the card must remain face-down. If you have not yet touched your first flag, you have to go back to start.
- You may flip only one card per turn.
- A pawn may not be on the card you decide to flip.
- If all cards of that rank are face-down, you must try to turn one face-up.
- In the unlikely event that all cards of that rank are covered by pawns, you may choose ANY face-down card and turn it face-up regardless of rank.

2-Movement

You may now move your pawn one space orthogonally (no diagonal movement).

Bear in mind the following rules:

- Only one pawn per space.
- You may not land on a face-down card.
- If you have no legal move you must forfeit this turn.

Game End

The game ends when a prince touches his last flag (his starting space). That player is King!

Campaign Variant

Play a multiple race game. When the game ends, take a coin showing the number of flags you touched. After the pre-determined amount of races are over, the player who scored the most wins.

Flag Variant

You may not travel through an opponent's flag space unless all other paths are blocked by face-down cards and/or enemy pawns.