

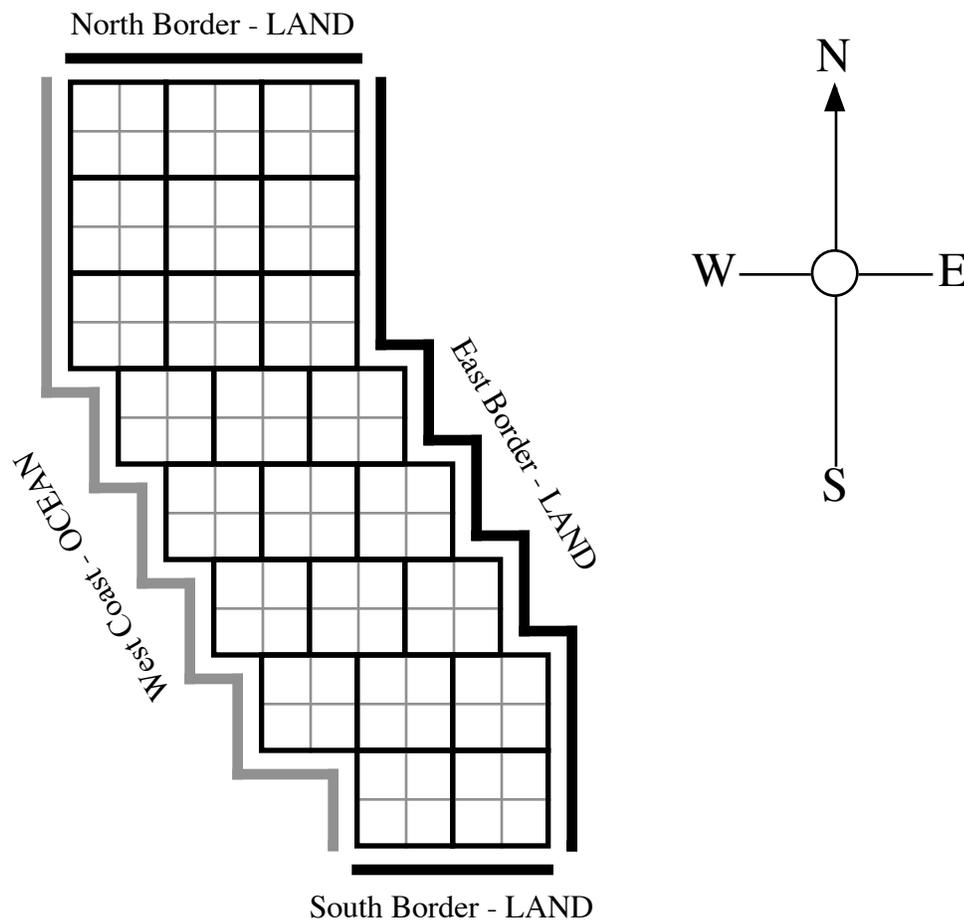
TITLE	San Andreas
VERSION	1.1.0
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PLAYERS	3 to 4
PLAYTIME	45 minutes
COMPONENTS	1 piecepack and a few pencils or chopsticks

INTRODUCTION

Players establish beautiful oceanside cities in California, populated by millions. But as time progresses on a geologic scale, horrendous earthquakes shift the landscape, placing the masses in grave peril. Safer, but less prestigious, cities can also be founded inland.

SETUP

Give a full suit of coins to each player. If there are 3 players, remove the unused suit from the game. Arrange 23 of the 24 tiles, face down, as shown below. Remove the unused tile from the game.



HOW TO PLAY

- Roll to see who goes first, then take turns. On your turn, you must do one of the following:
- 1) Found a city by placing one of your coins face down on any empty space that is not adjacent to another city. (Diagonal is OK.) If a tile leans too steeply to hold a coin, no city may be founded on it.
 - 2) Identify an epicenter by placing any one of the available pawns on any empty space of a coastal tile (that is, a tile touching the ocean; diagonal does not count). A tile may be identified with multiple epicenters.

QUAKES

When a player identifies the fourth epicenter (that is, places the last available pawn) a quake occurs. This player rolls the four dice, then acts on them in the order of the player's choosing. Each die, by color, corresponds to one epicenter (pawn). All tiles with epicenters shift according to the following:

- Null) No shift. (Leave the epicenter on the board.)
- Ace) Shift one space east; lift if needed.
- 2) Shift one space north; dip if needed.
- 3) Shift one space north; lift if needed.
- 4) Shift one space south; dip if needed.
- 5) Shift one space south; lift if needed.

As the effect of an epicenter is carried out, remove the pawn, making it available once again. If the die corresponding to an epicenter shows null, however, no shift takes place and the epicenter remains in its current location for the next quake.

If the shifting of a tile causes it to overlap another tile or other tiles, either lift or dip the leading edge of the shifting tile, as directed above. (In practice, dipping the leading edge of a shifting tile is accomplished by lifting the edge of the tile or tiles it is intended to overlap.) Initially, this will cause some tiles to lean. As the game progresses, some leaning tiles may flatten. If the shifting of a tile causes it to cross a land border, place a pencil or chopstick at the border, then lift or dip the leading edge of the shifting tile as if the pencil or chopstick were the edge of a tile.

All cities on tiles that change from leaning to flat, or from flat to leaning, or that change in angle of leaning during a quake are destroyed and removed from the game. Also, any cities that become overlapped by a tile are buried and removed from the game. After clearing the rubble, score the remaining cities, then continue taking turns again, starting with the player to the left of the player who caused the quake.

SCORING

Keep a running total score for each player on paper. After each quake, score each city surviving on the board as follows:

- 1) Turn the coin face up to reveal its value (null = 0; ace = 1).
- 2) If the coin's value is null, the founder may swap it with any one of the founder's cities that have been destroyed.
- 3) Count the number of spaces between the city and the coast (in a straight line and in any cardinal direction of the founder's choice... not diagonally).
- 4) Subtract the number of spaces from the city's value and, if the number is above zero, add this to the founder's score.
- 5) Turn the coin face down.

REMOVING TILES

Following a quake, any tile or group of tiles that is surrounded by ocean on all sides (regardless of whether there is land diagonal) is removed from the game. Any cities on such tiles are destroyed.

THE FINAL CATAclySM

The game ends immediately after a quake if at least one player has played all of his or her cities (coins). After scoring the surviving cities from this quake, the player with the highest score wins.