

# TP5: The PiecePack Poker Party Parade v2.5

By: Eric Witt 04/24/04

*-Because a Poker Party is a Party first, and Poker second.*

Object: To score the highest poker hand in each round.

Players: 2-12

Time Limit: 10 minutes per round

Materials:

1 piecepack for up to 8 players, 2 piecepacks for up to 12 players

1 standard die (separate from the piecepack dice)

Pen and Paper

These rules assume that the reader and all players understand the terms and concepts for 5 card poker ('standard' poker rules/ranks).

If two piecepacks are used, parts of the second set will not be used.

Definitions:

Home Row: A row of tiles in front of a player.

Bit: a coin, pawn or die

Identifier(s): 4 bits each player uses which are unique from another player's bits.

When Identifiers are on a tile they become a "claim" to that tile. (They are still considered Identifiers)

Note: Remember that coins have two sides, if one player is identified by arms coins, the two arms coins left over can be turned over, and used by other players for their identifiers.

Claim: to put an identifier on a tile.

Math:

Aces = 6

Nulls = 1

Setup:

Each player acquires 4 identifiers.

Shuffle all tiles then place them face down, in one stack.

Game Play:

Each player rolls a die, the player with the highest roll becomes the dealer.

In case of ties, re-roll.

### **Here's The Deal:**

The dealer deals 4 tiles to each player, extra tiles are placed face down in the center of the play surface. Players look at their tiles, and lay them in a row in front of them face down.

### **A Revealing Start**

Starting with the dealer, and then to the left, each player turns a tile face up, so every player can see it. After all players have done this, each player turns the tile they revealed face down. Players then shuffle their 4 tiles and lay them out in a new home row.

### **Wearing plaid and stripes** or “Making a Statement”

Starting with the dealer, and then to the right, each player provides a statement about one of their tiles. A statement can not be made on a tile that has been revealed previously. You must make a true statement about a tile on your home row. The statement you make must identify that tile. Your statement must be specific enough to exclude the identity of 12 or more tiles. You indicate what (face down) tile you are making the statement of.

Sample possible statements:

This tile is Neither a Sun or a Moon

This tile's value is Prime.

You can not make these statements:

This tile's value is less than 5

This tile is not an Arms.

After all statements are made, players start claiming tiles. Refer to the section “Claiming Tiles” for more information. After all claims are made, The Dealer asks each player if they are ready for the die to be rolled. The dealer then asks if players are ready to score their hands.

Once everyone is ready the dealer turns over all tiles. If any identifiers were on a tile, record what identifier(s) where on each tile using the pen and paper. After all tiles are turned over, all identifier placements have been recorded, the identifiers are returned to their owner.

### **Scoring or “Can you give me a hand here?”**

Players form there best possible poker hand with the tiles they claimed. A fifth ‘tile’ is formed from the die roll, and each player's choice of suit. The value of the fifth tile is fixed however; its suit is determined by each player for his or her hand only.

**Note:** While the suit of the fifth tile is a choice for each player, this choice is not retroactive; it does not ‘go back’ to make the tiles of any particular suit or value ‘wild’

Once all hands are made, each player starting with the dealer declares his or her hand to all players (using poker terminology). The winning player (as determined by poker hand rankings) wins the round, and becomes the dealer for the next round.

Claiming Tiles:

When it is time to claim tiles, each player, starting with the dealer and then to the left puts one of his or her Identifiers on any tile, with the following exceptions:

You can not claim the same tile twice (in a round).

You can not claim more than two tiles on your own home row.

You can not claim a tile that has 4 identifiers already on it.

## **“Starting the Party Parade”- The Phestivites**

**If one Phestivity contradicts another, the dealer determines which Phestivity is to be followed, and which one is to be ignored (this rule is in effect for the entire round). Once the dealer has decided which Phestivity is to be followed, the ruling cannot be changed.**

Like revealing a tile, or making a statement, here are some suggestions to enhance game play. If making a statement was “mild” get ready to scream past “medium” with these ideas. Just don’t hold me accountable for the insanity that ensues.

Before the start of each round, the dealer of that round states which phestivities are in play, and which ones players can choose at the appropriate times.

Double Dip:

After players declare their hand, they then get to declare their home row as a second hand. Use the same die roll as used in the first scoring phase. (Both hands are scored separately -yet in the same round.) This phestivity can not be chosen in conjunction with “Best of both worlds”

Hey! That’s mine?

Before any player starts claiming tiles, he or she must give one of his or her identifiers to the person on the left.

Life in the Commune:

Like “Hey! That’s Mine?” except that all players pick three other players to each place one of their identifiers. If less than 4 players are playing, this phestivity can not be chosen.

Land Mine: After the die is rolled, before tiles are flipped over, any player may remove a claim, if this is done, that player names a tile by suit and value. Once all claims have been recorded, if the tile named in this manner is not on that player’s home row, all claims to that tile are voided. (No one can use the named tile in a poker hand.)

#### Tile Trickery:

After the tiles are dealt, before any other phestivity, each player chooses a tile and passes it to the player on his or her right.

#### Disgrace the Ace:

If the dealer rolls an Ace, any player may remove one of his claims from a tile, if this is done, the die is re-rolled. Players may not disgrace the ace once the dealer has started turning over tiles.

#### Hogging it all for your self:

On your turn, if there is a tile in your home row that has no claims on it, you may choose to remove it from your home row and keep it to your self. Move it behind your home row, and put one of your Identifiers on it.

#### Centering in:

If there are tiles in the center of the playing surface, each player must claim two of them.

#### Your Number is up!

Before the dealer rolls the die, any player may remove one of his or her claims from a tile. If this is done, that player calls out a number; all tiles that have that value on a home row must be turned face up. (Claims on these tiles are still counted, the tile is just revealed ahead of time.) Ignore this phestivity for any tile that has a claim on it.

#### All around the world:

Each player must make 3 claims on home rows that are not their own.

#### Let's do the time warp again!

Before the dealer roles the die, any player may remove one of his or her claims from a tile to pick up his or her remaining claims, and place them where ever he or she wishes. (All other rules still apply)

#### Best of both worlds:

After the die has been rolled, ignore the result. Each player then makes the best hand (5 tiles) out of the tiles he or she has claimed and those in his or her home row. This phestivity cannot be played in conjunction with "Double Dip".

#### Eviction:

Before the dealer roles the die, any player may remove one of his or her claims from a tile, If this is done, that player may evict identifiers. The evicting player returns one Identifier to each other player who has one or more identifier on the evicting player's home row. Identifiers returned in this way are then placed in turn order on tiles not on the evicting player's home row.

#### Author's notes:

I have always tried to compare the piecepack to a standard poker deck of cards. I also wanted a party style game for the piecepack. I am a huge fan of the "party" multi-player

themed video games that have become anchors for their respective systems. Part of TP5 came from Pawnopoly and the concept of “claims” it brought forth. Once I had a poker theme and found a way to include more than four players I began the plans for this game. It was about 2 in the morning when I had the foundations in place for the game. I tried to sleep, but ideas for the Phestivites kept coming. My eight year experience with Hasbro/Wizards of the Coast “Magic: The Gathering” helped provide the correct syntax for the phestivities. Also since Texas Hold’em style poker has exploded in popularity I hope this game can ride on its coat tails. I planed this ruleset to be laid back from the begging and hope readers find entertainment in its style. I wanted the name to be alliterative, so piecepack (double capped to emphasize the second p) and poker had to be in the title, poker parties are popular, and I threw in parade for good measure. Then, to prevent too much of a good thing, I also gave the game an abbreviation.

#### Game History

- 9-28-03 Game conceived.
- 9-29-03 Rules for version 1.0 written, 10 additional Phestivites included, Market system suggested.
- 11-25-03 1.5 Minor rules tweaking, Actions changed to “Phestivities” “Let’s do the time warp again!”, “Best of both Worlds” and “Eviction” Phestivites included. Market system idea removed.
- 12-23-03 Minor polishing made for first public release. Author’s notes included. Version number changed to 2.0 to reflect notes and first public release.
- 04-24-04 2.5 Piecepack.org Version, Phestivity conflict ruling reworded, bolded, and moved up.