

# King's Cottage

## A Changing Landscapes game for the piecepack by Jonathan C. Dietrich

Version 0.91, 2003-03-20

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2 – 4 players; 30 – 45 min.

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The King has gathered his trusty advisors and has instructed them to build him a cottage down by the river. Of course it will have to be furnished as well. The advisors recognize this as a great opportunity for personal gain, and run off to shuffle their investments in the four local craft houses before the construction begins. Then as the cottage is still going up, the advisors scurry to furnish the place in the most expensive pieces that will best benefit their investments. Of course, the King is not a man to let his exquisite taste in decor go to waste, so after a couple of months he shows up to lend a hand, and some praise. After four months the cottage is completed and the craft houses receive their payments and the advisors collect their investments.

## Requirements

- One piecepack
- An opaque bag to randomly draw the coins from.
- A piece of paper per person and one common sheet for the scores
- A pen or pencil

## The Bits

### **The Tiles (Rooms & Time)**

The tiles will be used in the game to represent the various rooms of the cottage. Each tile has the following characteristics: Suit, Rank, Orientation, and State.

- The Suit of a tile represents the craft house that has created the room. The clever craft houses design their rooms such that any furnishings from their own craft house will look even better when placed in one of *their* rooms.
- The Rank, or number, represents the size of the room. The larger the room, the more furnishings that will be required to fill it. The Ace tiles represent the entrances to the cottage. These will be where the furnishings, and eventually the King, will enter the cottage. The Nulls (blank tiles) are used to represent the passage of time. Each time a Null tile is drawn it represents the passage of one month. After the second, the King arrives and after the forth is drawn, the game is over.
- The Orientation, or facing, of the tile is only taken into consideration when building a second story to the cottage. The suit marker, or directional tick, on a tile placed on the second story indicates which room on the first floor contains the stairwell leading to the second story room.
- The State of a tile can be one of the following two: face up or face down. A tile is left face up until the room is completed (has all of it's furnishings). At this point the tile is turned over and can't used to score again.

### The Coins (Furnishings)

The coins represent various furnishings for the cottage. Each furnishing has two characteristics: Suit and Rank

- The Suit of a furnishing represents the craft house that has created it.
- The Rank (number) is it's relative worth with Aces being equal to 1. The Null of a suit represents a horrendously tacky furnishing that is shameful to the craft house responsible for it's creation.

### The Pawn (King)

The Pawn of Crowns is used to represent the King. He arrives at the end of the second month (after the second Null tile is drawn) to watch over the proceedings. He marches around the cottage, attempting to enforce his own questionable sense of taste, but also awarding the craft houses when he gets to see a room all come together (complete).

### The Die

The die is used to determine a random number movement points. Movement points are used to move the furnishings and the King from room to room.

## Getting Started

### The Bids (Investments)

Before the cottage is built (the game is played) the advisors (players) each write down, on their own piece of paper, the names of the 4 different craft houses (suits). Each advisor (player) must SECRETLY assign to each of the craft houses (suits) a number between -3 and 3, such that the total of all 4 numbers written down is zero. For example the following are some of the acceptable combinations:

Player 1		Player 2		Player 3		Player 4	
Crowns	-3	Crowns	-1	Crowns	1	Crowns	-2
Arms	0	Arms	-1	Arms	1	Arms	-1
Suns	0	Suns	-1	Suns	1	Suns	1
Moons	3	Moons	3	Moons	-3	Moons	2

These values indicate the investments (multipliers) that the advisor (player) has in each of the 4 craft houses and will be used to determine profits (scores) after the cottage has been completed.

On a separate sheet of paper, that is to be kept visible to all during the construction (game), write the names of the four craft houses. This is where you will keep track of the profits (scores) awarded to each craft house.

Set aside the Ace of Crowns tile, as it will be used as the initial entrance for the cottage. Sort the other tiles by their suits. For each suit, randomly order the tiles within the suit and form them into facedown piles. These 4 piles will be used to form the rooms of the cottage.

All of the coins are to be placed into a dark bag so that they can be drawn randomly during the game.

Roll the die to determine who will go first; highest roll wins. Turns then proceed clockwise.

## **The Turn**

On your turn you must take one of the following actions:

- Add a Tile (Room)
- Add a Coin (Furnishing)
- Role the Die (In Hopes of Moving Stuff)

### **Add a Tile (Room)**

To add a tile (room), randomly pick a tile from one of the face down draw piles and flip it over. If the rank of the tile is Ace, 2, 3, 4, 5 then you must add it to the cottage. The following restrictions apply when placing a new tile:

- Tiles on the first story **MUST** be placed such that every tile touches at least one side with another tile
- Tiles on the second story **MUST** be centered over the intersection of 4 tiles.
- Tiles on the second story may **NOT** lie askew, they must square up over the 4 tiles below.
- Tiles on the second story may **NOT** cover any part of an Ace (entrance).
- Aces (entrances) may **NOT** be placed on the second story.
- Tiles **MAY** be placed on all four sides of an entrance (consider this a secret entrance or a tunnel).
- Second story rooms are not required to connect with one another.
- IF a second story tile is placed such that it **PARTIALLY** covers a first story tile which already has coins on it, just push the furnishings on the first story tile in to an uncovered corner of said first story tile.
- IF a second story tile is placed such that it **COMPLETELY** covers a first story tile (this requires 4 second story tiles in a square) then all coins on the obscured first story tile are set aside with the coins that have already been scored. (Destroyed during construction)

If the tile you draw is a Null tile, then this indicates that a month of construction has been completed. Set the tile aside (beside any others you may have already drawn) and randomly draw one coin from the bag. You may **SECRETLY** look at both sides of the coin, and then you must place the coin on the Null tile. This represents a furnishing that the King has hand picked and intends to have installed in the wonderful cottage you are building for him. If this is the **SECOND** Null tile drawn, immediately add the Pawn of Crowns (King) to any of the Aces (Entrances). If this is the **FOURTH** Null tile drawn, time is up, the **GAME IS OVER**. (See Final Scoring below)

### **Add a Coin (Furnishing)**

To add a coin (furnishing), randomly draw a coin from the bag. You may **SECRETLY** examine both sides of the coin. Now you must place the coin on any one of the Ace tiles (entrances) that have been played. (Note that a Ace tile (Entrance) can hold any number of furnishings.) If you place the coin, suit side up, it represents bringing the furnishing into the cottage still in its crate. Everyone can easily tell which craft house it came from, but can't tell how exquisite it is. Conversely, placing the coin value side up, represents bringing the furnishing in so all can see how beautiful it is, but credit can not be given without flipping it over to see the stamp of the creator.

If at any point in the game there are no coins in the bag, place all coins that have already been scored back into the bag.

### Role the Die (In Hopes of Moving Stuff)

- If you roll a Null, then you MUST take the **Add a Tile (Room)** action. (See above)
- If you roll an Ace, 2, 3, 4, or 5 then you are awarded this many movement points to move stuff. (Ace is equal to one movement point)

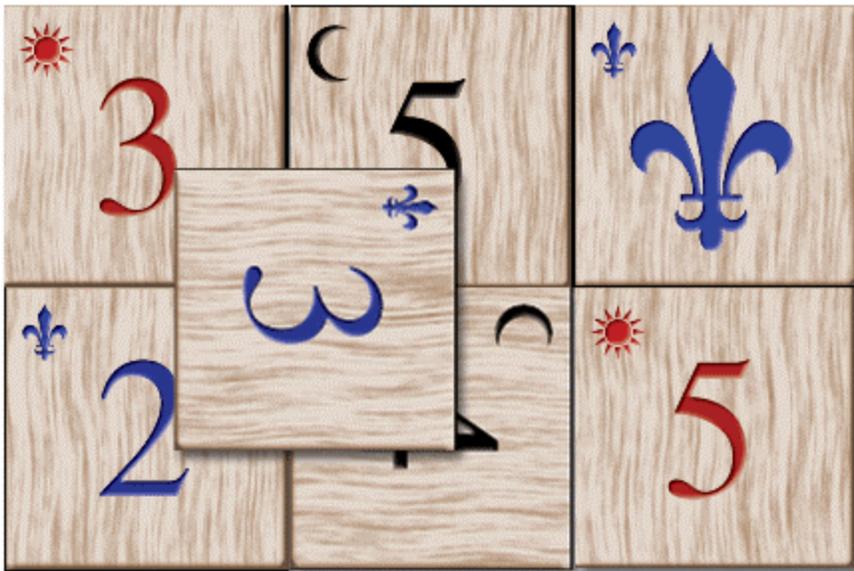
The following cost 1 movement point:

- Move any furnishing to an adjacent room or upstairs or downstairs
- Move the King, if present, to an adjacent room or upstairs or downstairs

Your movement points can be spent in any order, moving multiple items in varying amounts, or a single item for the full number. For example, if you roll a 4 you could move the King 1 space, a furnishing 2 and another furnishing 1. You do not need to spend all of your movement points on a turn, however they are not carried forward if they are not spent.

#### *Restrictions on Movement*

- In order to move either the King or a furnishing upstairs or downstairs, you must use the staircase. (The suit marker of second story tile indicates the location of the staircase)



*In this game, the only way to move to or from the 3 of Arms tile, is via the stairwell connecting it to the 5 of Moons tile as indicated by the suit marker on the 3 of Arms.*

- Furnishings may NOT be moved out of the room containing the King.
- Furnishings may NOT be moved through a completed room (upside down tile), though the King MAY.

## Scoring a Room

Scoring occurs throughout the game as rooms are completed. The moment a room, which is not partially obscured by a second story room, contains the number of furnishings equal to its size (tile value) the room is completed. You will lose any remaining action points and the room must be scored.

Scoring is calculated as follows:

First, if the King is present in the scoring room, the person who completed the room MUST exchange any one of the furnishings in the room with one of the furnishings that are sitting on the Null tiles. The King fancies that he has better taste than all of you. You may NOT examine the hidden sides of the coins before choosing. (If you already know this information because you placed either of the furnishings there, good for you.) Once chosen, you may SECRETLY examine the coin that is taken from the room before placing it on the now empty Null tile.

Now examine all of the furnishings and sort them by suit. For each suit (craft house) complete the following calculations:

- Take the sum of all of the values of the furnishings.
- If the suit matches the suit of the room you are in, add 1 point per furnishing.
- If the King is present add 2 to the total.
- Multiply this number by the value of the room.
- If the Null coin for the suit is in the room, the suit scores 0 regardless of other coins.
- Record the score under the appropriate suit on the common score sheet.

After this has been done for all of the suits, the tile is now complete, and it is turned upside down. Set aside all of the coins scored EXCEPT any Nulls. The Nulls go back into the bag (the King's bad taste is endless!)

*Example 1:* Player 2 moves a 5 coin in to the 3 of Crowns tile and completes it because there was already 2 tiles there (a crown and a 2). The King is not in this room. Therefore the coins are all examined and are as follows: 5 of Crowns, Ace of Crowns, 2 of Moons therefore:

<b>Crowns</b>	+ Sum of coins	+5 +1
	+ Matching suit bonus	+1 +1
	+ King bonus	+0
	<b>Sub-Total</b>	<b>8</b>
	Tile value	x 3
	<b>Total</b>	<b>24</b>

<b>Moons</b>	+ Sum of coins	+2
	+ Matching suit bonus	+0
	+ King bonus	+0
	<b>Sub-Total</b>	<b>2</b>
	Tile value	x 3
	<b>Total</b>	<b>6</b>

Crowns would score 24 and Moons 6.

Example 2: Player 3 moves the King followed by a Sun coin into the "5 of Suns tile", which already had 4 other coins on it so now it must score. Before scoring however, because the King is present, Player3 must first exchange one of the coins (furnishings) with one of the ones sitting on the Null tiles (the King's collection) He chooses to exchange an Arms coin with a Sun coin that is sitting on one of the Nulls. Now that the King has had his say, we can calculate the scores. The coins now on the tile are the 3,5, and Null of Suns, 2 of Moons, and 4 of Arms.

<b>Suns</b>	+ Sum of coins	+3 +5 +0
	+ Matching suit bonus	+1 +1 +1
	+ King bonus	+2
	<b>Sub-Total</b>	<b>13</b>
	Tile value	x 5
	<b>Total</b>	<b>65</b>

**HOWEVER the Null of Suns is present, which means that Suns actually scores 0.** (This calculation was shown for example purposes and would not have had to be done in the game, you would just notice the Null and disregard all of the Suns.)

<b>Moons</b>	+ Sum of coins	+2
	+ Matching suit bonus	+0
	+ King bonus	+2
	<b>Sub-Total</b>	<b>4</b>
	Tile value	x 5
	<b>Total</b>	<b>20</b>

<b>Suns</b>	+ Sum of coins	+4
	+ Matching suit bonus	+0
	+ King bonus	+2
	<b>Sub-Total</b>	<b>6</b>
	Tile value	x 5
	<b>Total</b>	<b>30</b>

Suns would score 0, Moons 20 and Arms 30. So be ye warned, the King can sometimes have horrible taste!

## Final Scoring

Once the fourth Null tile is drawn, the game is over. At this point, add up all of the scores for each of the craft houses. This represents their earnings during the four-month period. For each player now do the following calculations:

- Take the number they secretly wrote beside each craft house, and multiply it by the earnings of that craft house (yes, some will be negative). This value represents the return on investment for each of the houses.
- Total the returns from all four houses to determine that player's profit.
- Person with the highest profit wins!

For example, if the scores were

Crowns	Arms	Moons	Suns
22	15	62	52

and the secret investments were

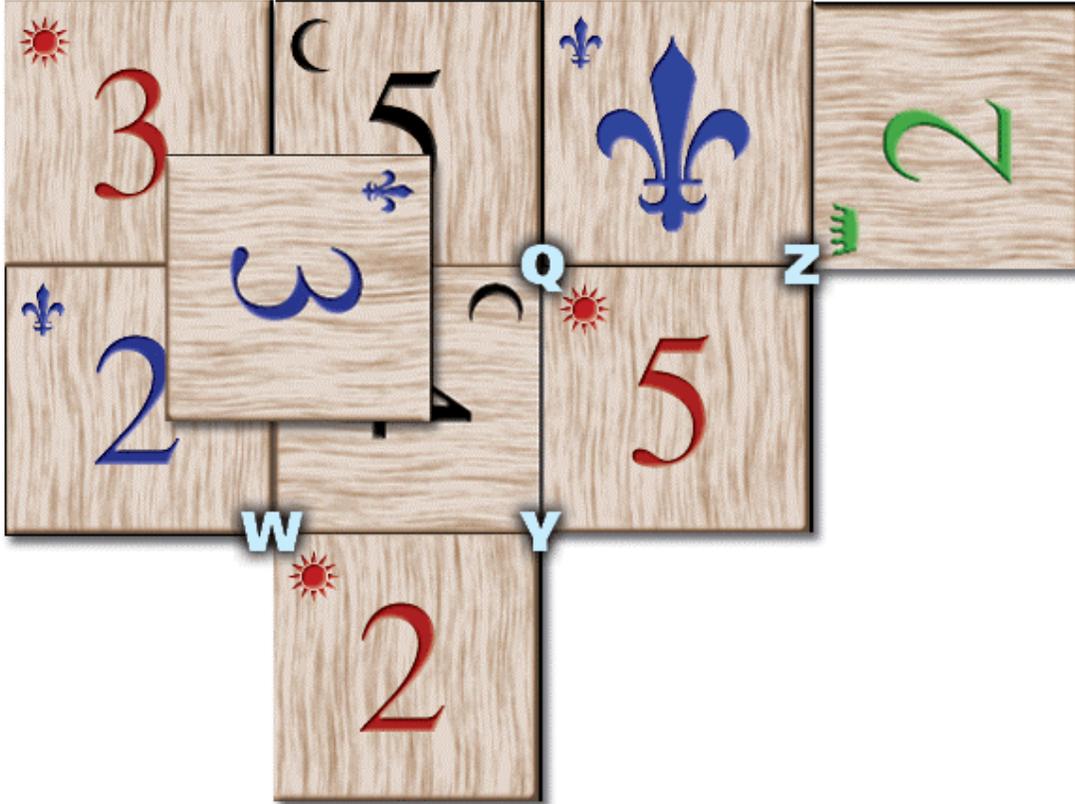
Player 1		Player 2		Player 3		Player 4	
Crowns	-3	Crowns	-1	Crowns	1	Crowns	-2
Arms	0	Arms	-1	Arms	1	Arms	-1
Suns	0	Suns	-1	Suns	1	Suns	1
Moons	3	Moons	3	Moons	-3	Moons	2

then the final calculations would be

Player 1			Player 2			Player 3			Player 4		
Crowns	-3	x 22	Crowns	-1	x 22	Crowns	1	x 22	Crowns	-2	x 22
Arms	0	x 15	Arms	-1	x 15	Arms	1	x 15	Arms	-1	x 15
Suns	0	x 62	Suns	-1	x 62	Suns	1	x 62	Suns	1	x 62
Moons	3	x 52	Moons	3	x 52	Moons	-3	x 52	Moons	2	x 52
<b>Profits</b>		<b>+ 90</b>	<b>Profits</b>		<b>+ 57</b>	<b>Profits</b>		<b>- 57</b>	<b>Profits</b>		<b>+ 107</b>
<b>Rank</b>		<b>2nd</b>	<b>Rank</b>		<b>3rd</b>	<b>Rank</b>		<b>4th</b>	<b>Rank</b>		<b>1st</b>

Player 4 wins!

## Diagram



- Because 3S, 5M, 2A, and 4M are not yet completed, they never will be in this game because you can not score a room that is partially covered by a second story room.
- If 5M was complete, there would currently be no way to move furnishings into 3A, since the only route to 3A is via the stairs in 5M and furnishings may NOT be moved through a completed room. Though if a non-entrance tile was placed beside 2A and 2S, it would make it possible to build a second story room at W and then there would be another route to 3A via the new room and its staircase.
- A second story room can never be constructed at locations Q or Z because it would partially cover an entrance, which is forbidden.
- If a non-entrance room was added next to 2S and 5S, a second story room could be added at Y even though it does not connect to 3A, because more than one second story is allowed.

## Thanks

I would like to thank the following people who have helped with the play testing and or the editing of the rules: Julie Liz Taylor, Dan Pidverbny, Rob LeGood, Sean Bennesch, Nicholas Oddson, and Michael Schoessow.

## Revision History

Version .9 (2003-01-16) First release. Entered into "Changing Landscapes" competition Spring of 2003.

Version .91 (2003-03-20) Changes made to calm the chaos a bit. 4 draw piles of tiles sorted by suit, instead of one big unsorted one. Ace on die roll now counts as 1 movement point instead of a "must add furnishing" action. Null coins are now added back to the draw bag after scoring (ok so this adds some chaos). Clarifications added about handling coins when adding tiles to second story. Revision History section added. Tables have been tidied up to look pretty.

Crowns	Arms	Moons	Suns

Craft Houses	Investments SECRET and Must Total 0	House Profits Copied from the score card at end of game	Returns Multiply Investments and House Profits
Crowns			
Arms			
Suns			
Moons			
<b>Total Profits:</b> Add all of the Returns			

Craft Houses	Investments SECRET and Must Total 0	House Profits Copied from the score card at end of game	Returns Multiply Investments and House Profits
Crowns			
Arms			
Suns			
Moons			
<b>Total Profits:</b> Add all of the Returns			

Craft Houses	Investments SECRET and Must Total 0	House Profits Copied from the score card at end of game	Returns Multiply Investments and House Profits
Crowns			
Arms			
Suns			
Moons			
<b>Total Profits:</b> Add all of the Returns			

Craft Houses	Investments SECRET and Must Total 0	House Profits Copied from the score card at end of game	Returns Multiply Investments and House Profits
Crowns			
Arms			
Suns			
Moons			
<b>Total Profits:</b> Add all of the Returns			

Nothing on this page is needed to play King's Cottage, but it may come in handy the first few times you play.

Copy or print this page. Cut out the top score sheet to use as the common score sheet. Cut out, and give each player a copy of the smaller charts for recording their investments at the beginning and calculating their profits at the end. Keep the Room Scoring Guide handy for calculating room scores.

Room Scoring Guide
Rooms score the moment that the number of furnishings in them matches their size.
<b>If the King is present:</b> Before you score, you MUST swap one furnishing from the room, with one from the Null tiles.
<b>For each suit:</b>  + Sum of all coins present + King bonus (+2 if he is present) + Matching room suit (+1 per furnishing)  Take the total and multiply by the room size If NULL coin is present, that house scores 0 Record the score.

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