Pack Solitaire

A game for 2 piecepacks by David Hassell (DavidLHsl@aol.com)

Version 1.0.0, July 13, 2003

Copyright: Developed by David Hassell, but permission granted to freely distribute and use as one sees fit.

1 player, approximately 15-30 minutes

Object: Assemble as many of your 16 tiles as possible into a 4x4 grid in such a way as to score the most points.

Introduction

I had long considered the idea of using the combination of coins and tile backs to form the equivalent of dominos. I may develop a 2-player game utilizing some of the principles developed for this game. First, I developed this — a solitaire version. These "dominos" may, in fact, be considered a game system within a game system.

Those of you who have seen the tile game Zoki (www.zoki.com) will notice that this game bears a resemblance to that system. However, the actual inspiration for this was actually a proposal to the piecepack system called *piecepackplus (pp+)*, where tiles had suits placed in the corners.

Equipment

- 16 tiles, to be used face-down
- All of the coins from 2 piecepacks, with each set of 24 coins kept separate from the other.
- An opaque container or bag for mixing the coins.

Setup

First, arrange the 16 tiles facedown in front of you.

Next, place the 24 coins from one piecepack into a container and mix them. You are going to use these to create the first 8 tiles.

Draw a coin one at a time from the container and place it on the square of a tile. You will start with a blank tile, placing the coin in the upper-left square. Your next coin will be place on the upper-right square of the same tile. The third will be placed on the lower-left square. You will leave the lower-right square blank.

Continue drawing coins to complete the remaining 7 tiles. Each tile will contain only 3 coins, with the lower-right square blank.

When you have completed your set of 8 tiles, take the second set of 24 coins and repeat the procedure to build your next group of 8 tiles. In order to keep your coin sets separated, I recommend building the first set with the coins' facing arrows pointed towards the center of the tile, and the second set with the coins' facing arrows pointed towards the outer corners of the tile. This only purpose of this recommendation is to permit easy separation of the coins afterward if you wish to play this again. This doesn't actually have any effect on the game, and you could easily build the tiles without doing this. The only important thing to keep in mind is that you should have the sets separate when building the tiles during setup if you play again.

Once you have completed the Setup procedure, you will have 16 tiles with 3 coins on each tile.

If you wish to see an example of a set of completed tiles, see Example 2 at the very end of this rules document. You'll notice that some of the blank squares in the example are in different locations. Some are in the upper-left, some in the lower-right, etc. This was simply due to tile rotation during game play. However, all 16 tiles in the example were created with the empty square in the lower-right square.

How to Play

After completing the Setup procedure, you are ready to place your tiles. You may move, rotate and mix your tiles as you wish, but be careful to keep the coins on the tiles in their same squares.

You are now going to place as many of your 16 tiles into a 4 x 4 grid as possible. Tiles connecting to other tiles orthogonally (diagonals aren't checked) must have their coins or empty squares align according to one of three conditions. Each coin on a tile is checked against each adjacent coin separately.

The three valid conditions are:

(#1) Both coins match by rank or both squares must be empty. You will score 1 point for each Condition #1 that exists, but don't score until after you complete your layout.
(#2) The total of both coins must be 5. The null coin is worth 0, and the ace is worth 1. Therefore, the following combinations are valid for this condition: 5 + null, 4 + ace, 3 + 2.
(#3) One square must be empty. Thus, empty squares are considered wild and can pair with anything. If it pairs with another empty square, then that is considered Condition #1. This is important, because Condition #1 is how you score points.

Example #1 at the end of this rules document demonstrates more clearly the three conditions I have mentioned. You'll notice that the two coins on the side of a tile do not have to match the adjacent tile by the same condition. For example, the top-left tile in the example (3/5/4/empty) is placed next to the null/2/empty/4 tile (Conditions #2 and #1), and placed next to the 4/5/ empty/3 tile (Conditions #1 and #3).

Now study Example #1 very carefully and make sure you know how tiles must be aligned. This example just shows a 3 x 3 layout.

Once you understand Example #1, study Example #2. Only Condition #1 is shown in this example, but study the other coins as well to make sure you understand how they align according to the three conditions. You may notice that the nine tiles in Example #1 are contained within the completed layout in Example #2.

Example #2 shows a completed layout. Ideally, you will place all of your tiles. If you cannot place all of your tiles, then you will simply have to set aside the unplaced tiles.

Once you've completed your layout, go over each tile and carefully check the alignment with each orthogonally adjacent tile to make sure each coin matches according to the three conditions.

After confirming you have a valid layout, you are ready to score. Beginning with the upper-left tile in your layout, check it against each orthogonally adjacent tile. Score one point for each coin pair or empty square pair that matches according to Condition #1. Proceed to the next tile and continue until you have checked all tiles. Your total is your score for this game.

For an example of scoring, see Example #2 at the end of this rules document. You'll notice that I scored 60 points in this game. Study this example carefully and make sure you understand scoring.

Version History

1.0.0 (07/13/2003): First draft

Example 1: Partial Layout
Showing alignment of tiles
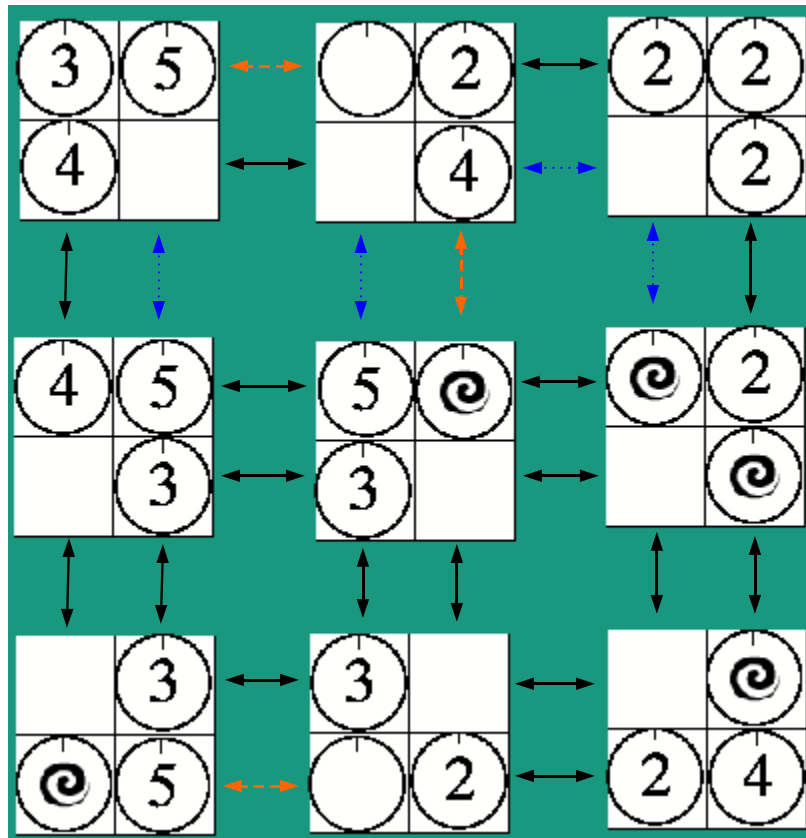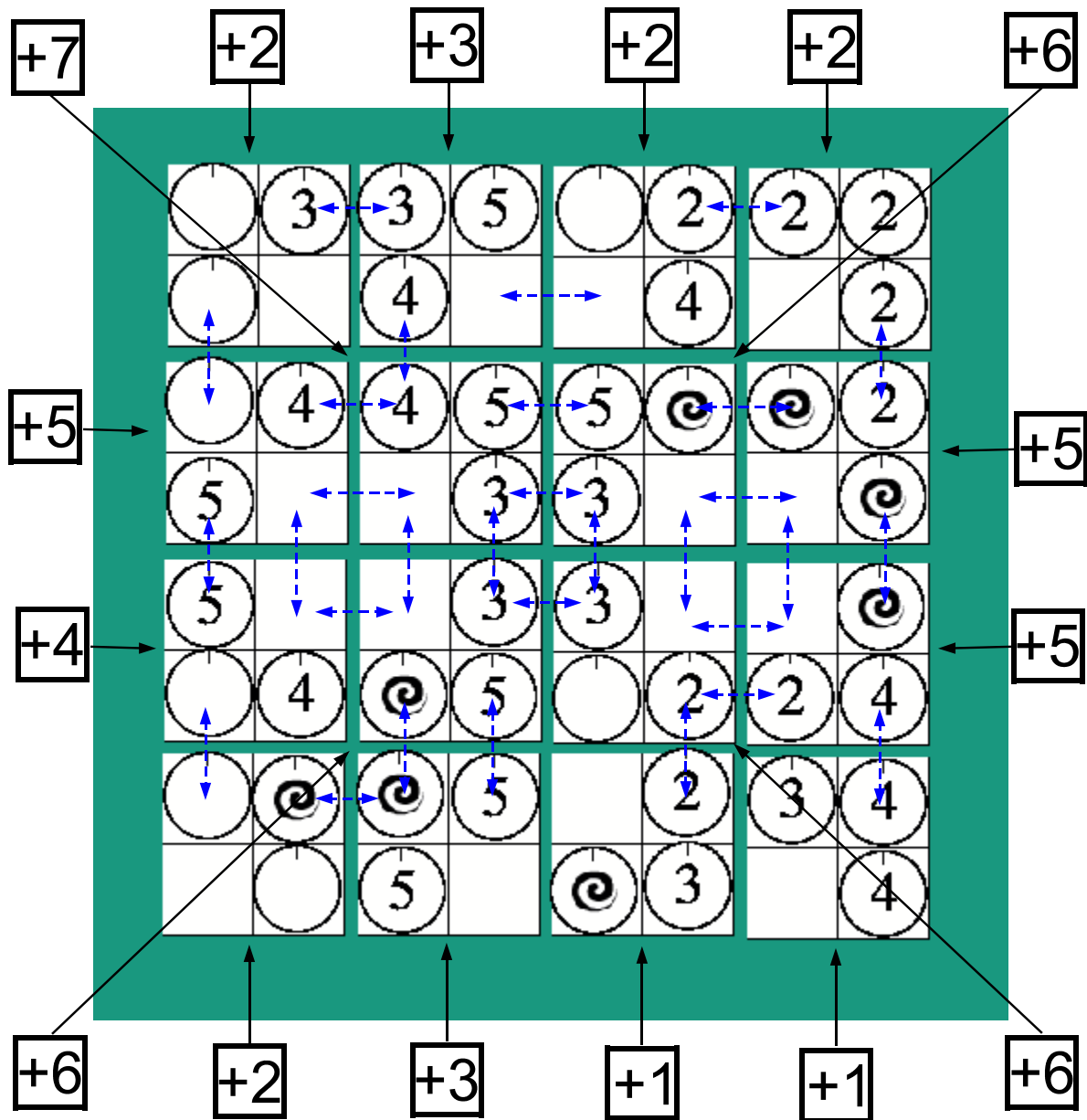

Condition #1: Coins or Empty Squares Match.
You score +1 for each of these.

Condition #2: Coins total 5. This can be
5+null, 4+ace, or 3+2.

Condition #3: Coin aligned with Empty
(Wild).

Example 2: Completed
Layout with points

Total Score: 60