

ONE SHOT

A piecepack game of chance and memory for 2 to 4 players.

OBJECT

Have the most points by claiming a single coin of each suit whenever their tile is revealed from the stack. The player with the most points after all players have been first player of a round wins the game.

SUMMARY

Players take turns working their way from the top to the bottom of the stack by throwing the die and flipping over the same number of tiles shown on the die. When they reach the bottom of the stack, their turn is over. Between the start and finish, they may take the coin that matches the tile they reveal, but only one of each suit. If they've already taken a coin from a suit, they cannot take a coin of that suit. When a die throw results in a Null (a 0 result) or a tile flip shows a 0/Null tile, set a die aside so you can use it later to improve your score.

Play a number of rounds equal to the number of players, rotating play order at the start of each new round. Each player adds up their own score from each round, and the player with the highest total score wins the game.

SETUP

1. Mix all tiles and arrange in a single, face-down stack (this means the tiles are grid-side up).
2. Arrange all coins next to the token that matches their suit.
3. Give the starting player a single die.

ON YOUR TURN

1. Throw the die. Lift and flip tiles equal to the value of your die result, making sure to keep them in the same order, but now face-up.
 - a. If you don't have a coin from the suit shown, you may take that coin now. Then throw the die again.
 - b. If you don't want to take the coin matching that tile, or if you already have a coin from that suit, throw the die again.
 - c. If you "throw or show" a Null/0, either as a die result or a tile shown, set one of the four dice aside and throw another die. If you have all four dice set aside, then you immediately end your turn.
2. Continue to throw the die, lift and stack tiles (be careful to keep them in the same order), and choose to take coins that match those tiles while you work your way to the bottom of the face-down stack.

Only reveal the final tile of the stack if your die value matches it exactly, otherwise keep it face-down and end your turn.

TALLY YOUR SCORE

1. Add the total of all coins you've collected on your turn.
2. If you have fewer than four suits collected, you may collect a coin that equals the number of Null/0 dice set aside. For example, if you have two dice set aside and coins from the Arms Moons and Suns suits, then you would take a "2" coin from the Crowns suit and add those two points to your score.

THE NEXT PLAYER'S TURN

1. Return the stack of tiles face-down in the exact same order you lifted and flipped them.
2. Return the coins you collected on your turn to their corresponding supply area.
3. Pass the die to the player on your left. They begin their turn with a full stack of tiles.

THE NEXT ROUND

1. After all players have had a turn with a stack, mix the tiles just as you did during setup, taking care to keep them all face-down and unknown to all players.
2. For the next round, the starting player is the player to the left of the previous round's starting player. For example, in a three player game: Player A is first, followed by B and then C. In the next round, player C is first, followed by A and then B. In round 3, turn order will be B, C, then finally A.
3. Play a number of rounds equal to the number of players, rotating play order at the start of each new round, so that each player has an opportunity to be the final player.

After the final round, each player adds up their own score from each round. The player with the highest total score wins the game.

TIEBREAKER

If two or more players have the same leading score at the end of three rounds, return the tiles to a face-down stack and have the players take turns throwing the die three times, taking the tile they reveal each time. After each player takes three tiles, the player with the highest value of tiles wins the game.

If players are still tied, repeat the process or share the victory.

SPECIAL NOTE: TWO-PLAYER GAMES

Since these games can be relatively short, they make a great filler for a two-person game night or warm-up for two latecomers to a gaming event. To make a "One Shot Duel" more competitive, consider four total rounds for a two player game, with each player throwing first for two separate rounds.

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