

The Long Way

v.0.5 Karl Hanf



Concept:

You're setting up a new location of a furniture mega-store. The shoppers will invariably find the shortest path from the entrance, to each cafeteria, and then to the exit. Your goal is to force that shortest path to be as long as possible, placing walls to channel the shoppers past as many furniture displays as possible.

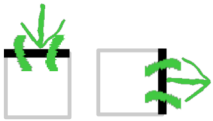
Pre-fabricated store sections are being shipped to you; each includes some walls and a product display. But they're arriving in a random order, and you're in such a rush to get the store ready to open that you must place each section as it arrives.

Setup:



Get **two dice**, preferably one light and one dark.

Give each player a game sheet. Your *coin box* is initially empty.



Draw an **entrance** and an **exit** on your 7x7 grid – draw each as an arrow and a *doorway* punched through the grid's exterior wall to any edge space.

Choose a start player. Players take turns clockwise.

Each turn:



The player whose turn it is **rolls the dice**. The light die specifies a tile shape and the dark die specifies a specific wall layout. (For example, **1** and **5** would indicate the tile shown here.)

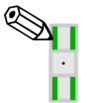


She may repeatedly spend a coin to reroll any one die. (To spend a coin, she crosses out a coin in her *coin box*.)

Then, privately and in parallel, each player must either

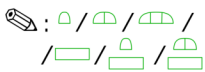
- (1) draw that tile, or
- (2) draw a cafeteria, or
- (3) stop playing.



Those options are:



(1) Draw that tile:

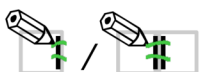
- Draw the rolled tile – **not rotated** – on *empty* grid spaces.



- On any one space of the tile you've just drawn, draw a furniture **display**, corresponding to **either one of the dice**. (For example, with **1** and **5** you could draw a chair  or a desk set .)



- If, **adjacent** to the new display you've just drawn and not separated from it by a wall without a *doorway*, there's a previously-placed **cafeteria or matching display**, do one of these:

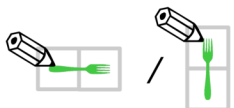


- (a) Draw one wall segment anywhere, on a tile or on an *empty* space. (It's *empty* no more.)

- (b) Reconnect two adjacent spaces anywhere by punching a *doorway* through 1 or 2 walls.

- (c) Get two coins: Draw them in your *coin box*.

(2) Draw a cafeteria:



Ignore the dice. Draw a 1x2 fork symbol instead of the rolled tile. Don't draw any walls or furniture display on it now. Over the whole game, you may not draw more than two cafeterias.

(3) Stop playing:

Other players may continue.

When all players have acted, they reveal their sheets, then the player whose turn it was passes the dice to the player on his left.

(Note: Tiles will never overlap. Every space where you place a wall segment is no longer *empty*. And tile spaces without walls are each drawn with a **dot**, to show that they're not *empty* either.)

Ike's! Ike's! Ike's!
The furniture your
pocketbook likes!



Come on down to
Flat-Pack Mack's -
You gotsta try our
sweet-ish meatballs!



Game End:

Find the **shortest path** from the entrance to a cafeteria – the nearest one – if any. Continue with the shortest path from either space of that cafeteria to the other cafeteria, if any. Finish with the shortest path to the exit. (If you placed no cafeterias, your path is simply from the entrance to the exit.)

If several paths are tied for shortest, choose any one of them. Each “shortest path” may traverse occupied and/or empty spaces, and go through *doorways*, but may not go through a wall without a *doorway*.

(Note: Where two adjacent spaces each have a wall between them: If only one of them has a *doorway*, then the other wall still blocks the way. Or it can happen that a *doorway* goes through both of them.)

Scoring:



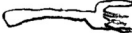

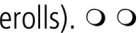









- Score 1 point per furniture display on the path.
- Score -1 point per empty space on the path.

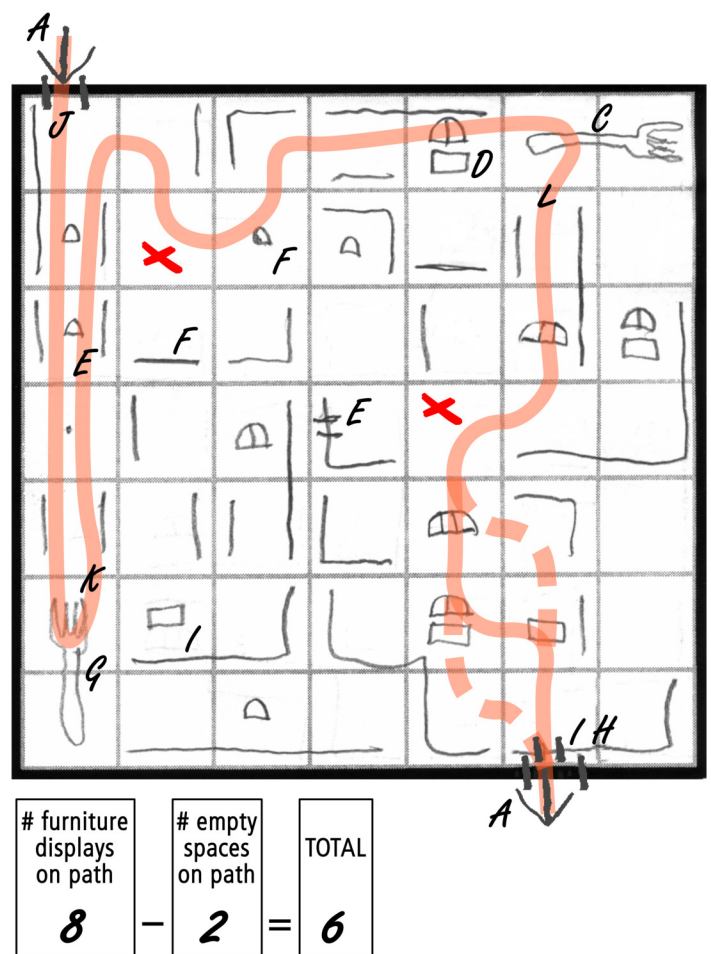
(You score 0 if there's no path from the entrance to the exit.)

In a solo game, judge yourself by this rubric:

- ≤5 : Failure; try again.
- 6+ : Respectable; try again.
- 9+ : Very good; you win!
- 12+ : Excellent; you're a champion!

Example Game:

- A. We drew the entrance and exit. 
- B. Our first roll was 1 and 5, which means this piece:  We placed it **at the left middle**.
- C. ...Later, we rolled a tile that we didn't want to place, so we instead placed a cafeteria at top right. 
- D. ...Later, we placed a  display next to the cafeteria, and chose to get 2 coins (which we later used for rerolls). 
- E. ...Later, we placed a  display next to a  display, and chose to punch a *doorway*  in a wall. (At this time, the wall just to its left wasn't there yet.)
- F. ...Later, we placed a  display next to a  display, and chose to add a wall segment.
- G. ...Later, we rolled a tile that couldn't fit anywhere on the board, so we placed a second (and final) cafeteria. 
- H. ...At some point, we covered the exit with a wall, knowing that we would have to punch a *doorway* through it later!
- I. ...Later, we placed a display next to a cafeteria, and punched out that *doorway*  to unblock the exit.
- J. At game end, we drew the customers' path: First, to a cafeteria – the one that's 6 steps away, rather than the one that's 8 steps away.
- K. ...then to the other cafeteria (unfortunately crossing one *empty space* ).
- L. ...and then to the exit (crossing another *empty space* ).
- The dotted lines show 2 other paths tied for shortest; we chose the one that crosses the most displays.



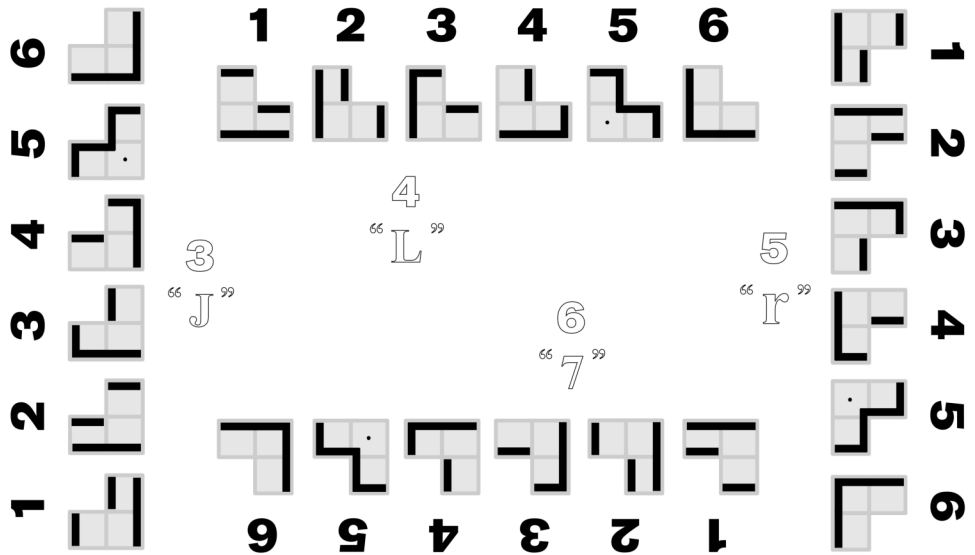
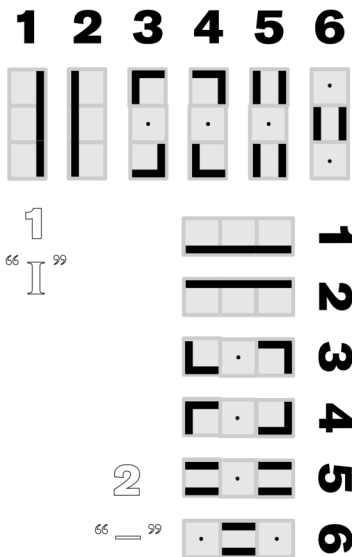
This biz
ain't for dopes -
Ya learns ya lessons
and tries again!



Thanks to the playtesters and proofreaders:
Kikwik
Trevor&Jack @teamcritch

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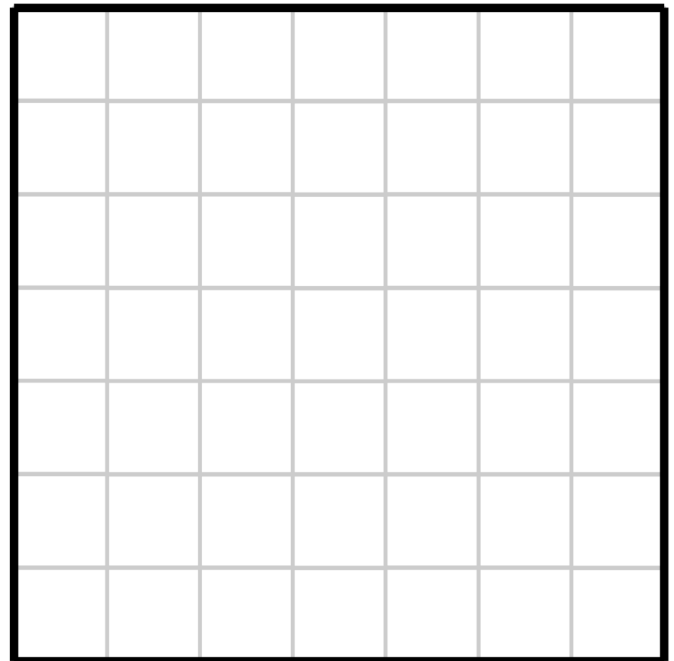
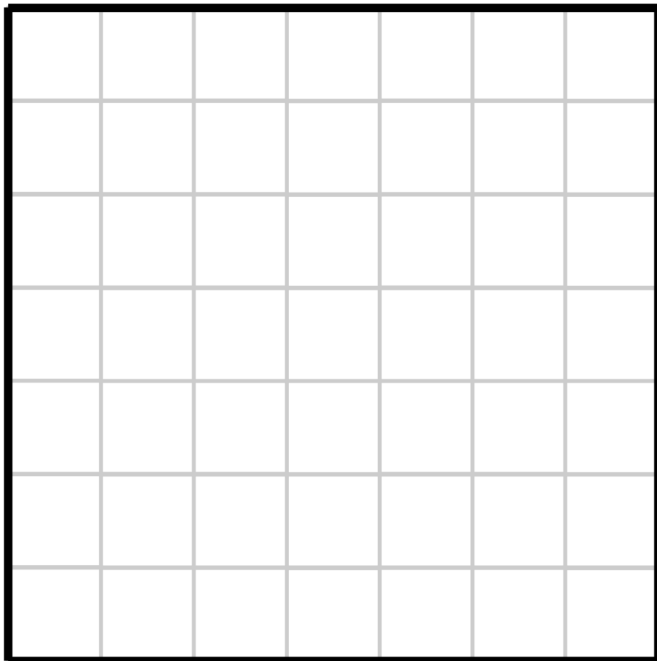
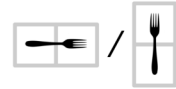
Displays:

(It's easy to see these as the numbers 1..6 if you remember that any table is "worth" 4.)



1/1 seat	2/2 loveseat	3/3 sofa	4/4 dining table	5/5 desk set	6/6 den set

Up to 2x/game,
ignore dice &
place a cafeteria:

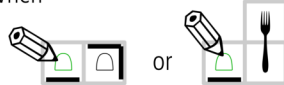


Coin Box:

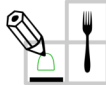
(to reroll 1 die on your turn.)

# furniture displays on path	# empty spaces on path	TOTAL

When



or



choose one:

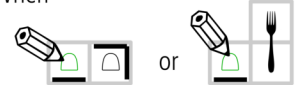
- place 1 wall segment
- cut doorway through wall(s)
- gain 2 coins ○ ○

Coin Box:

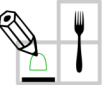
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or



choose one:

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