

Breadcrumbs – an abstract strategy game for two to five players*Equipment:*

25 unique game board tiles in five different colors (red, orange, green, blue, and purple), numbered 1-5 in each color

5 pawns, one each of red, orange, green, blue, and purple

125 plastic chips, 25 each of red, orange, green, blue, and purple

1 scoresheet with 5 markers, one each of red, orange, green, blue, and purple

Object:

Score the most points while preventing your opponents from doing the same.

Setup:

All players take turns naming a number, 1-5, with no duplicates. Shuffle all 25 of the tiles, and arrange them in a 5x5 grid. This forms the game board. The first tile laid down becomes tile A. Whoever chose the number closest to A's value is allowed to choose his letter, and therefore his color and starting position, within the allowed colors depending upon the number of players. Place a pawn and chip of the corresponding color on the correct tiles marked below, using the chart as reference.

A				D
		C		
E				B

Number of players	Spaces and colors to use
2	A (red) + B (blue)
3	A (red) + B (blue) + C (green)
4	A (red) + B (blue) + D (orange) + E (purple)
5	A (red) + B (blue) + C (green) + D (orange) + E (purple)

All players immediately score points according to the tiles their chips start on. See *Scoring* for more information. Elect a scorekeeper who is responsible for scoring all player's points, or have each player responsible for their own.

Player A begins, and play continues in alphabetical order of players afterwards.

Scoring:

Each tile has a number marking. That marking is the value of the tile in points. Each tile also has a color that may affect scoring as well.

At every point in the game, each player has a score equivalent to the following:

- For each tile containing that player's colored chip and no other player's chip, that player holds points equal to the number on the tile.
- For each tile containing more than one player's chip, each player whose chip is on the tile holds 1 point.
- In either of the above cases, if the color matches the player's color, the point values are doubled, *i.e.* Player B (blue) controlling a blue 4 on his own has 8 points from that tile. Should player A place his chip on that tile, player B is only earning 2 points from the tile, while player A earns 1.

Score changes a lot in this game, and to make the tracking simpler, perform any subtractions at full value first, then add any additions. *i.e.* Following the above example, player B had 14 points prior to player A, with 16 points, placing his chip on the blue 4. When player A places his chip, he does the math

and comes up with $16 - 0 + 1 = 17$ points, coming out ahead. Player *B*, however, was scoring 8 points from that tile, but will end up scoring 2 from sharing it with player *A* and matching its color, so he ends up with $14 - 8 + 2 = 8$ points.

Play:

Players take turns moving their pawn and placing chips. On a player's move, the pawn *must* be moved—there are no exceptions to this rule—and may only move one tile away in an orthogonal direction (up, down, left, or right). If the acting player also happens to have the lowest current score at the beginning of his turn, he may also move diagonally one tile instead of his normal move. If there is a tie for lowest score, no player may move diagonally until an absolute lowest score is obtained.

As players move their pawn to a new tile, one of two things happens:

- The new tile does not contain that player's chip. The player then places their chip on that tile.
- The new tile contains that player's chip. The player must remove their chip from that tile.

In either case, score is adjusted accordingly for all involved players. In the case of removing a chip, that player loses all points earned from that chip, and any player gaining sole control of a chip due to this may now reap the full point value from being the sole owner.

Play continues in this fashion until two pawns occupy the same tile (after movement and score adjustment), and the players controlling those pawns have at least ten chips on the board. At this point, the game is over, and the player with the highest score wins. In the case of a tie for highest score, the game is a draw for all players.

1	1	1
2	2	2
3	3	3
4	4	4
5	5	5

1	2	3
4	5	1
2	3	4
5		

Points tracker:

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89