

Home in One Piece

A game of strategy for two players using play dough
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The Idea

Each player has several separate blobs of play dough. During the game you will move and join your play dough until it is all in one big blob in the home zone.

The first player to have all their play-dough home in one piece wins.

Setting Up

1. The board has circles along the bottom, and a zone labelled "home" along the top. Both players sit next to each other on the side with the circles.
2. Each player choose a different-coloured blob of play-dough. (The two blobs need to be the same size. About 150g of play-dough is a good amount. Note there is a play-dough recipe at the end.)
2. Each player break their big blob into eight equal pieces.
3. Place these smaller blobs alternating in the circles at the bottom of the board.
4. Choose who goes first by whatever method you like best.

Your Turn

1. On your turn, roll the three dice. (Note: there are instructions for how to make these dice at the end.)
2. The number of blobs shown on the dice is the maximum number of blobs of your play-dough you are allowed to touch during your turn.
3. You are allowed to change the shape of the blobs you touch in whatever way you like according to the rules for changing blobs below.
4. The end of your turn happens according to the rules shown further below.

Changing Blobs

1. You are allowed to touch the blobs as many times as you like as long as the total number of blobs you touch is at most the number you rolled. You can change your blobs in any order, including switching back and forth between them. You don't have to change all the blobs you are allowed to.
2. During your turn, at least one part of each blob must stay in contact with the board in the same place on the board the whole time. (This means you

can't lift the whole blob off the board at any time.)

3. Your play-dough is not allowed to touch the other player's play-dough.
4. Joining two blobs counts as touching both blobs (so you can't join if you roll 0 or 1).
5. Other than these rules, you can change the blobs however you want, including stretching, squashing, twisting, turning, bending and branching. You can even encircle or build bridges over the other player's play-dough.

Ending Your Turn

1. If your play-dough touches the other player's play-dough, then you must move it a little so it no longer touches and end your turn.
2. If you build a bridge over the other player's play-dough, you must wait to see if it will stand by itself before finishing your turn. If it does not, then you have to deconstruct it. You can continue your turn as long as your play-dough has not touched the other player's play-dough.
3. When separate blobs join to make one bigger blob, you must end your turn, even if you have not moved all the blobs you are allowed to. (This means if you roll 3 and want to join three blobs, you must do the join all in one moment, because if you join just two, you will have to end your turn.)
4. If one blob breaks to form separate blobs, you must end your turn. Put your play-dough down as close to its current position as possible without re-joining it and finish your turn.
5. Other than these rules, you can keep manipulating your play-dough until you are ready to end your turn. Then you can simply tell the other player you have finished.

The Winner

The winner is the first player to get all their play-dough completely inside the home zone, and also combined into one big blob of any shape.

It is not enough for your blob to be simply touching the home zone. It is possible to have just one blob with a small part in the home zone, but if so, you have not won yet. Note that your blob can stretch as high above the home zone as you like.

It is not enough to simply have all your play-dough in the home zone. It must be joined together into one blob. It's possible to have separate blobs fully inside the home zone, but if so, you have not won yet.

Play-Dough Recipe

This recipe is taken from the MacKenzie's Cream of Tartar packaging. Note it makes a lot more play-dough than you need, but you can never have enough play-dough.

Ingredients:

- 2 cups plain flour
- 1 cup cooking salt
- 4 tbsp cream of tartar powder
- 2 tbsp cooking oil
- 2 cups water
- food colouring

Instructions:

1. Mix the dry ingredients in a saucepan.
2. Add the wet ingredients including the colour and mix well.
3. Cook over medium heat stirring continuously until the mixture congeals.
4. Tip out and allow to cool.
5. Knead until smooth.
6. Store in a plastic bag in an airtight container.

Special blob dice

The faces on the three special blob dice are either blank or show one blob.

Each die is different. One die has 5 blobs and 1 blank; one die has 4 blobs and 2 blanks; one die has 1 blob and 5 blanks.

An effective way to make these dice for yourself is to put plain stickers over the faces of ordinary dice, then draw dots on the stickers in the right places.

Alternatively, print the templates in the file "Home in One Piece Dice.docx" on thick paper so that you can cut them out and put them together to make your own dice.