

Shelving Wars!

For years now, your closet has sat empty, because you and your room mate have been completely unwilling to decide how to fairly divide the space. However recently, some kind neighbor dropped an entire truck-load of random lengths of shelving in your back yard. (Weird, I know, but these things just happen.) So you and your room mate have devised a cunning scheme! You will draw three shelves at random from the pile. Then you will build a shelving box as wide and as tall as two of the boards, and mount it in the closet, and that space will be yours! Unfortunately, then your room mate will get a turn to do the same, starting at the opposite corner.

You plan on continuing in this fashion until you run out of wood, run out of space, or someone shows up looking for the wood!

Shelving Wars!

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Shelving Wars Basic Rules.

Players take turns, The youngest player or least experienced player should go first.

1. Each turn starts with the player rolling 3 six sided dice.
2. The player must then can draw a box as tall as one of the dice, and as Wide as a different die. The first box *must* start in the players starting corner. After that subsequent boxes must share at least 1 corner and at least 1 edge with one of the player's previous boxes. Boxes cannot overlap.
3. The player earns a number of points equal to the area of their box.
4. The player loses a number of points equal to the height + width of their box.
5. Play ends either when each player has placed 8 boxes, or when one player is unable to place a box.

The player with the most points at the end of the game wins

Advanced Rules

Capture.

In addition to points scored during the game, after the game is over, each player earns 1/2 point for each square that is completely isolated behind their shelving structure.

Floating shelves.

On their turn, a player can chose to build a "floating shelf" This floating shelf is a straight line (horizontal or vertical) coming off the corner of one of their previous boxes.

A floating shelf costs as many points as it's length, but earns no points. No boxes or floating shelves can be built off of a floating shelf. But no shelves or boxes can cross a floating shelf either.

Variations

You can vary any of the following.

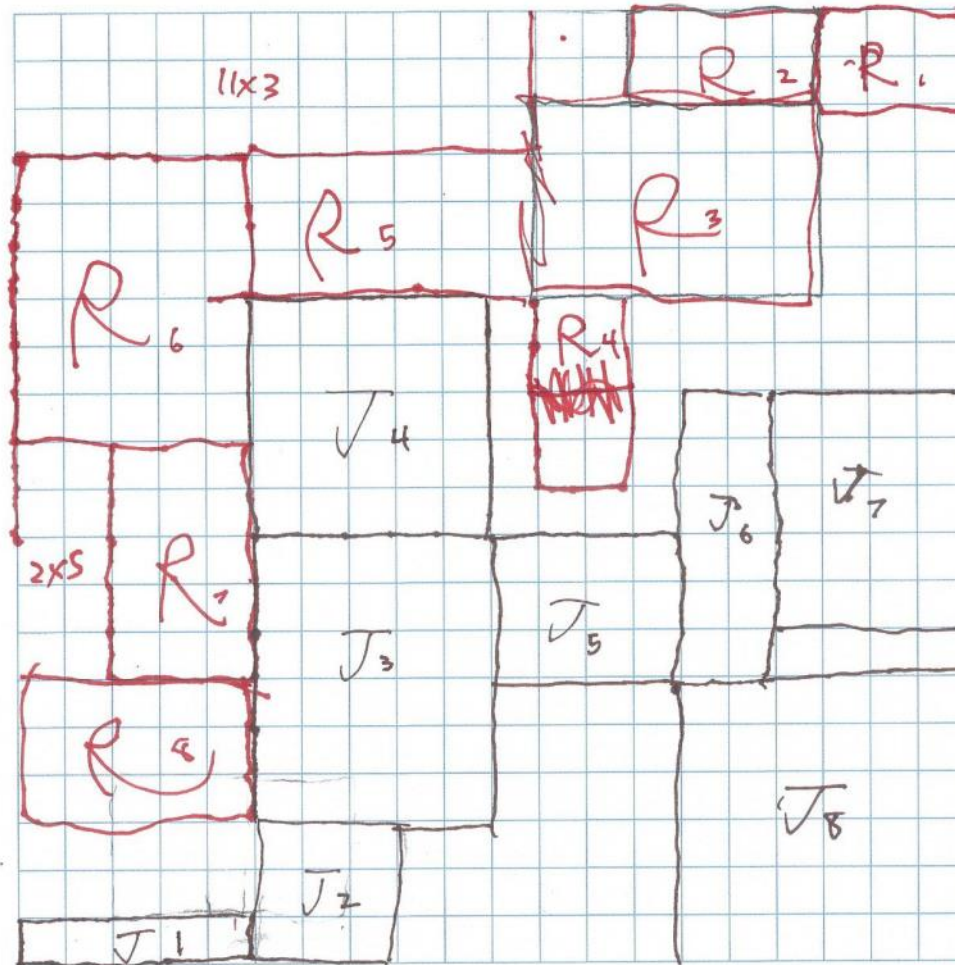
Number of players,
Number of turns
Size of grid
Number of dice
Size of dice.

Giving a younger player more dice, or one die of a larger size can be a good way to handicap the game in their favor.

$1 \times 5 =$	5
	- 6
	= -1
$3 \times 3 =$	+ 9
	= 8
	- 6
	= 2
$5 \times 6 =$	+ 30
	= 32
	- 11
	= 21
$5 \times 5 =$	+ 25
	= 46
	- 10
	= 36
$3 \times 4 = 12 + 12$	
	= 48
	- 7
	= 41
$2 \times 6 = 12 + 12$	
	= 53
	- 8
	= 45
$4 \times 5 =$	+ 20
	= 65
	- 9
	= 56
$6 \times 6 =$	+ 36
	= 92
	- 12
	80

$$\frac{33}{2} = 16.5$$

Battlefield



80
92
95
97

67
66
+ 16.5
82.5
84.5

$2 \times 3 = 6$	6
	- 5
	= 1
$2 \times 4 = 8 +$	
	= 9
	- 6
	= 3
$6 \times 4 =$	+ 24
	=
	- 10
	= 17
$2 \times 4 = 8 +$	
	= 25
	- 6
	= 19
$6 \times 3 =$	+ 18
	= 37
	- 9
	= 28
$5 \times 6 =$	+ 30
	= 58
	-
	= 47
$3 \times 5 =$	+ 15
	= 62
	- 8
	= 54
$3 \times 5 =$	+ 15
	= 69
	- 8
	61

Sample Shelving Wars game. (With the "capture" optional rule.)