

# Martian Combat

Martian Combat is a Treehouse game for 2-4 players.

Requirements: 2 Treehouse sets (3 for the Advanced version), either set can be used  
 6x6 grid (the Mega Volcano board is perfect for this)  
 6-sided die (1 for each player, preferably)

Set up the board as shown below, using two sets of each color pyramid. The four corners of the grid and the four center squares should be blocked off using counting stones, tokens, coins, etc. The picture below shows the set up using the Mega Volcano board and the little black squares from the ELBS set.



The object of the game is to get both of your nests to the opposite side of the board, formed into trees. The first player to do so wins.

Roll the die to determine who goes first.

## Movement

On each turn players may move one pyramid one square in any direction, horizontal, vertical or diagonal. You may stack the pyramids into nests or trees if you so desire. You may not move your pyramids into any of the blocked off sections.

At the end of each player's turn, the player will roll the Treehouse die or the d6, and take the following action, depending upon the result of the die roll.

<b>Treehouse die</b>	<b>d6</b>	<b>Action to take</b>
Tip	1	Totally Invert Pyramids. Any and all nests are converted into trees and any and all trees are converted into nests
Swap	2	Exchange positions of any one of your pyramids with any one of your opponent's. The pyramids must be the same size to be exchanged. You may not swap your pyramids with pyramids that occupy your home squares. You may swap your pyramids with those of your opponent(s) while they are nested or stacked. If your pyramid is covered by an opponent's pyramid, it cannot be moved until your opponent moves their pyramid off of yours.
Hop	3	One of your pyramids hops onto one of your opponent's pyramid forming a tree or a nest. Each player rolls a d6. If your die roll is higher than your opponent's your opponent's pyramid is pinned and cannot be moved until your pyramid is moved off of it. If your opponent's die roll is higher than yours, your pyramid is repelled back to its original position. Your pyramid(s) must be within two squares of an opponent's pyramids in

		order to hop onto them.
Dig	4	Place one of your pyramids under an opponent's pyramid. Your pyramid is now protected from attack, but it cannot be moved until your opponent moves the pyramid on top of yours. You may not dig your pyramid(s) under pyramids that occupy your home squares.
Aim	5	Advance Immediately. Roll the d6. You may move any number of pyramids any number of squares provided that the total number of squares moved does not exceed the die roll.  For example, if the die roll is a five, you can move one pyramid five squares; you can move one pyramid two squares and one pyramid three squares; you can move one pyramid two squares, one pyramid two squares and one pyramid one square; or any combination thereof as long as the total number of squares moved does not exceed the die roll.
Wild	6	You may pick one of the above options.

Once a tree is completed in its home square, a small black pyramid is placed on top of the tree. These pyramids cannot be attacked.

### **Combat**

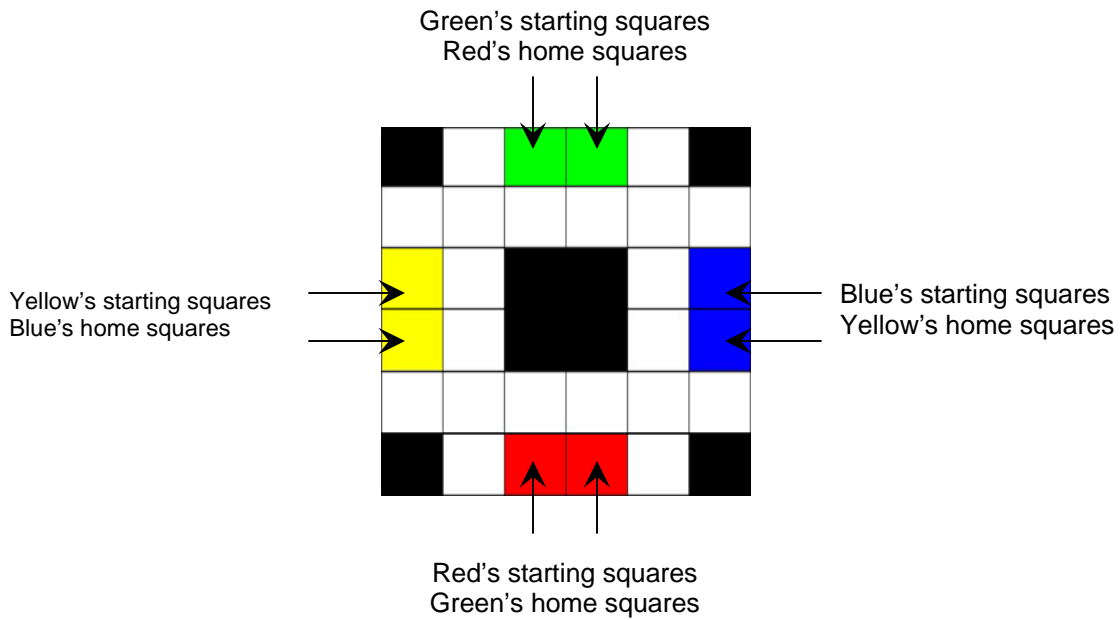
If you move your pyramid(s) into a square that is adjacent to a square occupied by an opponent's pyramid(s) you may initiate combat IF the total pip count of your attacking pyramid(s) meets or exceeds the total pip count of your opponent's pyramid(s). The following table provides examples of this rule.

Attacking pyramids pip count	Defending pyramids pip count	Initiate combat?
5	5	Yes
6	3	Yes
3	4	No

If your opponent's pip count meets or exceeds yours, he or she may initiate combat.

To initiate combat, each player involved in the combat rolls their die and adds the total pip count of their pyramids (attacker and defender only) to their die rolls. The highest number wins. The losing player returns his or her pyramids to their starting point and the winning player moves his or her pyramids to the spot recently vacated.

If the total pip count of both players is the same, then the defending player may initiate a counter attack immediately after the initial attack rolls. The players once again roll their die and add the pip count of their pyramids to the roll results. This time the results of BOTH attacks are added together. The highest number is the winner. In the event that both players tie, the dice are re-rolled. Highest roll breaks the tie.



### Winning

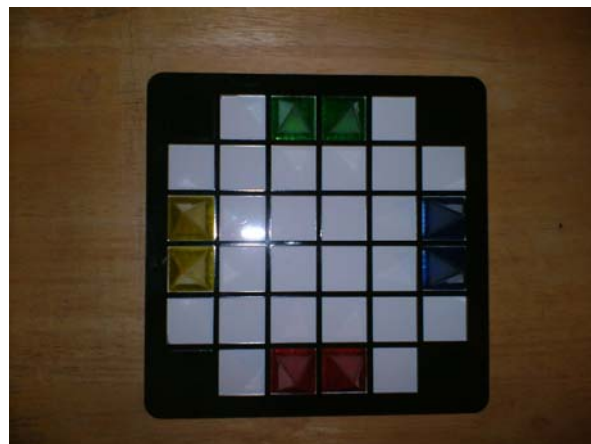
There are two ways to win:

- 1) The first player to get both of his or her nests stacked into trees in their home squares is the winner.
- 2) When all of the pyramids of a player are removed from the game (see the **Combat** section above), that player is eliminated from the game. When there is one player remaining with pyramids on the board, that player is the winner.

For a more challenging game, try blocking off a couple of squares.

### Simple Martian Combat

Simple Martian Combat is played identically to Martian Combat, except the 4 center squares are not blocked off, as shown in the picture below.



### Advanced Martian Combat

Advanced Martian Combat is played identically to Martian Combat, with the following exceptions:

- 1) One additional nest of each color is placed in the center of the board as shown in the picture below.



- 2) When combat is initiated, the losing player removes his or her pyramid(s). When one complete set is removed from the game, the center nest is moved to the starting row for that color, and is played normally.
- 3) The nests in the center of the board may not be attacked until they are put into play in the starting row.