Chicken Run

From IcehouseOrg

EDITING THIS PAGE IS FORBIDDEN UNTIL *February 5, 2008*

This game has been submitted by its designer to the Winter 2008 Icehouse Game Design Competition.

The folks down in Looney Hollow ain't famous for their culture, which is most evident when one notes their favorite sport: chasing down chickens. People come from all around the Hollow to watch when two families challenge each other to a Chicken Run. The only problem is that the spectators are usually so unruly and fanatical that they feel obliged to join in the game.

Objective

Be the first player to *capture* (put a pyramid on top of) two chickens with family members of the same size as the captured chickens, while dodging and *trampling* (moving over top of) unruly spectators and opposing family members.

Equipment

Two Treehouse sets: one of the Rainbow spectrum, one of the Xeno spectrum (or three matched sets, with an alternate setup).

Any 5x9 grid of squares. A chessboard works fine, if one player is willing to have his or her pyramids start on the border (i.e. off the squares), in "imaginary" squares.

Two six-sided dice (d6), ideally one black and one white, though the players can be careful to roll into separate areas, to keep each player's die distinguishable from the other.

Setup

Set the board between the players so that the five-square-wide sides face each player.

Give each player a d6 (ideally, use a d6 that matches the color that the player will be playing).

Use the white opaque pyramids to build one nest (the large on top of the medium on top of the small), and use the black opaque pyramids to build another nest. Each player takes his or her color nest and sets it on the center square of the edge of the board that is nearest to him or her. The pyramids in this nest comprise the player's *family*.

Place the yellow *chickens* upright in the center of the board, and place the *spectators* upright along the edge of the board, as shown:

	Chicken Run	
	David Artman	
	A barnyard sport simulation	
Players:	2	
Icehouse stashes:	2 Treehouse sets: 1 Rainbow and 1 Xeno (or 3 matched sets)	
Other equipment:	A 5x9 grid (a chessboard is suitable; see below)	
Setup time:	3 minutes	
Playing time:	10–30 minutes	
Rules complexity:	Medium	
Strategy depth:	High	
Random chance:	Medium	
Mechanics:	Chessboard, Dice	
Theme:	A whimsical chicken roundup with overly enthusiastic spectators	

Created in November, 2007

Chicken Run board setup: Rainbow and Xeno sets
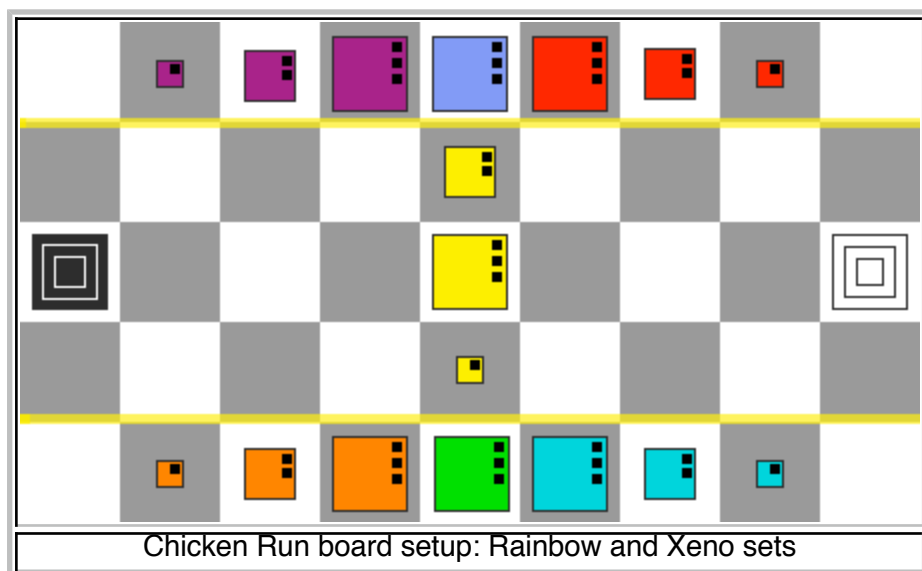
Note: The colors that you use for the spectators do not matter; but the placement of the large, medium, and small pyramids *does* matter.

If you have three matched Rainbow (or Xeno) sets, this is an alternate way to setup the board:

Chicken Run board setup: three matched sets
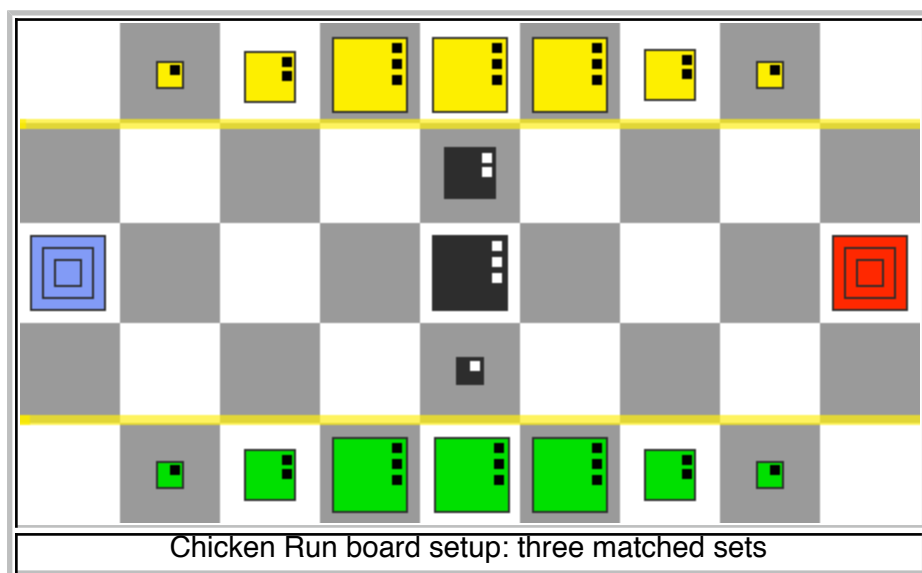
Playing

Determine who will go first.

Chicken Run is comprised of *rounds* during which one of the players will get to move either his or her family *or* the spectators and chickens. There is, however, a slight twist to the standard turn-based play common to other games.

Beginning A Round

At the start of every round, each player rolls his or her d6. One of three outcomes is possible:

- Black's result is higher than White's result - This round is Black's round to act.
- White's result is higher than Black's result - This round is White's round to act.
- The results are identical values - This round is the round to act for whichever player *least recently* had a round to act (i.e. if Black acted on the previous round, then White gets this round to act; and vice versa).

Note: If the results are identical on the first round of the game, roll again.

Determining What Moves

Those same die-roll results also dictate what pyramids the acting player may move:

- Black's result is higher than White's result - Black may only move black pyramids (i.e. his or her own family).
- White's result is higher than Black's result - White may only move white pyramids (i.e. his or her own family).
- The results are identical values - Whoever gets to act may only move transparent pyramids (i.e. chickens or spectators).

Moving Pyramids

Once you know whose round it is to act, the result of his or her die roll represents *movement points* that the player may use to move pyramids that he or she is allowed to move. Pyramids always move orthogonally—*never* diagonally—for these movement point costs:

- A small pyramid uses one movement point to move to an adjacent orthogonal square.
- A medium pyramid uses two movement points to move to an adjacent orthogonal square.
- A large pyramid uses three movement points to move to an adjacent orthogonal square.

A player need not use every movement point on his or her turn.

If a pyramid legally moves into an occupied square (see Movement Restrictions) then one of two things has happened:

- The family member is capturing a chicken, if the square is occupied by the chicken that is the same size as the capturing family member.
- The pyramid is trampling the occupying pyramid(s), if the square is occupied by non-chicken pyramids smaller than the moving pyramid.

Note: Capturing a chicken is not like it is in chess or checkers: at no time are pyramids removed from the board. Rather, a capture must be maintained—tying up the family member—until the game ends or until the player who controls that family member decides to *release* the chicken (move off of a capture), for whatever reason.

Movement Restrictions

There are a few restrictions on how pyramids may move:

- Only the top-most pyramid in a stack may be moved; a captured or currently trampled pyramids *may not* be moved.
- Family members and chickens *may not* leave the central 3x9 area (see the yellow lines on the images in the Setup section). A spectator may move freely around the full 5x9 area of the board.
- Spectators *may not* capture chickens *nor* trample family members, though they may trample each other.
- Chickens *may not* trample any other pyramid.
- A family member *may not* capture (or even trample!) a chicken of a different size.
- A family member *must be larger* than opposing family member(s) or spectator(s) to trample them (e.g. a large family member may trample a medium and/or small, opposing family member and/or spectator).

Winning

The first player to capture two chickens is the winner. For example, if White captures the medium chicken with his or her medium family member and captures the large chicken with his or her large family member, then White wins.

License

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Categories: 2-player | 2HOUSE | 3HOUSE | Chessboard | Dice | Half hour

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Hunt

From IcehouseOrg

> **EDITING THIS PAGE IS FORBIDDEN UNTIL** *February 5, 2008*
>
> This game has been submitted by its designer to the Winter 2008 Icehouse Game Design Competition.

Hunt is a game for 2-4 players hunting each other across a moving playfield of deadly nature using any two Treehouse sets.

Contents

- 1 What you need
- 2 Setting up the game
- 3 Who Starts
- 4 Winning the game
- 5 Terms
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- 7 Playing the game
    - 7.1 Turn Steps

Hunt

Jeff Wood

A hunt in a deadly maze

Players:	2-4
Icehouse stashes:	2 Treehouse sets (2HOUSE)
Other equipment:	optional chessboard
Setup time:	2 minutes
Playing time:	30 minutes
Rules complexity:	Low
Strategy depth:	Medium
Random chance:	Medium
Mechanics:	dice
Theme:	Abstract

What you need

- Two Treehouse sets, any set colors (Players will find the strategy changes slightly if the sets are mixed or identical)
- Optional chessboard bandana to help mark spaces

Setting up the game

- Setup a 5x5 space play field (Inside spaces).
- Randomly set all 10 large and 10 medium pieces (Fences) upright along the edges of the board (5 on each edge), outside the play field (Outside spaces).
    - Fences are Outside the field to start, but may move Inside the 5x5 grid during game play.
    - Fences are either Standing (upright) or Pointing (flat). The Fences are Standing at game start.
- Choose a first Player (longest hair, shortest hair, most novel color of hair, etc.).
- Players take turns drawing from the pool of 10 small pieces, creating a Stack on any empty Inside space on the board (for two players, this must be opposite corners of the board).
    - The first small piece taken by each Player is placed on the board, later pieces are stacked on top of this piece in order.
- Players continue drawing until each player stack is full (4 high for 2 players, 3 for 3 players, 2 for 4 players).
- Set aside the remaining small pieces from the game.
- Sample Setup:

Who Starts

- Last Player to create a full Stack starts the game.

Winning the game

- The Player with the last Stack in play wins.

Terms

Adjacent
    Two pieces are **adjacent** if they are one space vertically or horizontally away from each other
Damage
    Possible consequence of a **Hit**, removes one piece from a Stack
Fence
    Any medium or large piece, may be either **Standing** or **Pointing**
Hit
    A successful strike on a **Stack**, may be self-inflicted and may cause **Damage**
Inside
    Any of the 5x5 grid spaces is consided **Inside**
Outside
    Any of the 20 starting spaces for the Fences is considered **Outside**
Pointing
    A flat **Fence** pointing horizontally or vertically
Stack
    The Player's piece on the board, composed of a Stack of small pyramids representing the 'health'
    of the piece
Standing
    An upright **Fence** pointing upwards

Hitting and Damage

- Each Player Stack represents how much Damage from Hits a Stack can withstand before being
  destroyed.

- Checking for Hits is done at the end of each Step, after all pieces are moved during any of the
  three Turn Steps below.

- A Stack is considered Hit:
    - If another Stack attempts to move into the same square as the Stack.
    - If the Stack attempts to move onto a Fence or Outside square.
    - If the Stack ends movement in the uninterrupted (only empty spaces between) path from a
      Pointing Fence pointing at the Stack.
    - If a Fence is moved or Pointed such that it is Pointing (with only empty spaces between) at
      the Stack.
    - If any piece is moved such that another Pointing Fence is only now pointing (with only
      empty spaces between) at the Stack.

- Any attempt to move any piece into a non-empty square or a Stack to an Outside square causes
  the piece to remain in place (the piece is still considered moved), though a Hit occurs and is
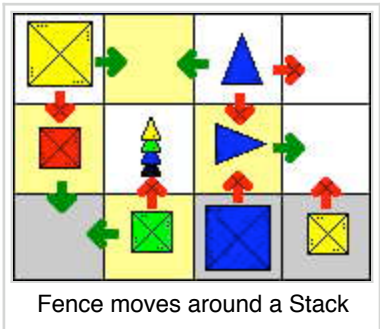
resolved.
- If a Stack moves onto another Stack, only the stationary Stack is Hit.

- All Hits are determined and resolved simultaneously whenever a check is made.
  - Any adjustments to a Stack (from Damage or the Dig or Wild Actions) never cause a Hit.

- Damage from Hits is resolved simultaneously:
  - Each Hit causes one Damage to the Stack.
    - No Damage occurs if the top color of the Stack matches the color of the Fence or opponent's Stack involved in the Hit.
    - If the Hit is a Stack attempting to move Outside, Damage occurs regardless of top color of the Stack.
  - For each Damage to a Stack, remove the top small pyramid of the Stack.
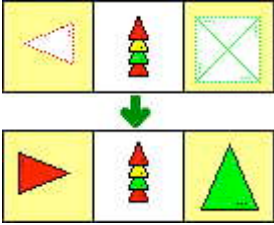 - If the Stack becomes empty, the owning Player loses and is out of the game.

Playing the game

Turn Steps

- **Step 1**
  - Move a Fence one space in any direction (Row or Column) to any empty Inside or Outside space, keeping the Fence's orientation. A Fence must either be moved adjacent to the Player's Stack (in any of the four spaces around the Stack) or an adjacent Fence must be made non-adjacent. If this is not possible, any Fence may be moved. A Pointing Fence may not move 'backwards' along its Pointed line, but may move sideways or 'forwards'.

- **Step 2**
  - Roll a Treehouse die and perform the result as shown below.
  - **If the action is impossible, then the Player's Stack is Hit and Damaged.**

Fence moves around a Stack

Die Result	Action	
1 - **Tip**	Player must tip any Standing Fence piece in their Stack's Row or Column along the Fence's Row or Column to point to any Inside space. This Tipped Fence then moves through all empty Inside spaces in the Pointed direction, staying in the last such space.	
2 - **Swap**	Player's Stack must swap positions with any Fence in the same Row or Column, keeping the Fence's orientation. If the Fence is Outside, the Stack does not swap positions, but is Hit and Damaged, in addition to any other Hits.	
3 - **Hop**	Player must either move (Hop) their Stack over any one directly adjacent Inside Fence to the board location on the other side or Hop an adjacent Fence to the empty square on the other side of the Stack. If a Stack's target square is Outside or is not empty, then the Stack bounces back to the original square, registering any Hit. If a Standing Fence is Hopped over by a Stack, it always falls to	

	Point at the target square, even if the Stack bounces back.	
4 - **Dig**	Player must move the top piece of their Stack to the bottom of the Stack. If there is only one Piece in the Stack, then the Player must add one previously-destroyed piece of their Stack to the bottom of the Stack instead.	
5 - **Aim**	Player must change the orientation of at least one adjacent Fence of their Stack to any Pointing direction (towards an Inside space) or to Standing. A change to a new direction must occur for each affected Fence.	
6 - **Wild**	Player may reorder the pieces of their Stack and then must choose one of the above options.	

- **Step 3**
  - Player then must move their Stack one space in any Row or Column to an Inside space. If this would result in coexisting with another piece, the Stack remains in place (though considered moved) and the consequences of the Hit(s) occur.

Play continues clockwise to the next Player.

Retrieved from "http://icehousegames.org/wiki/index.php?title=Hunt"

Categories: Abstract | 2-player | 3-player | 4-player | Treehouse set

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Martian 12s

From IcehouseOrg

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This game has been submitted by its designer to the Winter 2008 Icehouse Game Design Competition.

Martian 12s	
Designed by Avri Klemer	
Played in Casinos all over Mars	
Players:	2-5
Icehouse stashes:	2 matching Treehouse sets
Other equipment:	Opaque bag
Setup time:	2 minutes
Playing time:	As long as you want
Rules complexity:	Low
Strategy depth:	Medium
Random chance:	Medium
Mechanics:	Press your luck, Gambling
Theme:	Martian

Martian 12s is a 2HOUSE gambling game for two to five players.
Each round, the player with the highest score, without going over 12, wins the pot.

Pyramids score the following points, regardless of size:

```
Xeno              Rainbow
-----------------------
White       0     Black
Clear       1     Red
Orange      2     Yellow
Cyan        3     Green
Purple      4     Blue
```

The 30 pyramids from two matching Treehouse sets are
placed into an opaque bag.
Players will take turns pulling a pyramid from the bag to add to their scoring stack.
Scoring stacks remain in full view of all players at all times.

The player with the most cash in their wallet draws first.
After each round, first draw moves clockwise.

Each player puts a stake ($1) into the pot before pulling a pyramid.
Players are allowed to feel for the size they want to pull. However, they may not look to see the color.

Play moves clockwise to the next player who may pay and pull another pyramid, or pass on his current score.
A player who passes cannot pull again this round, although his score stands unless beaten.

A player who's stack scores more than 12 has popped, and is out of the round.

If there is more than one player who has neither passed nor popped after six pulls, the round is scored.
In the case of tied scores, the player reaching that score with the most pyramids wins.
If still tied, the pot is split between highest scores, with any remainder carrying over to the next pot.

Variants

The stake can be lower (pennies, dimes, quarters) or higher (fives, tens, hundreds!) as agreed before the games starts.

Alternatively, each player can be given an equal amount of chips (or beads or candy).

A two player game can be played with a single Treehouse set.
Similarly, more than 5 players can play by adding another matching Treehouse set per two players over 5.

External Links

- Martian 12s is listed on BoardGameGeek (http://boardgamegeek.com/game/33474)

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Categories: 2 Treehouse sets I 2-player I 3-player I 4-player I 5-player I Abstract I Press Your Luck I Indefinitely I Gambling I Martian theme

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Martian Gunslinger

From IcehouseOrg

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This game has been submitted by its designer to the Winter 2008 Icehouse Game Design Competition.

Contents

Status

Revision Notes:

- 3.1 (October 30, 2007) Adjusted the mechanism for scoring.
- 3.0 (April 11, 2007) Out of playtesting mode, working on creating player mats for the different card areas and adding the different tables.
- 2.2: (July 27th, 2006) Changed the attack rule to 2 V.P. instead of 1 V.P.
- 2.1.1: (July 12th, 2006) Posted on the Icehouse wiki
- 2.1: (July 8th, 2006) Posted game in blog.
- 2.0: (July 7th, 2006) Added the Treehouse Die, changed from one monochromatic stack per player to one Treehouse stack for the game.
- 1.5: (June 26th, 2006) Rewrote the Quest rules, now are Event rules. We may use the Quest rules if the game can become an engine for the Icehouse system.
- 1.4: (June 15th, 2006) Finished the Hand Chart.
- 1.3: (June 14th, 2006) Finished the Quest Chart and Resource Chart.
- 1.2: (June 9th, 2006) Rewrote Victory Conditions
- 1.1: (June 2nd, 2006) Wrote beginning story
- 1.0: (May 21st, 2006) Finish Alpha version of game, ready for playtesting.

Storyline

In the western areas of Mars, where men are men and the horses love them for that, is the setting for our tale of power, control and a really nice peanut butter and jelly

Martian Gunslinger

sandwich. This is where the land is untamed, the people are wild and lawlessness reigns. Do you have what it takes to make your mark on this dusty land and call yourself a true Martian Gunslinger?

An abstract Western theme boardgame with a checkerboard

by Shane Tilton

Template:Infobox Game Awards

Players:	2–4
Non-players	0
Icehouse stashes:	2 Treehouse Stashes, both of the same color
Other equipment:	Deck of Playing Cards, Checkerboard, One Six-Sided Die (d6) per player plus one extra die and a potato

Release date July 2006		**Setup time:**	5 minutes
Playing time: 45 minutes		**Rules complexity:**	High
Strategy depth:	Medium	**Random chance:**	High
Theme:	Sci-Fi meets Western		

This was originally designed a generic gaming system. The resources, events and card actions could change depending on the theme of the game.

… Martian Go Martian Gunslinger Martian Life …	This is one of the **223** varieties of Icehouse games

Set-up

To set up the board, set one of the stashes aside, this stash will be used for scoring later. If there are only two players, remove two of the trees from the first stack and set them aside. If there are three players, remove one of the trees. The checkerboard is set up with a corner pointing at each of the chairs. Each player picks a tree and rolls their d6. The highest roller is player one, second highest is player two, etc. One of the trees that were not chosen is placed on the board. The three pieces that make up this tree are called the "plotpoints". Player one either place his small piece in one of the corner of the board (this is their "home square"), points that piece at one of the squares and sits down behind it or places one of the plotpoints standing up on an empty square that is not a corner square or adjunct to the corner square. The setup ends when all players have had a chance to place their starting small piece in a corner square and have had a chance to place a plotpiece on the board. The player in a 2 and 4 player game that did not have a chance to place a plotpoint on the board may move one of the plotpoints to another square on the board (as long as it is not adjunct to the corner square).

Each player is dealt four cards, which forms the player's hand. Each player is dealt one additional card. This card is their "event card." The player looks at it and places it facedown in front of them. Player should place their medium and large pieces and their d6 on their event card. Players can look at their own event card any time they wish. There should also be an empty area in front of each player. This is their resource pile.

Turn Order

1. Roll the table d6 and the Treehouse die
2. Resolve the rolls
3. Move
4. Attack or Attempt Plotpoint
5. Resolve Attack/Attempt
6. Play card from hand (optional)
7. Lay down a resource card (optional)
8. Play event card (optional)
9. Draw card(s)

Rolling dice

Player one rolls the table d6 and the Treehouse die. The Treehouse die does the following for the player:

- Aim: allows one free orient of your own piece.
- Hop: allows player to avoid contact with other piece or if a piece is one square away makes contact with that piece (including plotpoints).
- Tip: points opposing piece of player's choice toward any square of player's choice.
- Swap: allows the player to switch two pieces on the board (including plotpoints).
- Dig: allows the player to take the top card from the draw pile or the discard pile and place it in their hand or resource pile.
- Wild: allows the player to choose one of the treehouse functions or reroll the d6.

Movement

The d6 is rolled for movement points. Pieces can only move in the direction that it is oriented. A piece can move straight across or diagonally. It cost one movement point to reorient a piece.

Attempt/Attacks

If your piece ends its movement on an adjunct square to any of the plotpoints and your piece is pointed at the plotpoint, You can attempt a plotpoint. You draw a card. Another card is drawn. If your card is higher than the drawn card, you score one victory point (v.p.). Both of these cards are discarded. Anytime you score a v.p., move your die so it shows how many v.p. you have. A player can not do this action twice in a row. You must move to another plotpoint to score the v.p..

If an opposing piece is in an adjunct square to yours at the end of movement, your piece is pointed at the opposing piece and the opponent has scored at least two v.p. any time during the game (they don't need to have two points currently), you may choose to attack that piece. Both you and your targeted opponent draw five cards. If one piece is larger than the other, that player draws an additional card per extra pip (e.g. the attacker is attacking with a large piece (3 pips), the defender has a small piece (1 pip). The attacker draws seven cards, the defender draws five). The player can discard and draw two cards. The player with the most v.p. can discard & draw an additional card. If there is a tie in v.p., no one gains this advantage. The highest poker hand wins the attack. The poker hands are discarded after the attack. The losing piece must shrink by one size. If the piece was a small at the beginning of the attack, it is removed from the board. The losing player loses half of their v.p. (rounded up). The losing player loses their next turn. The turn after that, the player can only place their piece in their "home square." If the losing player has zero v.p., they lose two turns instead of one.

Playing a card from the hand

After the movement and attacks/attempts have been resolved, the player may choose to play a card from their hand. Each card represents an action.

Hand Table

Card	Effect
King	If there are two cards with the same suit as this king in your resource pile, you can discard those two cards to permanently add one card to your draw hand during attacks including attacks caused by events or increase your discard and draw capability by one card permanently. You must choose which ability it has when the card is played. This card remains

	by your event card as a reminder of the increase. It is considered out-of-play.
Queen	If there are two cards with the same suit as this queen in your resource pile, you can discard those two cards to permanently add one card to your draw hand during attacks including attacks caused by events. This card remains by your event card as a reminder of the increase. It is considered out-of-play.
Jack	If there are two cards with the same suit as this jack in your resource pile, you can discard those two cards to increase your discard and draw capability by one card permanently. You must choose which ability it has when the card is played. This card remains by your event card as a reminder of the increase. It is considered out-of-play.
10	If there are two cards with the same suit as this 10 in your resource pile, you can discard those cards to move your piece to any empty square on the board. This card is discarded.
8 or 9	If there are one card with the same suit as this 8 or 9 in your resource pile, you can discard that card to discard as many cards from your hand as you wish and draw your hand up to six cards. You may also choose to discard your event card and draw a new one. This card is discarded.
5,6 or 7	If there are one card with the same suit as this 5, 6 or 7 in your resource pile, you can discard that card to increase your piece by one size (e.g. small to medium, medium to large). This card is discarded.
2,3 or 4	If there are one card with the same suit as this 2, 3 or 4 in your resource pile, you can discard that card to discard one of your opponent's resources. This card is discarded.
Ace	If there are one card with the same suit as this Ace in your resource pile, you can discard that card to reroll one of your die in the future. Discard this card when you use this reroll.

Laying down a resource card

After you play a card from your hand or not, you may choose to lay a card face-up in your resource area. This card represent different resources.

Resource Table

Card	Resource
King	The Sheriff
Queen	Casino
Jack	The Wanted Person
10	Cattle
9	A Gun
8	A Horse
7	Church
6	Stagecoach
5	Grazing Land
4	Courthouse
3	Jail
2	The Bank
Ace	The Undertaker

Playing a Event Card

During this phase of the turn, you may choose to play your event card if the card's condition has been

met.

Event Table

Card	Title	Effect
King	Become a Cattle Baron.	In your resource pile if you have the Wanted Person (Jack), Cattle (10) & Grazing Land (5), this card is revealed. You discard all of the resources in your resource pile to gain 2 V.P. This card is discarded and you draw a new event card.
Queen	Survive a Shootout at High Noon.	In your resource pile if you have either the Wanted Person (Jack) or the Sheriff (King) and an opposing player has the other, this card is revealed. Both players draw five cards. If either player has the Gun (9), add one card to their hand. Both players may discard and draw up to two cards. The player with the highest poker hand gains 2 V.P. The poker hands are then discarded. Both the Sheriff and the Wanted Person are discarded. This card is discarded and you draw a new event card.
Jack	Become a Pony Express Rider	In your resource pile if you have the Horse (8), the Stagecoach (6) and another resource, you must transport the other resource to another player. You gain 2 V.P. Both the Horse and the Stagecoach are discarded. This card is discarded and you draw a new event card.
10	Start a Barroom Brawl.	In your resource pile if you have the Gun (9) and the Casino (Queen), you can attack any opposing player (even if your piece is not point at them). Each player in the fight draws five cards. Each player can discard and draw two cards. The player with the highest poker hand gains 2 V.P. The poker hands are then discarded. Both the Gun and the Casino are discarded. This card is discarded and you draw a new event card.
9	Become a Casino Tycoon.	In your resource pile if you have the Casino (Queen), the Bank (2) and at least one other resource, reveal this card. Flip these three resources face down. If somebody targets to destroy one of these resources, they must choose it at random (à la "Three Card Monty"). If the Casino or the Bank survive to your next turn, you score 1 v.p. at the end of your turn and remaining resource gets discarded. If both the Casino and the Bank survive, you score 2 v.p. at the end of your next turn. If all three survive, you score 2 v.p. at the end of your turn and only the Casino and Bank are discarded. If none of the resources survive, you lose all of resources. Discard this event when the event resolves and draw a new event card.
8	Become a Hanging Judge.	In your resource pile if you have the Undertaker (Ace) and the Courthouse (4), reveal this card. When you conduct a successful attack on an opposing player, you score 2 v.p. if the Undertaker and Courthouse remain in your resource pile. Both the Undertaker and the Courthouse are discarded when the v.p. are scored. Discard this event when the event resolves and draw a new event card.
7	Become a Crack-Shot.	In your resource pile if you have the Gun (9) and the Horse (8), reveal this card. Everybody draws a card. If you have the highest card, you score 2 v.p. If there is a tie, the highest scores re-draw until one person has the highest card. If somebody else has the highest card, they score 1 v.p. Both the Gun and the Horse are discarded. This card is discarded and you draw a new event card.
6	Have a Holy Vision.	If the Church (7) and the Undertaker (Ace) are visible in any resource pile, reveal this card. You call a suit and a number. You draw a card. If you correctly guess either the suit or the number, you score 1 v.p. If you guess both, you score 2 v.p. This card is discarded and you draw a new event card.
5	Run a Jailbreak.	If an opposing player has both the Jail (3) and the Sheriff (King) showing, reveal this card. You and the player holding these resources will draw a card. The highest card wins 2 v.p. If there is a tie, the jailbreak fails and nobody scores the v.p. If you win, the Jail is discarded. If you lose, one of your resources are discarded (your choice). If you do not have any resources, you lose one card from your hand (your choice). This card is discarded and you draw a new event card.

4	Conduct a Robbery	If one opposing player has either the Bank (2) or the Stagecoach (6) in their resource pile and you have the Gun (9), reveal this card. Both the player holding the Bank/Stagecoach and you draw five cards. Both players may discard and draw two more cards. The highest poker hand wins 2 v.p. Both the Bank/Stagecoach and Gun are discarded. This card is discarded and you draw a new event card.
3	Host a Revival	In your resource pile if you have the Church (7) & Grazing Land (5), reveal this card. It's time for a good old-fashion revival. Starting with you, draw a card. If the card is a seven, you score 2 v.p. If it isn't continue with the person on your left and have them draw a card. The drawing continues until one person draws a seven. That person scores 2 v.p. Both resources are discarded. This card is discarded and you draw a new event card.
2	Punch a Cow (for apparently no good reason).	If any other player has Cattle (10) in their resource pile, reveal this card. You and the player with the Cattle draw a card. Both players will continue to draw until one player has two consecutively higher draws than their opponent. That player scores 2 v.p. If you win, the Cattle are discarded. If you lose, you discard a resource (your choice). If you do not have a resource, you must discard a card (your choice). This card is discarded and you draw a new event card.
Ace	Become Mayor of This Town.	In your resource pile if you have the Jail (3) & the Courthouse (4) and all players have at least one card of the same suit in their resource piles, reveal this card. This town is having an election for Mayor. On a sheet of paper, all players put down a number of resources they would be willing to pay to become Mayor. The bids are revealed. The highest bid becomes Mayor and pays that amount. If there is a tie, the player who is playing with the piece with the most pips wins. If there's still a tie, the player who has the most v.p. wins. If there's still a tie, the player who has the highest number showing in their resource pile wins. If there's still a tie, the potato will know what to do. The winner scores 2 v.p. and is the Mayor. Both resources are discarded. This player remains the Mayor until another player scores at least 1 v.p. When a player score a v.p., the player is no longer the Mayor and the title remains vacant until the next election. The event card is then discarded and you draw a new event card. If nobody else scores a v.p. in three rounds around the table, the mayor is declared the winner of the game.

Drawing a Card

Finally, you draw one or two cards depending on how many cards you played during the resource and hand phase. Your turn is over and the player to your left begins their turn. If there are no cards left in the draw pile, shuffle the discard pile and create a new draw pile.

Keeping Track of Victory Points

Each player should have the other tree of the same color they are playing in front of them. The pieces should be separated and pointed away from the player. If the player has one to three V.P., the single to three pip pyramid will point straight up, depending how many points are scored. The player's other pyramids point away from the player. If the player is at four V.P.s, the one pip pyramid is placed on top of the three pip pyramid. If the player is at five V.P.s, the two pip pyramid is placed on top of the three pip pyramid. If the player is at six V.P.s, the player has their tree showing.

Winning the Game

The game ends when one player has either:

1. scored 7 v.p.
2. forced the rest of the players off the board or in their home squares.
3. has a straight flush showing in their resource pile.

4. been the Mayor for three rounds.

That player is declared the winner.

Credits and Copyright

Retrieved from "http://icehousegames.org/wiki/index.php?title=Martian_Gunslinger"

Categories: PIP System | Treehouse set | Chessboard | Playing cards | Combat | Roleplaying | Martian theme

- This page was last modified 15:27, 27 December 2007.

Timberland

From IcehouseOrg

Timberland	
Ryan Hackel	
Treehouse meets Volcano; tipping and hopping shared pieces for points	
Players:	2-4
Icehouse stashes:	2 Treehouse sets
Other equipment:	Volcano board, 2 Treehouse dice
Setup time:	3 minutes
Playing time:	15–30
Rules complexity:	Low
Strategy depth:	Medium
Random chance:	Moderate
Mechanics:	dice, shared pieces
Theme:	Abstract

Timberland is a Treehouse-meets-Volcano game for 2-4 players. Players perform Treehouse actions on shared pieces scattered about a Volcano board until they collect enough points to win. Themewise, think of this as cultivating hardwood trees, and then sending out logging crews to harvest the fully grown trees, thinning out the forest over time.

Contents

- 1 What you need
- 2 Setup
- 3 Play
- 4 Winning the Game
- 5 Credits and Copyright
- 6 Comment and Questions

What you need

- Two Treehouse sets, including 2 Treehouse dice. Timberland is playable with mismatched sets, but with lower scoring all around.
- One Volcano board, one without form-fitting edges

Setup

Arrange the two Treehouse sets as nests on a Volcano board, like so:

```
 ----------
| | |x| | |
 ----------
| | |x|x| |
 ----------
|x|x| |x|x|
 ----------
| |x|x| | |
 ----------
| | |x| | |
 ----------
```

Play

On your turn, roll both dice and follow their actions in the order of your choice.

For each action, choose any one square of the board. Your action is constrained to a row of pieces, just like in Treehouse, but you have a choice of using the selected square's row or column. Your action uses only that region of the board.

These actions work just like in Treehouse, with the following differences:

- TIP - Pushes other pyramids ahead if they are in the way. Cannot be performed if this would put pieces off the board.
- SWAP - Trade the entire contents of one sqaure with those in another square without changing orientation.
- DIG - Piece digs in direction it points in. Pushes other pyramids ahead if they are in the way. Cannot be performed if this would put pieces off the board. Originating square is left empty.
- HOP - If the piece landed upon does not point in the line of action, it is still turned upright.
- AIM - Piece can be pointed in any of the four cardinal directions.
- WILD - works as normal

Players cannot pass: each die roll must be played if a legal move exists for it.

Winning the Game

When you form a tree, remove the tree from the board, and score points: 1 point for each mixed-color tree, and 3 points for each solid-color tree. Unlike in Volcano, pyramids are not conveniently rearranged post-capture, and are scored 'as-is'. The winner is the first to score **7** points.

If the board has no pyramids on it, the game immediately ends, and the player with the most points wins.

Credits and Copyright

designed by Ryan Hackel, distributed exclusively via IcehouseGames.org wiki (http://icehousegames.org/wiki/) .

Comment and Questions

- Comments and suggestions on improvements are welcomed at Talk:Timberland.
  - Thanks for the input!

Categories: 2 Treehouse sets | Dice | 2-player | 3-player | 4-player | Half hour | Volcano board

- This page was last modified 15:28, 27 December 2007.

Timelock

From IcehouseOrg

Timelock	
Jason Darrah	

Someone's gone and broken the TimeLine again.

Players:	2
Icehouse stashes:	2 Treehouse Sets
Other equipment:	Volcano board, 2 six-sided dice
Setup time:	<1 minute
Playing time:	10-20 minutes
Rules complexity:	Low
Strategy depth:	Medium-Low
Random chance:	Moderate
Mechanics:	Dice, game board, stacking
Theme:	Abstract, Race

Timelock is a 2-player semi-abstract strategy game where players race to match Stacks of pyramids to their Goal... before their Goal changes, that is. Players will need two Treehouse sets (ideally one Rainbow set and one Xeno set), two 6-sided dice, one Treehouse die, and a Volcano board or other 5x5 square board.

Contents

The Story (Nanofictionally speaking)

Someone's gone and broken the TimeLine again.

An agent of the Time Repair Agency, you must create a Timelock to stop the TimeLine from arbitrarily changing. When everything went haywire, an alternate version of yourself was created. If your alter-ego sets their Timelock first, they will take your place in the TimeLine and vice-versa. Once it's done, who is the real you?

Rules

Setup

Arrange pieces of one color into a Nest and place it in the center square in the row closest to you. This is your Goal. Then build 4 single color Trees and place them in the empty squares in the row closest to you. These are your Time Stacks. Your opponent does the same.

Opposing trees in the same column should not be the same color. If you are using one Rainbow set and one Xeno set, this will not be an issue.

The board should now be set up as follows:
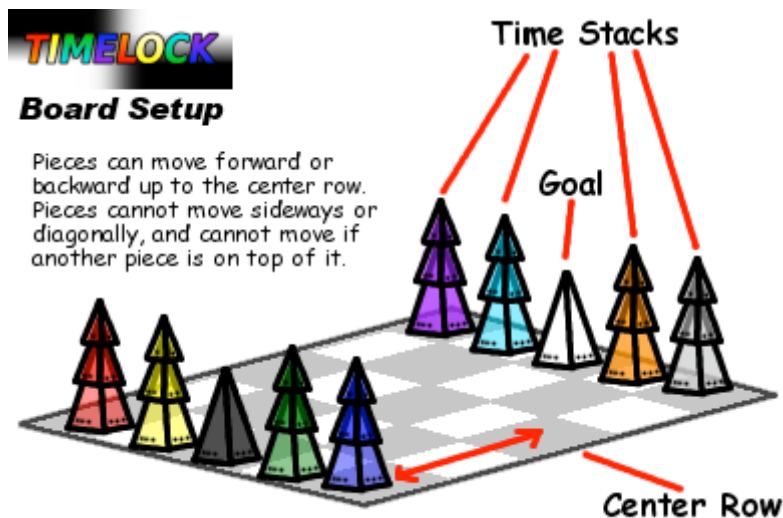
Goal

The object of the game is to rearrange your 4 Time Stacks to match the current arrangement of your Goal.

Play

Whoever has the Treehouse die gets to go first.

On your turn, roll 2 six-sided dice and a Treehouse die. The Treehouse die gives you a special Action (see below), while the 2 six-sided dice determine your Movement Points.

Moving

You have a number of Movement Points equal to the number rolled on each six-sided die to be used on pieces from one Time Stack. If you roll 5 on one die and 4 on the other, you get 5 Movement Points to move pieces from one Time Stack, and 4 Movement Points to move pieces from a different Time Stack.

You may only move pieces from your own Time Stacks, and your opponent's Goal (see below). You may not move any pieces from your opponent's Time Stacks or your own Goal!

Pawns (1 pip) cost 1 Movement Point to move one space, Drones (2 pips) cost 2 Movement Points to move one space, and Queens (3 pips) cost 3 movement points to move one space. You may move pieces forward or backward in the column that it is in, up to the Center Row. Both players may have pieces in the Center Row, but may not move beyond that square.

You may not move pieces sideways or diagonally.

A piece may not be moved if another piece is sitting on top of it, but a piece may "DIG" to the top of the Stack it is in by spending enough Movement Points to move it (so 1 point to dig a Pawn, 2 points for a Drone, and 3 points for a Queen). You may only DIG a piece if it is in the center row!

You may divide Movement Points up among any number of pieces of the same color in any order. So you can move a piece 1 space, move another piece into that space, and move the first piece back to land on top of that piece, for example.

Any Movement Points not used are lost. They may not be used on a different Time Stack, or combined with Movement Points from the second die except as noted below.

Special Movement Rules

If both six-sided dice roll 3 or less, those numbers may be added together and used on one Time Stack. (So essentially, you only get to move one Time Stack on that turn instead of two).

You may move any size piece in your opponent's Goal one space by spending 6 movement points. These movement points may not come from more than one die unless both dice rolled 3 or less, as detailed above. You may not move a Goal piece if there is another piece on top of it. However, you can DIG an opponent's Goal piece if it is in the Center Row to the top of the stack it is in by spending 6 movement points.

Treehouse Die Actions

You may take your Action at any time during your turn, before, during, or after using all your Movement Points. You may use your Action on any of your Time Stacks (but not your opponent's Goal, unless specified otherwise in the Action's description!) Using an Action is always optional.

- **TIP:** Totally Increase Points! Both of your movement die rolls are increased to 6! Set both d6's on the number 6 before moving to reflect this!

- **SWAP:** Two of your pieces from the same Time Stack that are in different squares are swapped.

- **HOP:** Whenever you move pieces this turn, they HOP to any legal square that your piece could normally move to- not just adjacent squares (so you can HOP a piece from your First row to the Center Row, for example). All other movement rules apply. You may HOP pieces from your opponent's Goal for the usual cost of 6 movement points.

- **DIG:** One of your pieces DIGs to the top of the stack it is in. Pieces do not have to be in the center row to DIG in this way.

- **AIM:** You may move pieces in your opponent's Goal at a reduced cost for this turn. The cost for moving pieces in your opponent's Goal is the same as moving pieces from your Time Stacks this turn (Pawn: 1 MP, Drone: 2 MP, Queen: 3 MP). All other movement rules still apply as normal.

- **WILD:** You may combine movement points from both of your dice and use them on pieces from any of your Time Stacks this turn. (This allows you to move more than 2 Time Stacks in one turn, or combine two high rolls for use on one stack, including your opponent's Goal, this turn)

Winning

When all 4 of your Time Stacks are in the same configuration as your Goal, you win.

EXAMPLE: Your goal currently has the Queen in your 1st Row with the Pawn on top of the Queen, and the Drone in your Second Row. You win if your Queens are in the Row closest to you with your Pawns on top of them, and your Drones in your Second Row. See image.

How to win Timelock...

All 4 Time Stacks match the Goal
Xeno player WINS! (YAY!)
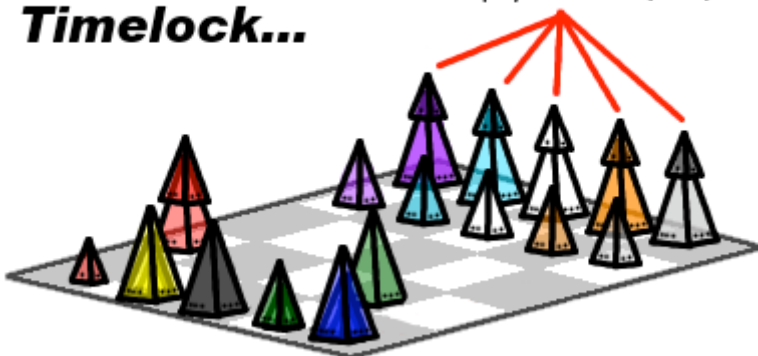
Pieces from your opponent's Time Stacks do not count when determining whether you win or not. The only thing that matters is the square that your pieces are in, and their relative position to your other pieces. So if your goal has any pieces in the Center Row, it doesn't matter if you have an opponent's piece above, below, or between your pieces. As long as your 4 Time Stacks match your Goal, you win.

Scoring (Optional)

In a single game of Timelock, the player that matches all 4 of their Time Stacks to their Goal wins. However, the scoring system can be used to facilitate a series of multiple games or tournament play.

When the game ends, the losing player removes from the board every piece in their Time Stacks that do not match up to their Goal. The winner receives points equal to the combined pip value of those pieces. Pawns are worth 1 point, Drones are worth 2 points, and Queens are worth 3 points.

If the losing player does not have ANY pieces in their Time Stacks that match their Goal, the winner receives points for the losing player's Goal as a bonus in addition to the normal points received for winning (an extra 6 points). This will give the winner a perfect score of 30 points!

Multiple Games

Players agree to play to a certain point total. 20-50 points may be a good total to start with. After each round, add the number of points that the winning player received to their score. First to reach the total wins it all!

Tournament Play

Players play a predetermined number of rounds based on the number of players participating. After that many rounds have been played by all players, the person with the highest score wins the tournament. In the event of a tie, the tied players play one another until a clear winner emerges.

Variations/Notes

The following are suggestions to change the game up a bit, and general tidbits of a miscellaneous nature.

Shorter Games

- For a shorter game, try matching 2 or 3 Time Stacks to your Goal instead of 4. Or...

- When one of your Time Stacks matches your Goal, remove it from the board. You win when you remove your final Time Stack!

Notes on Pieces

- This game was designed to be played with one Rainbow set and one Xeno set. If you only have pieces from one color scheme, just arrange the pieces so that your Time Stacks and Goal are a different color than your opponent's Time Stacks and Goal.

- For old-school Icehouse players, this game can be played with 2 Icehouse Stashes. Set up the game as normal, and swap the nest with your opponent. This way, the Goal can be identified more easily.

- For really old-school Icehouse players who don't have stackable pieces... Wow. I guess you're out of luck. Grab a couple of Treehouse sets. ;)

More Variations

- Solitaire Variant: Set the board up as normal. Play proceeds as usual, with the following exceptions. Whenever your roll a 5 or a 6, remove a pyramid from one of the opposing side's Stacks. So if you roll a 5 and a 6, or two 5's or 6's (TIP counts for this), remove two pyramids. You lose when all opposing pyramids have been removed from the board. You may replace a pyramid by spending 6 movement points, as you would when moving an opponent's Goal.
    - If you roll AIM on the Treehouse Die, you may replace one pyramid without spending movement points.
    - For more of a challenge try removing pyramids on a roll of 4, 5, or 6 (or even 3, 4, 5, or 6 if those are too easy).
        - OR remove one opposing pyramid from the board every turn in addition to those removed by rolling a 5 or 6.
    - You can even keep score by adding up the point value of all of the opposing pieces that remain on the board when you have won. Remember to include the bonus 6 points if all opposing pieces are still on the board for a perfect score of 30!

- For a 4 player variant try playing with partners. Partners sit across from one another on opposite corners of the board and control the two pieces on their side of the Goal on their side, as well as the Goal itself. This means that your partner can manipulate your Goal, and your opponent's partner can manipulate your opponent's Goal. Your team wins when your 2 Time Stacks match your Goal, AND your partner's 2 Time Stacks match your opponent's Goal.

- For an even more abstract twist, you can try playing the game without a board. Only relative positions matter. You can move pieces forward or backward, but never beyond an opponent's piece. The Center Row is an abstract area between both players' pieces. If pieces from both players' Time Stacks or Goal are on top of one another, that is the center row for that column. Have fun playtesting this if you decide to try it.

Retrieved from "http://icehousegames.org/wiki/index.php?title=Timelock"

Categories: Abstract | 2-player | 2 Treehouse sets | Dice | Race | Solitaire | Volcano board

- This page was last modified 15:28, 27 December 2007.

Virus Fight

From IcehouseOrg

EDITING THIS PAGE IS FORBIDDEN UNTIL *February 5, 2008*

This game has been submitted by its designer to the Winter 2008 Icehouse Game Design Competition.

Virus Fight	
Jorge Arroyo	
A game of combat between two ever changing computer programs	
Players:	2-5
Icehouse stashes:	1 Treehouse set per player (of any type)
Other equipment:	5x5 or 6x6 Board, optional play-aids and hollow pawns/volcano caps/TH set of different type (as long as all the others are equal).
Setup time:	1 minute
Playing time:	10-30 minutes
Rules complexity:	Medium
Strategy depth:	Medium
Random chance:	Small
Mechanics:	
Theme:	Programming

Each player owns 4 types of "computer instructions" and builds a small program which then runs around the board (computer memory) changing itself and trying to destroy the opposing programs.

Each player uses a Treehouse set to represent the instructions, so for each player, the same instruction may use a different color, as the game can be played with mixed types of TH sets.

There's a special piece (represented by a small opaque or a hollow plastic pawn) that acts as the program counter, or instruction marker. This piece is placed on top of the instruction that will be executed next. If a player cannot move this piece then that player is eliminated.

Contents

- 1 Material Needed
- 2 Setup
- 3 Color Meanings and Definitions
- 4 Program Setup
- 5 Game Play
- 6 Ending the Game
    - 6.1 Inspiration
- 7 License

Material Needed

You will need one Treehouse set (of any type) per player. These will be the computer instructions. You'll also need one hollow token in a unique color for each player.

In a two player game, one of those tokens may be the small opaque. If each player uses a different type of Treehouse set, then you can use the two small opaques (black and white).

With more players, it's possible to use small hollow plastic pawns (these seem to be quite common) in addition to the opaque pieces. If all the Treehouse sets used for Computer Instructions are of the same type, you can use the small pieces from a different Treehouse set too. Also, if available, one player can always use a Volcano Cap (or grey small).

For two players, use a 5x5 (Volcano) board. The board should be different (and bigger) with more players. There should be at least as many spaces on the board as the number of pieces used by all the players, so for a 3 player game, a 6x6 board would be best.

Also, each player should set up their pieces as far as possible from the other player's pieces, using the side spaces on the board.

I've made two pdf files for this game. One is a 5x5 board with play-aids (http://george.makasoft.net/icehouse/VirusFight-Board.pdf) and the other is just the play-aids (http://george.makasoft.net/icehouse/VirusFight-PlayAids.pdf) for those that already have a suitable board, or to play with a bigger board.

Setup

Place a the board between the players. Each player takes one of the TreeHouse sets and places all the translucent pieces, ordered by color, standing up, in front of them outside the board. They represent the instructions. Then each player chooses one of the unique hollow tokens to be their instruction marker.

Color Meanings and Definitions

In the game, each translucent color represents a different type of computer instruction:

- YELLOW / ORANGE = MOVE
- GREEN / CYAN = WRITE
- BLUE / PURPLE = JUMP
- RED / CLEAR = ERASE

The actions a player might take when running one of those instructions will be explained later.

The size of the instruction represents the preference of the instruction. Bigger instructions are run first.

The "INSTRUCTION MARKER" as mentioned above is represented by a small pyramid of a color not used for the instructions or another hollow token. It is placed over one of the pieces on the board and the instruction below it is the one that will be executed next for that player.

A "BLOCK OF INSTRUCTIONS" or "PROGRAM" is any number of pyramids grouped together on the board (and separated from the rest of the pieces). Two instructions belong to the same block if it's possible to make a path from one to the other, only with orthogonal steps, that only passes through spaces occupied by other instructions. This way, two pieces that are adjacent to each other diagonally do not form a block.

The "ACTIVE BLOCK" is the block in which the player's instruction marker is currently on. Note that it is perfectly possible for a block to be the active block for two or more players. In this case, all the players sharing it, act on their turn as if it was just theirs, being able to affect it freely. (Hey, this is a game about computer viruses after all!!)

An "EMPTY BLOCK" is a block of instructions that doesn't have an instruction marker from any player.

Program Setup

During the first phase of the game, the players build their initial programs in secret. They can use up to 5 instructions (of any color or size and in any order) forming a line, to do it. Then they place their Instruction Marker on top of any instruction in their program. When all the players are done, they reveal their programs and place them on the board, on the row (from their point of view) closest to them. The program instructions must be placed together, with no spaces between any two pieces, forming one block. No two programs (from different players) may touch each other at this point.

Game Play

The player with the smallest program goes first. In case of a tie, the one with less total of pips from their program's pieces starts, if there's still a tie, the player with the biggest piece under their instruction marker starts. If there's yet another tie, decide randomly.

The game is played in rounds of as many turns as players playing (one for each player). After the first round, the first player for the next round may change.

After the first round, before a new round starts, look at the instruction each player is about to execute. If the current first player has the biggest piece (even if tied with other players) then the first player remains the same next round. If only one of the instructions is the biggest, then the player owning that instruction will become the first player for this round. In case of a tie not involving the first player, the player closest to the first player (in clockwise direction) becomes the first player.

Using a stack made from the left over opaque pyramids, you can mark who's the first player for the current round.

During their turn, a player has to execute the instruction their marker is standing on. Here's what the player can do for each type of instruction. Note that any piece that has an instruction marker on top, cannot be affected in any way by any instruction executed:

- MOVE (YELLOW / ORANGE) - The player must take one of the instructions from his active block and move it to any other empty space adjacent orthogonally to an instruction from the same block. This way, blocks can be divided or merged (even with active blocks from other players).

- WRITE (GREEN / CYAN) - The player must take any one of his spare instructions (the ones in their play area outside the board) and place it on an empty space adjacent to an instruction from his active block. This way, blocks may also be merged (even with active blocks from other players).

- JUMP (BLUE / PURPLE) - The player must move his instruction marker to any other piece on his active block or to any empty block.

- ERASE (RED / CLEAR) - The player can destroy an instruction if it is adjacent orthogonally to any ERASE instruction in the active block. An erased piece is "captured" by the player and they just place it back on their play area outside the board to be used again at a later time. Note that as long as there's one empty space adjacent to one of the ERASE pieces, the player can choose to target it and not actually erase any piece, but if all the ERASE pieces from the active block are surrounded by other pieces (friendly or not) the player must target an actual piece.

After executing the instruction, unless it was a JUMP instruction, the active player must move his instruction marker to an orthogonally adjacent instruction that doesn't have another instruction marker on top. The marker has to be moved, otherwise the active player is eliminated from the game.

When this is done, play passes to the player to the left (clockwise). When all the players have taken their turn, after checking for a possible first player change, a new round starts.

Ending the Game

If a player cannot move their instruction marker to a new instruction at the end of their turn, then they are eliminated. The last player remaining after everyone else has been eliminated is the winner.

There are a few cases when a player might not have much chance of winning (all their WRITE pieces erased) or no chance at all (all their ERASE pieces erased). In some of those cases, it might be possible for that player to force a stalemate if the other player's position is weak enough. If it's clear that one player will eventually win, players are encourage to concede. If it's not clear, just play and in case of a stalemate (agreed by both players) the winner is the player with more spare pieces outside the board. In

case of a draw, count the total number pips.

Inspiration

The idea for this game came to me as I asked myself what icehouse game would a friend of mine (who works programming) like. In the 80s this friend of mine had some magazines from his father (Maybe Scientific American) and in one, they talked about computer programs fighting in a simulated memory. The programs where made with a simple language and they could modify the simulated memory trying to disrupt the opponent programs. I even made a couple of really simple versions of this concept for the Amiga computer back in the day. I just tried adapting this concept to an icehouse game, but instead of building the program and just letting it run (not much interaction there), I gave the player control of the instruction marker, deciding which instruction would be run next (simulating possible loops and if-then conditions that the program might have). This way, the players take the part of simple computer AIs :)

--Jorge

License

Retrieved from "http://icehousegames.org/wiki/index.php?title=Virus_Fight"

- This page was last modified 15:29, 27 December 2007.

WreckTangle

From IcehouseOrg

> ✋ **EDITING THIS PAGE IS FORBIDDEN UNTIL *February 5, 2008***
>
> This game has been submitted by its designer to the Winter 2008 Icehouse Game Design Competition.

Contents

- 1 Setup
- 2 Movement
- 3 Capturing
- 4 Winning

Setup

Using a chessboard bandanna or a chessboard block off the 4 corner spaces theses are not to be used by any player. On the outside rows of the board set up 6 pieces for each player(two of each size of one color). Set them up with the pawns on the outside then the drones then the queens on the inside. When complete the board should look similar to the figure on the right for a 4 player game.
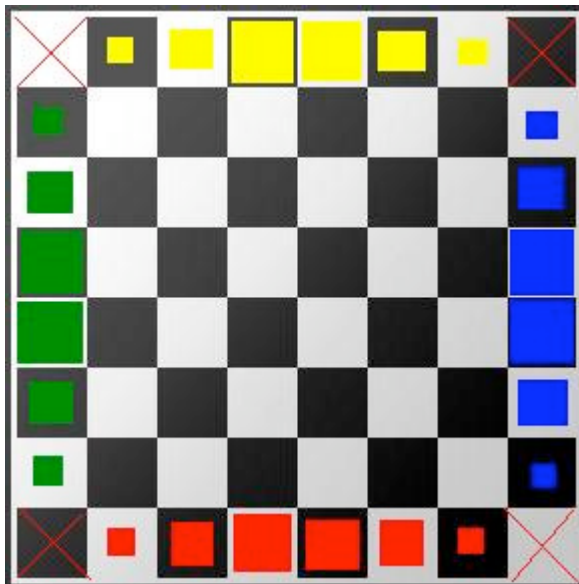
| WreckTangle	
Carlton Noles	
Abstract Strategy Game	
Players:	2 - 4 on an 8x8 board
Icehouse stashes:	2 treehouse sets
Other equipment:	A board (a Chessboard Bandanna works nicely), some markers (one two sided(like a coin))
Setup time:	Mere minutes
Playing time:	20 - 40 minutes
Rules complexity:	Medium
Strategy depth:	Medium
Random chance:	some
Mechanics:	Move and capture
Theme:	

The row a color starts in is that color's 'Home Row'.

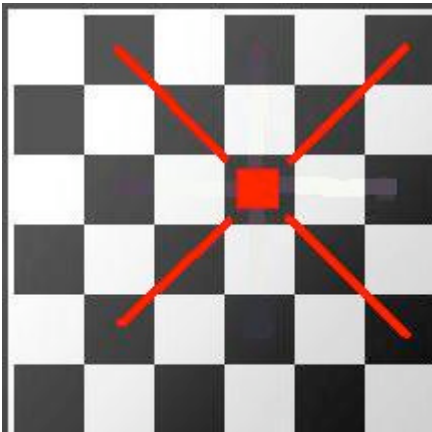Place the coin off to the side with the heads side up.

Movement

A player may move one piece per turn with his normal movement. Movement varies for each piece in WreckTangle. Normal movements are as follows:

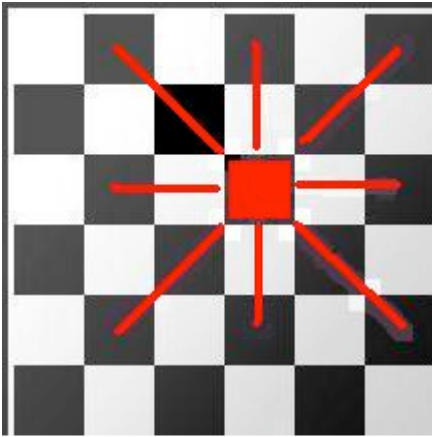Pawns - may move exactly 2 spaces orthogonally.
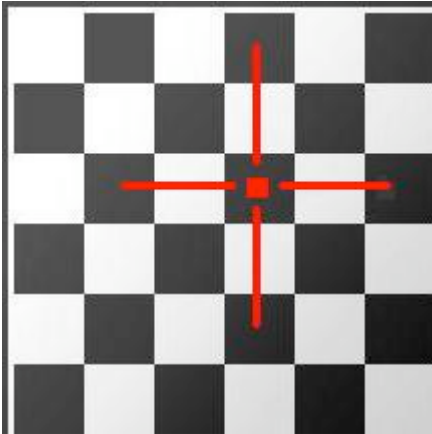
Pawn
Movement

Drones-May move exactly 2 spaces diagonally

Drone
Movement

Queens may move exactly 2 spaces either orthogonally or diagonally

Queen
Movement

In addition to the normal movement each turn a player rolls a treehouse die. And *may* move *any* piece on the board in accordance with the result, including your opponents pieces. You do not have to use your treehouse move but you MUST make your normal move. You may make your treehouse move before or after your normal move. Therefore it is a good idea to roll before moving.

Tip	Move a pyramid 1 space Directly away from it's home row.
Swap	Swap the positions of two pyramids on the board.
Hop	Move a pyramid 1 space diagonally toward it's home row.
Dig	Move a pyramid 1 space diagonally away from it's home row.
Aim	Move a pyramid 1 space directly toward it's home row.
Wild	Choose one of the above.

Capturing

Once you form a rectangle with four of your pyramids, you will then capture other pyramids. If the coin is showing heads, you capture all of your opponents pyramidss inside of the rectangle, excluding the edges. If the coin is showing tails, you capture all of your opponents' pyramidss along the edges of the rectangle, but none inside of it. After you capture pyramidss, flip the coin over to its other side.
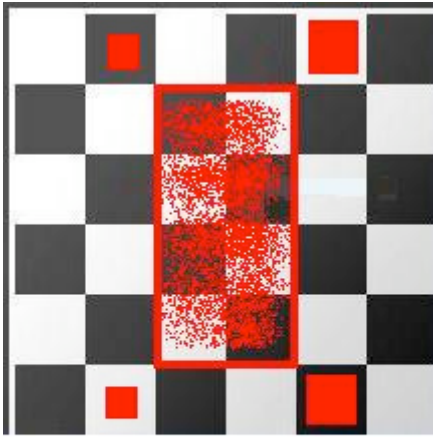
Heads captures inside the rectangle
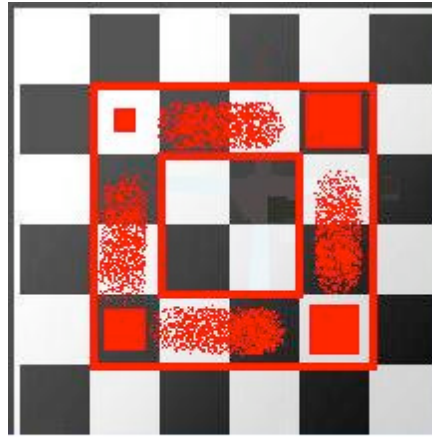
Tails captures along the edges of the rectangle.

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You can only capture on the turn the rectangle is formed. you may not make captures with any parts of your rectangle in a home row (yours or anyone else's. You may move into a home row just not capture from there). You may not make consecutive captures with the same rectangle. In other words, after a capture you may not simply move one pyramid then move it back again for another capture.

Winning

When 3 of a player's pieces are captured that player is out of the game. The last player left in the game is the winner.

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