

# Cracked ICE

**Complexity:** Simple

**Time:** Fast

**Players:** 3-5

**Equipment:** 5 Rainbow Stashes

+ 1 Large Sized Pyramid, Compact Disc (CD)

**Introduction:** Cracked Ice is an addictive dexterity game in the grand tradition of *Don't Tip The Waiter*. A compact disc (CD) rests on a single large piece, and each player has a whole stash from which they attempt to place pieces onto the disc. If the disc tips and it, or any piece on it, contacts the table, all the pieces that were on the disc *except those that were yours* are removed from play.

**Players:** 3 to 5 is a good number of players. Less than 3 players or more than 5, the board either becomes too crowded or the game plays too fast

**Equipment:** 1 Monochrome Stash per player (i.e. 5 Rainbow Stashes or 5 Xeno Stashes), an extra large-sized pyramid, and a Compact Disc (CD).

**Setup:** Each player chooses a color. Set aside any unused colors. Place the additional large Icehouse piece in the middle of the table. Balance the disc on the it, silvery side up, so that the point of the pyramid goes through the hole in the center of the disc, and the disc is level.

**Who Starts:** Choose a player to start.

**How to Play:** Beginning player starts by placing an upright piece from their stash on the disc. If you place a piece and "the ice does not crack" (see Cracking the Ice), play passes to the next player. Take turns placing one piece on the disc. You may not touch the disc or any pieces other than the one you are playing. You should not move any of the pieces that have already been placed. You may not place a piece so that it is resting on or covering any pieces that have already been played. You may not place a piece over the tip of the piece that supports the disc. Even if the disc seems full, you must still attempt to place a piece.

**Cracking the Ice:** "The ice cracks" if the edge of the disc touches the table, any piece on the disc touches the table, or any piece falls or slides off the disc onto the table. If you place a piece and the ice cracks, you have lost the round. Take back all of the pieces you have placed this round. Remove the other players' pieces from play. They remain safe for the rest of the game. You start the next round. If you crack the ice playing the first piece in a round, you may either try again (with that piece or another) or pass to the next player.

**Who Wins:** If you place your last piece without cracking the ice, you win!