HOW to PLAY

**IceSickle**

**Equipment:** Pyramids from a Treehouse set (i.e. 1 stash, any colors), and a 5x5 grid (a Pharaoh board works fine, but you can use the corners).

**Number of Players:** 2

Choose a player to be first. A game of IceSickle consists of two rounds, each with two phases: **Placement** and **Capture**.

*1 “Sowing the Field”*

**Placement phase:** Players take turns placing one pyramid from the stash onto the board. When all fifteen pieces are on the board, the capture phase begins.

*2 “Reaping the Harvest”*

**Capture phase:** The player who went second in placement goes first in capture. Players take turns, each making a valid jump that captures at least one piece.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

IceSickle designed by Dan Isaac

Looney Pyramids by Andy Looney

**Jumping:** To jump

1. Select a piece on the board.
2. Move it in a straight line (diagonal or orthogonal) for a number of spaces up to its pip count, to land in an empty space.
3. Remove and keep as captured all pieces jumped over.



A small jumps over only one space, and lands in the second. A medium can jump over one or two spaces, a large over one, two, or three.

**Scoring:** If a player cannot make a capture, then pass to the other player. If both pass, end the capture phase and total the pips of captured pyramids for each player.

**Round Two:** The player who went second in Round One goes first in Round Two.
Total scores from both rounds; the player with the higher total wins the game.HOW to PLAY

**IceSickle**

**Equipment:** Pyramids from a Treehouse set (i.e. 1 stash, any colors), and a 5x5 grid (a Pharaoh board works fine, but you can use the corners).

**Number of Players:** 2

Choose a player to be first. A game of IceSickle consists of two rounds, each with two phases: **Placement** and **Capture**.

*1 “Sowing the Field”*

**Placement phase:** Players take turns placing one pyramid from the stash onto the board. When all fifteen pieces are on the board, the capture phase begins.

*2 “Reaping the Harvest”*

**Capture phase:** The player who went second in placement goes first in capture. Players take turns, each making a valid jump that captures at least one piece.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

IceSickle designed by Dan Isaac

Looney Pyramids by Andy Looney

**Jumping:** To jump

1. Select a piece on the board.
2. Move it in a straight line (diagonal or orthogonal) for a number of spaces up to its pip count, to land in an empty space.
3. Remove and keep as captured all pieces jumped over.



A small jumps over only one space, and lands in the second. A medium can jump over one or two spaces, a large over one, two, or three.

**Scoring:** If a player cannot make a capture, then pass to the other player. If both pass, end the capture phase and total the pips of captured pyramids for each player.

**Round Two:** The player who went second in Round One goes first in Round Two.
Total scores from both rounds; the player with the higher total wins the game.