

HOW to PLAY

IceDice



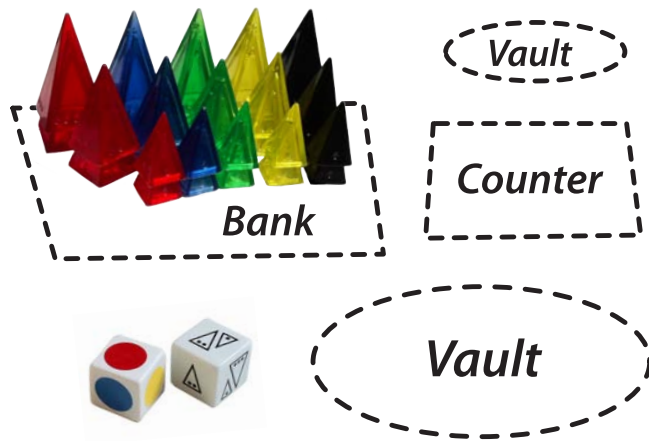
Designed by Andrew Looney

Simple	2 players	
Fast		
Rainbow Stash x 2		
IceDice dice		

Number of Players: 2 (although more can play if you have extra pyramids)

Equipment: special dice and 2 Rainbow Stashes

Zone Names: IceDice uses an invisible gameboard. In the middle of the table is an area called the Bank, where all the pieces begin. Near this is a spot called the Counter. In front of each player is an area called their Vault.



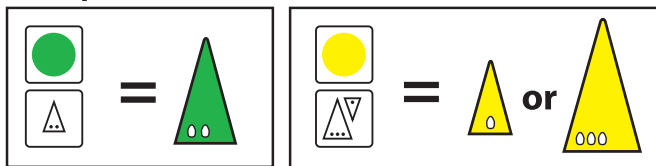
Setup: Stack up all the pyramids in the Bank, sorted by size and color.

Who Starts: Whoever is holding the dice goes first.

How to Play: On your turn, roll both dice. Choose a piece of the size and color indicated, take it from the Bank, and place it on the Counter. You may or may not get to put this piece in your Vault when your turn ends.

- If you roll the Atom, choose any color you don't already have on the Counter.
- If the pyramid die shows a pair of pyramids, choose between the two sizes shown.

Examples:



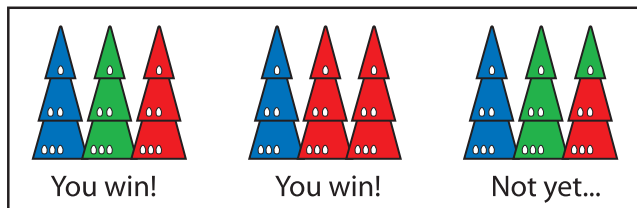
Rolling Again: You may continue rolling and moving pieces to the Counter until you either decide to stop, or Bust Out. You Bust Out as soon as you roll the same color as a piece on the Counter. If you Bust Out, all pieces on the Counter are returned to the Bank; if you decide to stop, the pieces go into your Vault.

Stealing: If the piece you rolled is not in the Bank, you must steal it from an opponent's Vault. (Stolen pieces are NOT returned to their former owners if you Bust Out.) If your roll gives you options, it's OK to make a choice that will require stealing even if the Bank contains the other pyramids you could choose. If your Vault already contains all the pyramids of the size & color you rolled, you get nothing for that roll, but may roll again.

Rainbow Bonus: If you collect all 5 colors without Busting Out, you get to move them to your Vault and continue rolling as if your turn just started!

Goal: You win by collecting 3 monochrome Trios. (Other pyramids in your Vault are irrelevant.)

Examples:



More Players? We like IceDice best with 2, but more people can play if you have more pyramids. You will need to add an extra Rainbow Stash for each player who wishes to join the game.

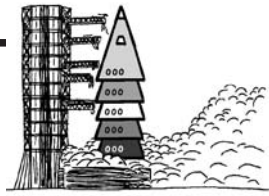
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HOW to PLAY

LAUNCH PAD 23



Designed by Andrew Looney



Simple	2-4 players	
Fast		
Rainbow Stash x 2		
IceDice dice, 3x3 grid		

Introduction: *The challenge:* Be the first to build a complete and balanced 5 stage rocket!
The problem: Rocket parts roll out of the factory on a random schedule and are often misrouted to other launchpads!

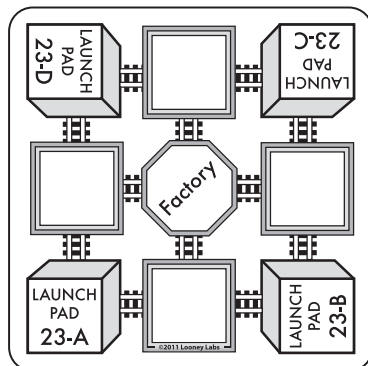
Number of Players: 2-4

Equipment: 2 Rainbow Stashes, IceDice dice, 3x3 grid

Setup: Assign each player a launchpad. Each player chooses a piece to start their rocket with, and all players reveal their choices simultaneously. To do this, have each player take a monochrome Trio and hide the leftover pieces behind them while concealing their chosen piece in a closed fist. Players then reveal their choices all at once, and add them to their launchpads, returning the leftover pieces to the Bank.

Goal: Build a complete & balanced rocket on your pad. This will be exactly 5 pyramids, 1 of each color, all the same size.

Gameboard: If you don't have an official Launchpad 23 gameboard, you can play on any 3x3 grid. The center space is the Factory, the corners are the Launchpads, and the other squares are rocket part storage depots. (Unused pads are also treated as storage depots.)



Who Starts: The player who can best make the claim of being a Rocket Scientist gets to go first.

How to Play: Players will take turns, first adding a new piece to the board (as determined by the dice) then taking 2, 3, or 4 actions (also depending on the dice), moving parts from one spot in the launch complex to the next.

Adding a Part: On your turn, roll the IceDice. Add a piece of the type indicated to the Factory. If you rolled the atom, you choose the color. If you rolled a double-pyramid, you choose between the two sizes.

Number of Moves: You get 2 moves per turn, plus an extra move if your pyramid die shows 2 pyramids, and/or an extra move if your color die is wild. **Examples:**



Moving Parts: You can move any piece on the board, except for those on another player's pad. Just take the part you want from that location and move it to the adjacent space. (No diagonal moves.) Yes, you CAN move a part into another player's rocket. No, you are NOT required to use all of your moves, and you don't have to use the new part that appeared in the Factory during your turn.

Auto-Sort by Size: After you move, restack all rocket parts by size, with smaller pieces on top of larger pieces.

Parts Shortage: If a piece you have the option to add to the Factory is not in the Bank, you can either roll again or remove the part from another player's Launchpad. If you steal the part, it still gets placed on the Factory. If your roll gives you a choice of pyramid sizes, and only one size is available, you may choose to steal the unavailable size, or re-roll. If you re-roll, you must proceed using the 2nd roll for your number of moves, even if you can't add a piece.

Total System Failure: You may use one move to return ALL of the pieces on your pad to the Bank.

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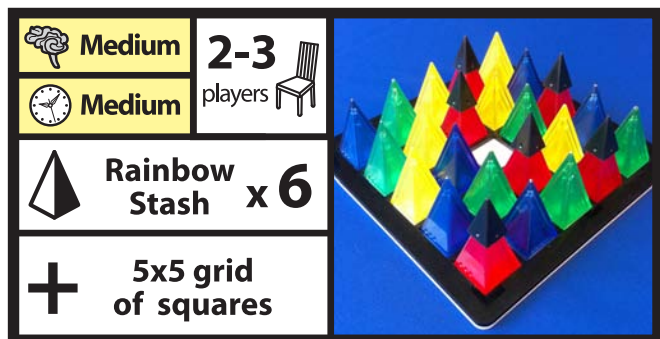
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HOW to PLAY



Caldera

Designed by Kristin Looney



Introduction: Caldera is based on Volcano, one of the most popular games for Looney Pyramids. Besides several little twists, the key difference between the games is the equipment; Volcano requires six monochrome stashes, i.e. six different colors, while Caldera is played with six Rainbow stashes, i.e. five colors.

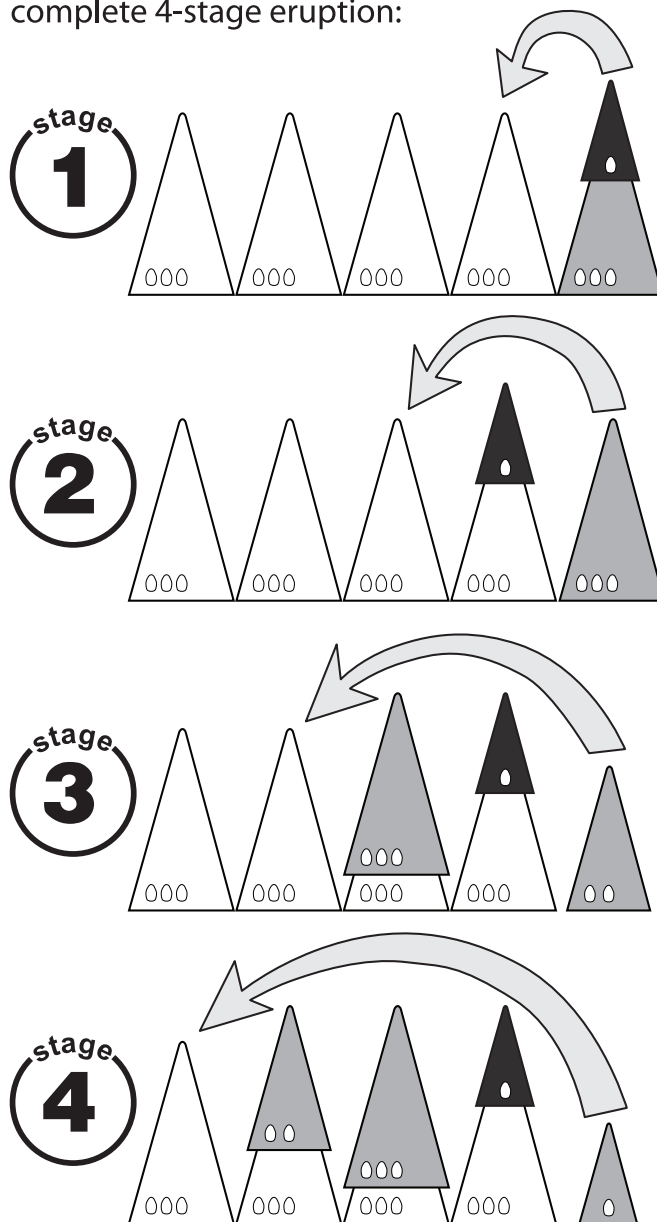
Number of Players: 2 or 3

Equipment: 6 Rainbow Stashes, 5 x 5 grid

Setup: Begin by stacking all the red, yellow, green, and blue pyramids into single-color Nests (groups of Larges atop Mediums atop Smalls). Arrange these in a randomized way on the 5x5 grid, with the empty space being located in the center of the board. When randomizing the placement of the nests, avoid putting the same two colors any closer together than corner-to-corner (no direct side-by-side color matching). Place a small black piece onto each of the six red nests. (Set the other black pieces aside; they will not be used.)

Who Goes First: The player who has traveled the closest to molten lava goes first (and also gets to brag about the time they visited an active volcano). Or, use another method to select a start player.

Eruptions: The primary action of the game is called Erupting. The nests becomes mountain tops which explode, spewing molten rock in a specific direction. Shown here is a complete 4-stage eruption:



All eruptions begin when a small black piece (called a Cap) is moved onto another stack (as shown in Stage 1 above). The pieces under the cap then “flow” out in the same direction, each new piece landing farther away than the piece before it, continuing until the pieces run out or there’s nowhere for the next piece to land, either because it would go off the edge of the board, or because there’s a cap in the way (since nothing can land on top of a cap).

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The only direct actions the players take in this game is to move the caps around on top of the other colored pieces. Sometimes when you move a cap, one or more pieces beneath it will erupt (as shown in the previous section). But oftentimes you can move a cap such that no eruption occurs, in which case you get to move a cap again (either the same one or a different one). In this way, a player can make many moves in one turn, moving the caps around until an eruption occurs. Your turn ends as soon as one or more pieces erupt, no matter how many times you moved caps.

- While caps cannot be stacked upon, all other types of stacking are allowed. This can create some strange-looking towers.
- You can move any number of caps any number of times, as long as nothing erupts.
- Your turn ends when you cause an eruption of any kind, even if you fail to capture any pieces.

Legal Moves: Pieces can be moved as follows:

- Caps can be moved in any direction, including diagonally.
- Erupting pieces are all moved in the same direction as the cap that triggered the flow.
- Caps (and erupting pieces) can not be moved beyond the edge of the 5x5 grid.
- Caps (and erupting pieces) can be moved into the empty space in the center of the board (which is called the Caldera).
- Yes, moving a cap out of an empty square results in no eruption, and you can keep going.
- No piece can ever land on top of a cap.

Given these rules, many moves will cause no eruption because the erupting piece would either go off the board or land on a cap.

Capturing: The object of the game is to capture pieces, which is done by causing eruptions. Whenever an erupting piece lands upon a piece of its same size, you capture the erupting piece(s).

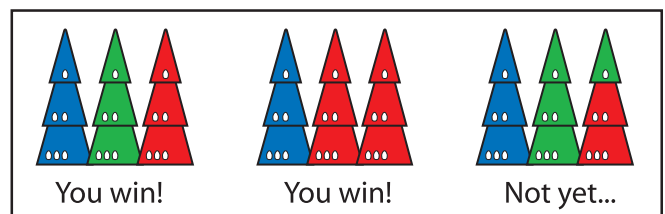
For example, if you move a cap such that the erupting large lands upon a large, and the medium further lands upon a medium, you would remove those two pieces from the board and set them in front of you.

Only the topmost piece can be matched by the erupting piece to make a capture.

Turn Summary: Move a cap. If this does NOT cause an eruption, move a cap again until it does. Then, collect captured pieces.

Goal: To win, you must collect three monochrome Trios, i.e. three sets of small, medium, and large pieces of a single color. (Extra pieces in your collection do not matter.)

Examples:



The order in which you capture the pieces in your collection does not matter. You can freely rearrange the pyramids you've collected into different groups as you build your sets.

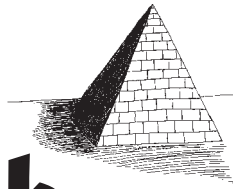
Power Play Option: At any time before you cause an eruption, you may choose to give up one of the pieces you'd previously captured, and put it back onto the board. This is called a Power Play. Doing this allows the player to alter the landscape and thus enable captures not otherwise available.

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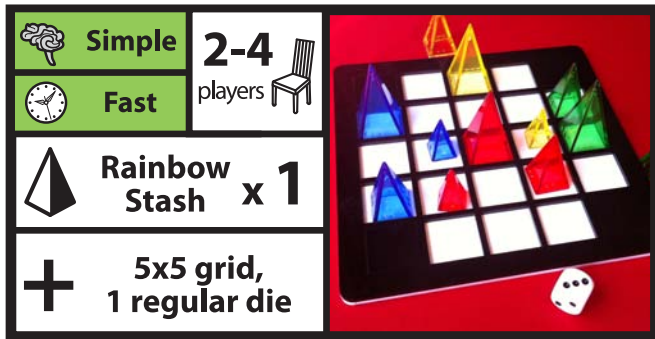
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HOW to PLAY



Pharaoh

Designed by Andrew Looney



Introduction: In this game, the struggle for control of the middle square has a “King of the Hill” feeling to it, so we named it after the “King of the Pyramid” as you might say, i.e. the Pharaoh.

Equipment: 1 Rainbow Stash, a 6-sided die, a 5x5 Grid with the corners blocked

Number of players: 2-4 (best with 3 or 4)

Setup: Assign a color to each player and set aside the unused colors. Place each player's pieces on a different edge of the board.

Who Starts? Players roll to see who's first.

How to Play: Begin by rolling the die. The result is the number of movement points you get. You need as many movement points as the number of pips on a piece to move that piece one space.

Pieces begin off the board. Players can only bring their pieces onto the board from their edge. However, they can bring each piece in any of their 3 squares.

Pieces may move forwards or backwards or sideways. Diagonal moves also are allowed; however, moving diagonally requires double the number of movement points. Hopping is not allowed.

Only one piece may ever occupy a single space. (No stacking allowed.)

You can never move into a space occupied by one of your own pieces, nor can a smaller piece move into a space occupied by a larger enemy piece.

When you move a piece into the same space as an equal or smaller sized enemy piece, that piece is removed from the board.

You may divide your points between as many different legal moves as you wish. You are not required to use all of your movement points.

Goal: To win, you must occupy the 3 spaces of a goal-line with your 3 pieces (in any order). A goal-line is a 3 space line whose center is the center of the board. The number of goal-lines increases with the number of players:

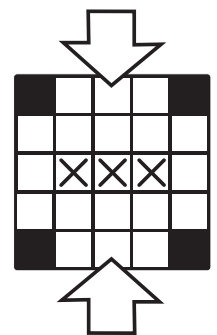
• **2 players = 1 goal-line:**

With 2, you must occupy the center line between the 2 players.

• **3 players = 2 goal-lines:**

With 3, you can win with a goal-line on either axis.

• **4 players = 4 goal-lines:** When 4 are playing, you can also win on a diagonal goal-line.



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