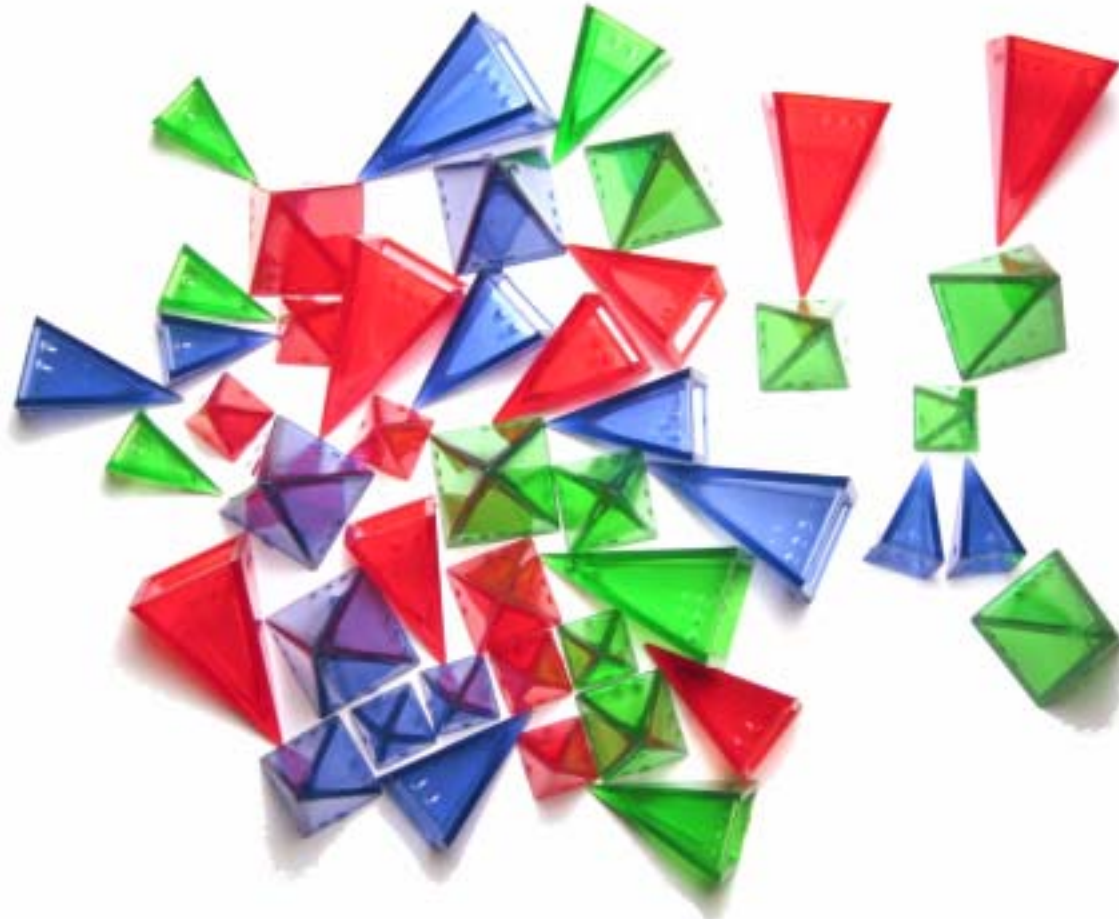


Icehouse



Overview

- Real-time game of attack and defense.
- Played with pyramids on a free-form field
- Game ends when the last piece is played

What You Need

- 3 to 5 players
- 5 to 30 minutes
- 1 "Stash" / player
- 1 "Stash Pad" / player

Setup

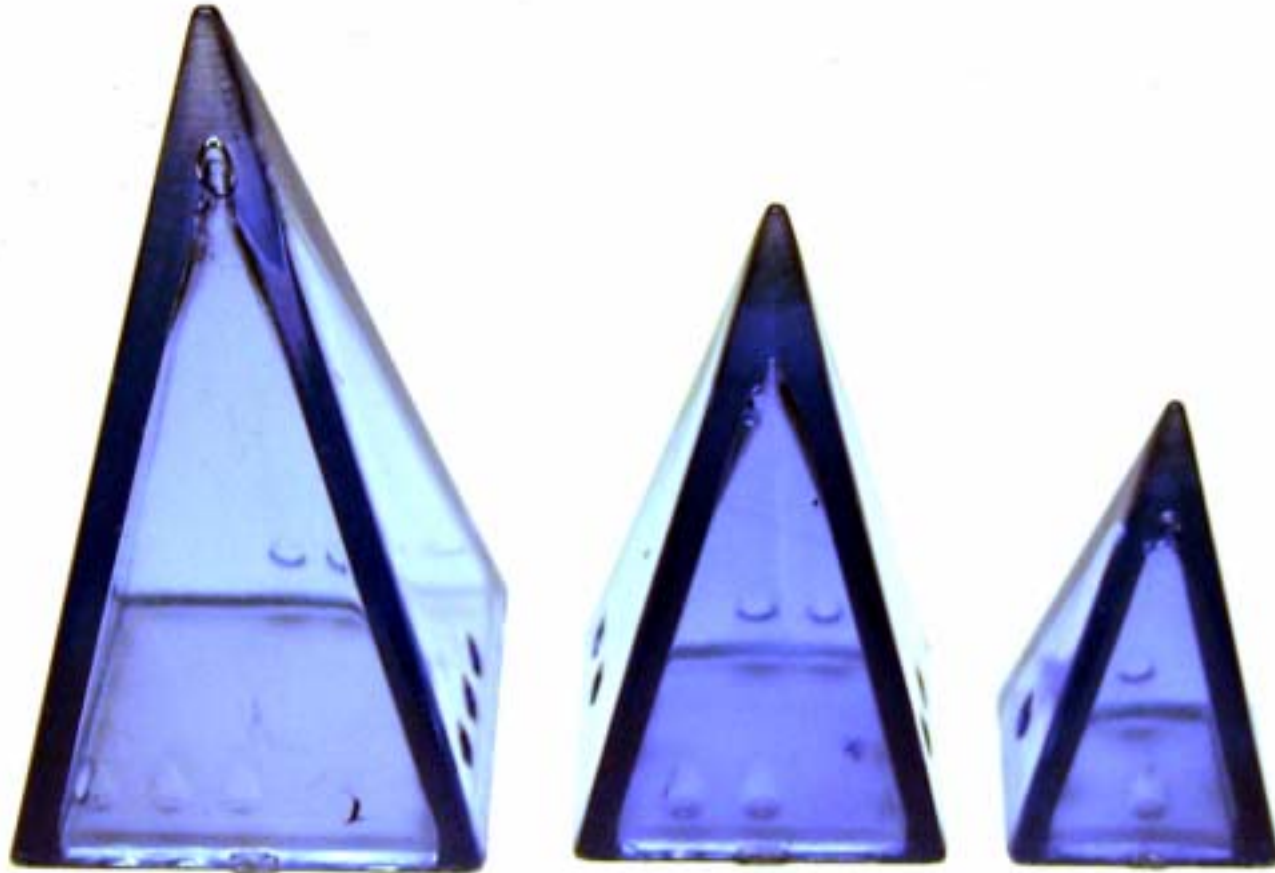


Basics

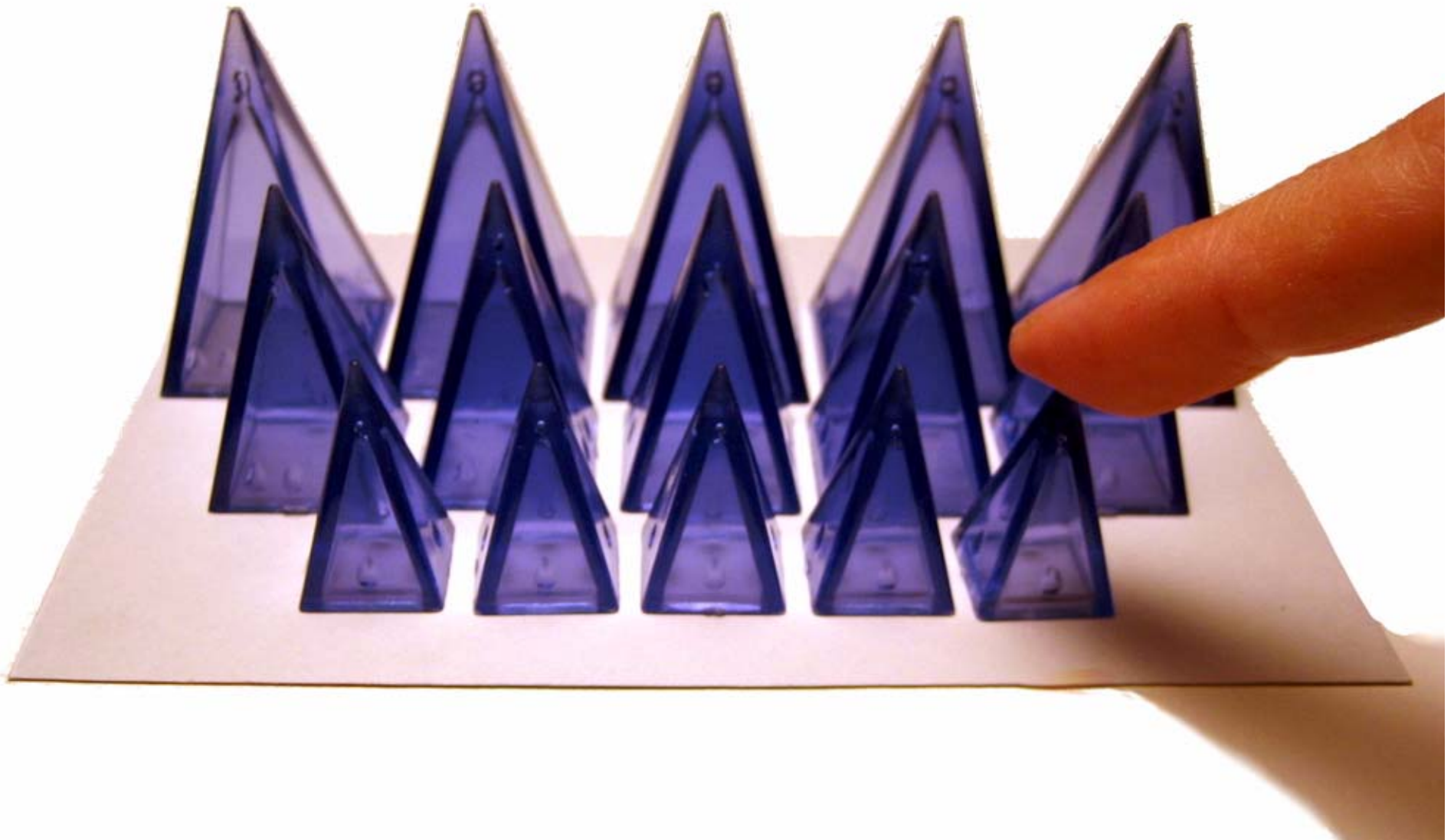
What makes Icehouse different?

- No Turns
- No Board

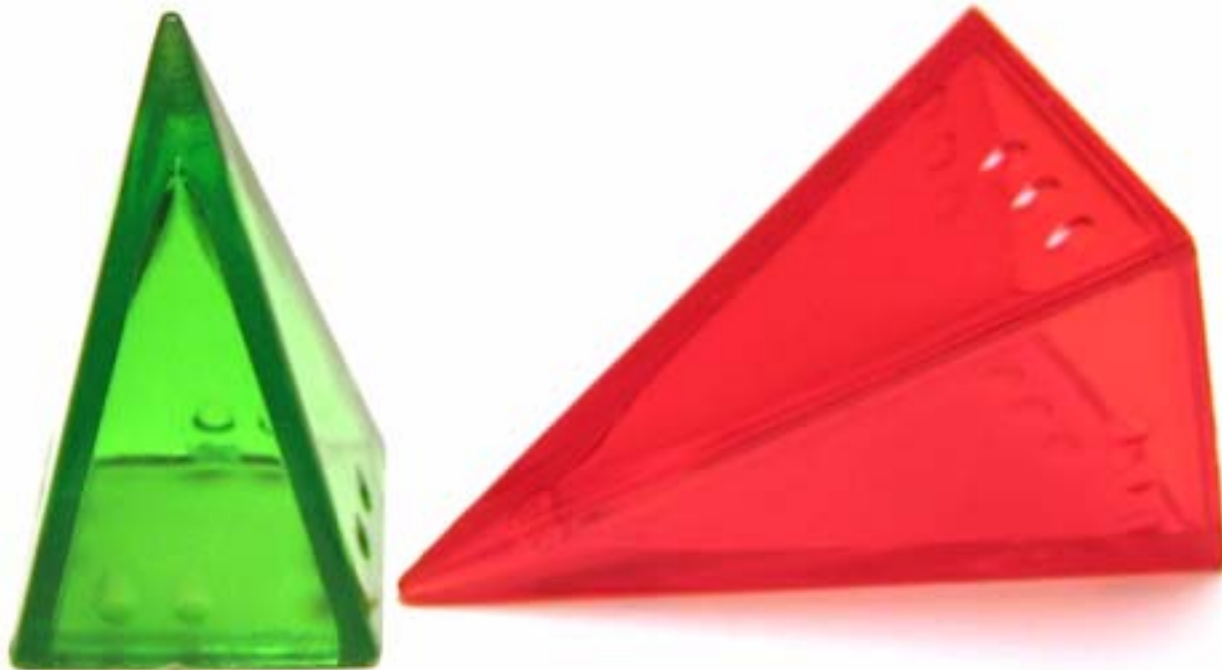
The Pieces



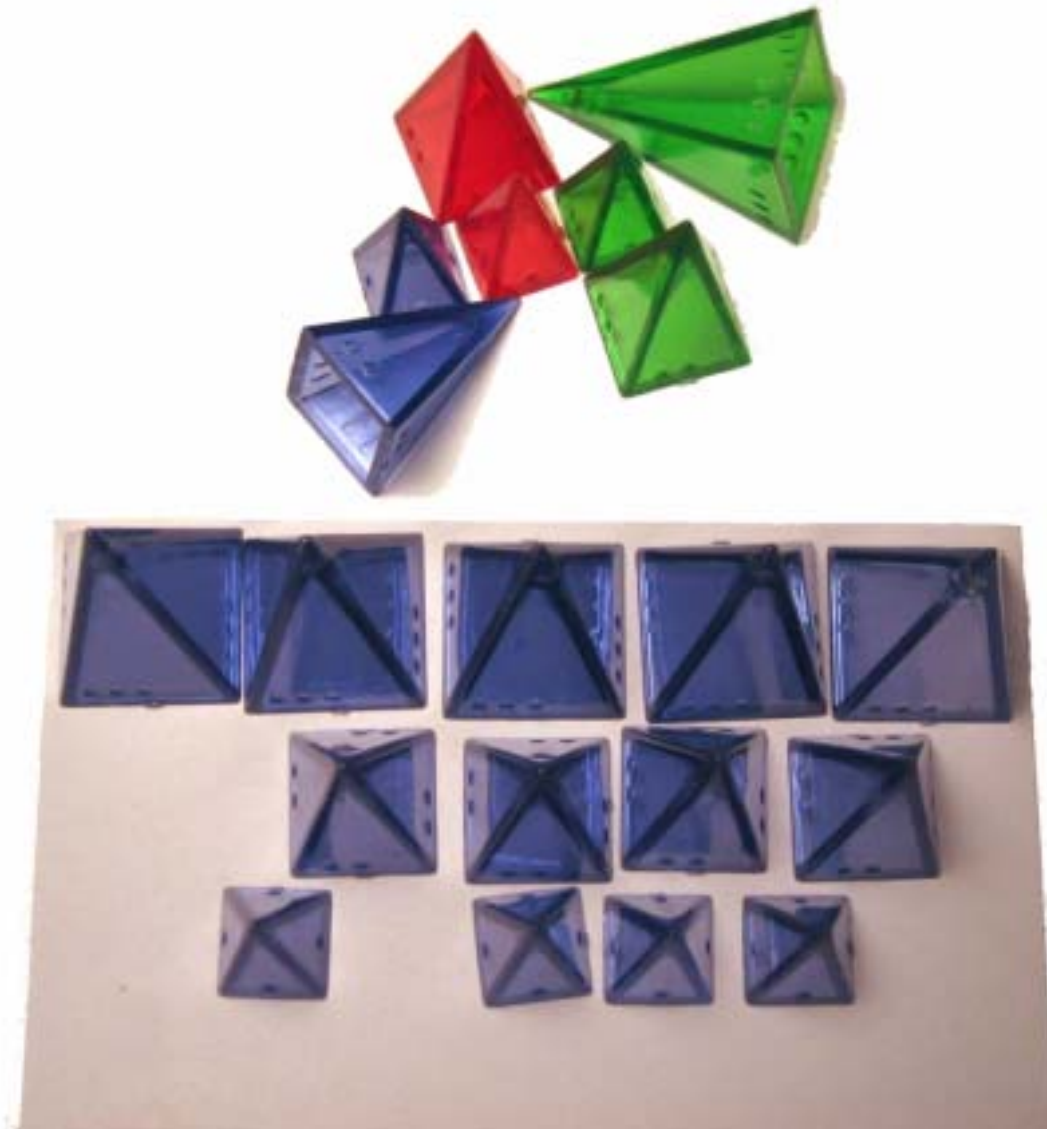
Beginning Play



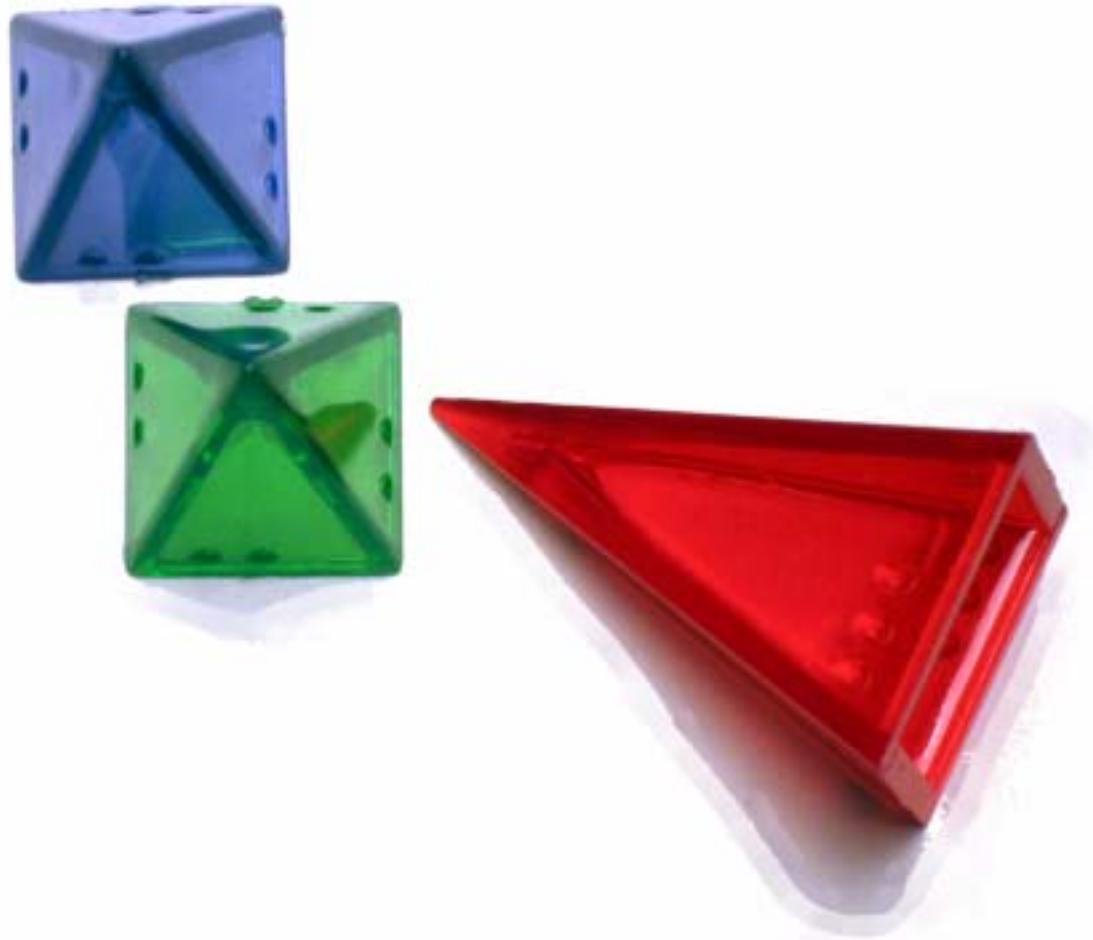
Playing Pieces



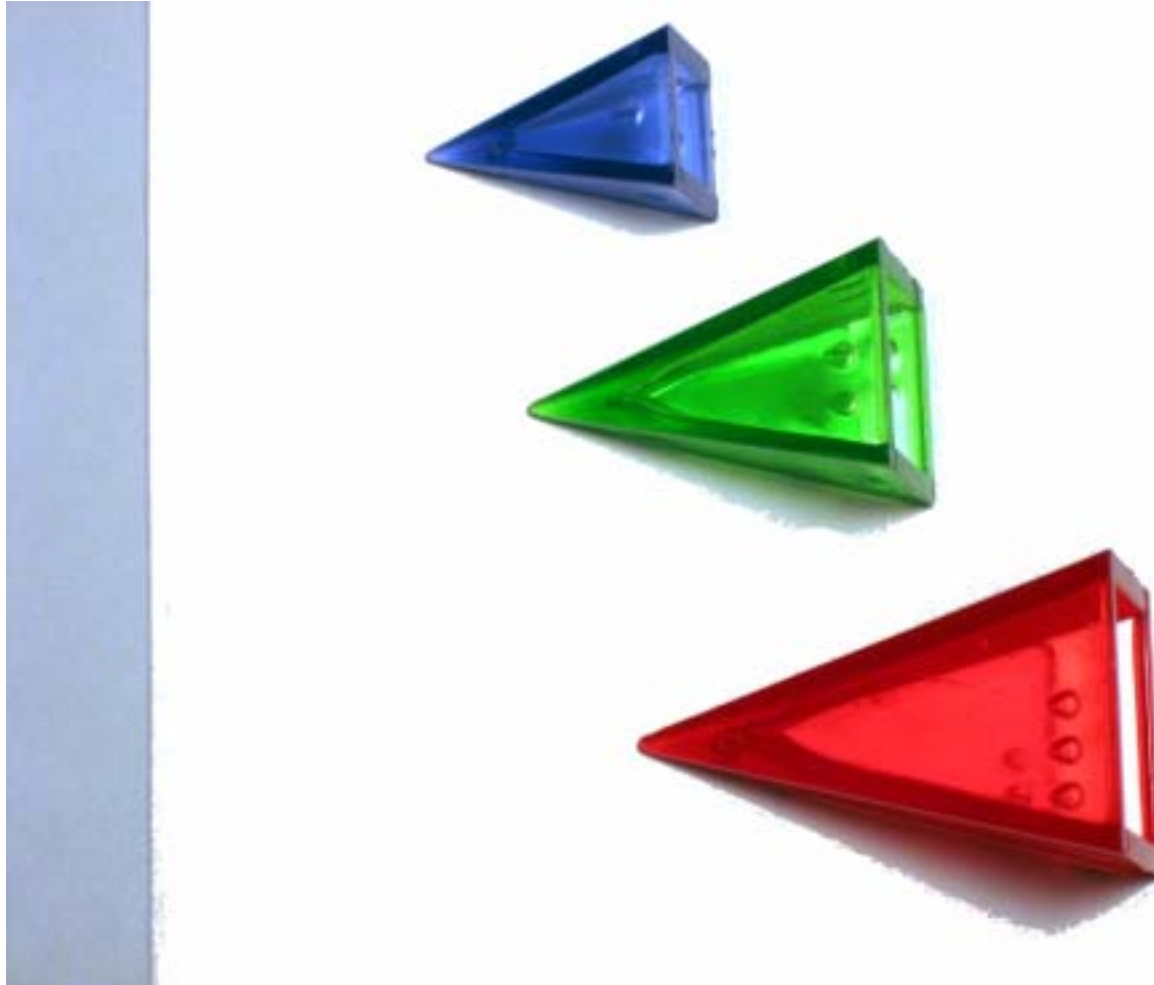
Meltdown Rule



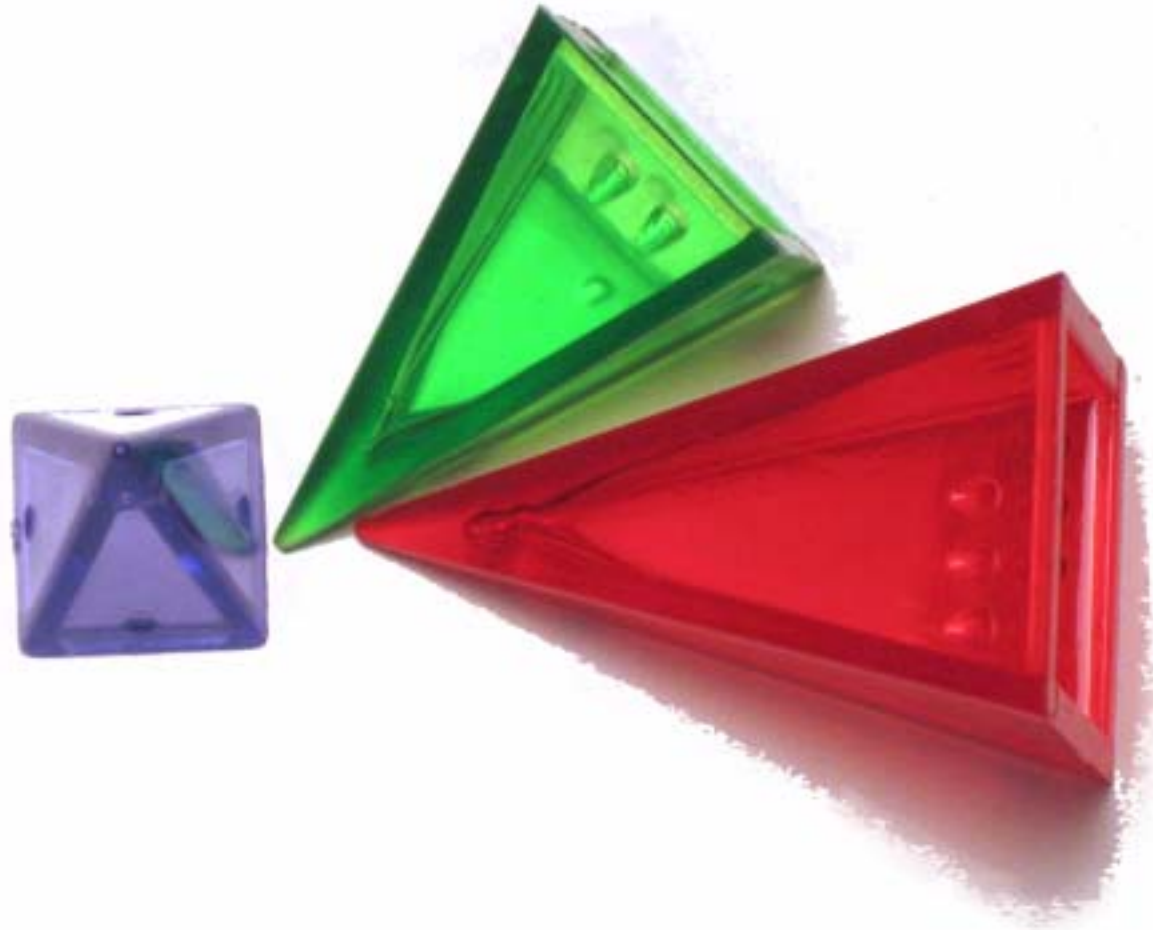
Attacks



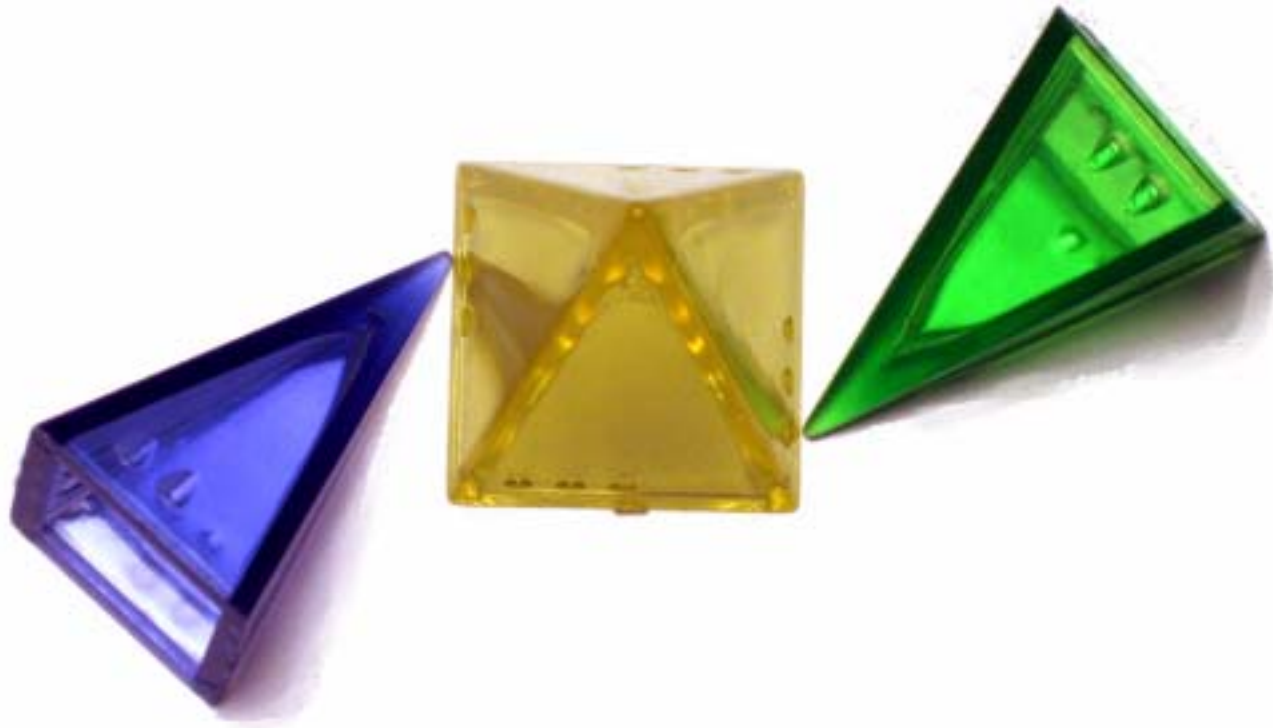
Distance Limit



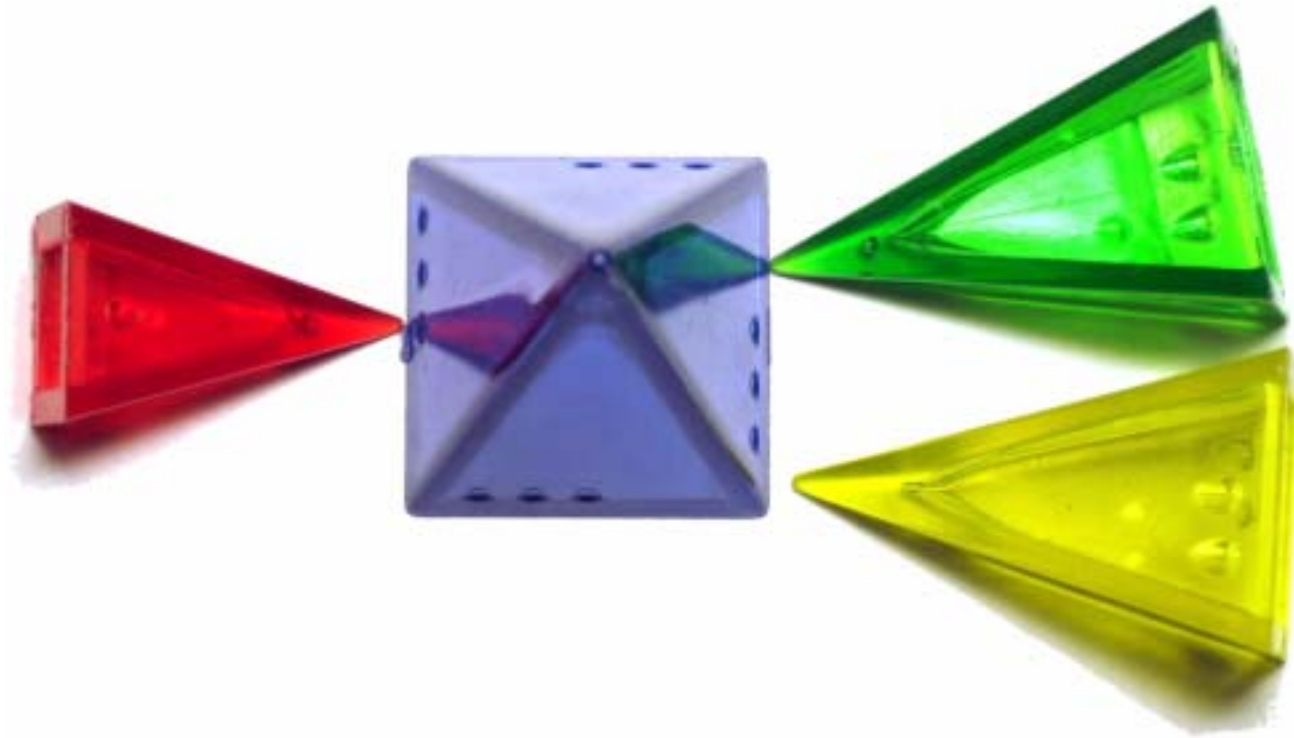
Squandered



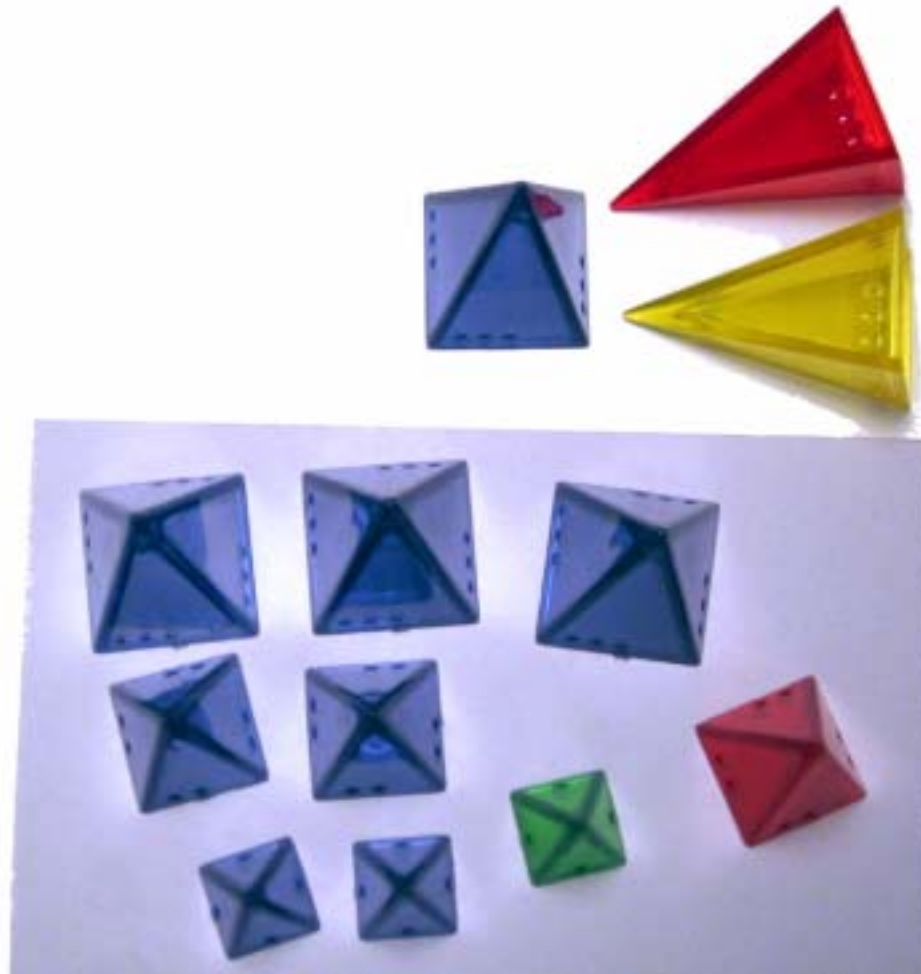
Successful



Over-Icing



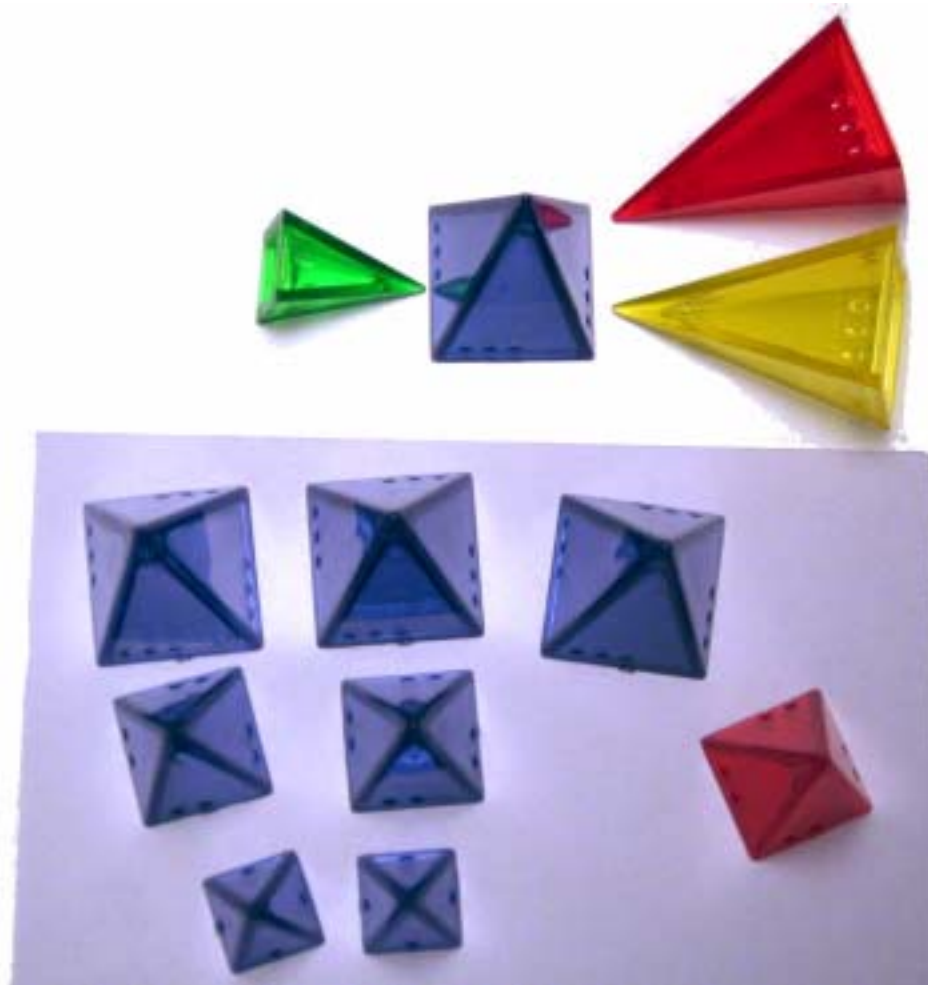
Prisoners



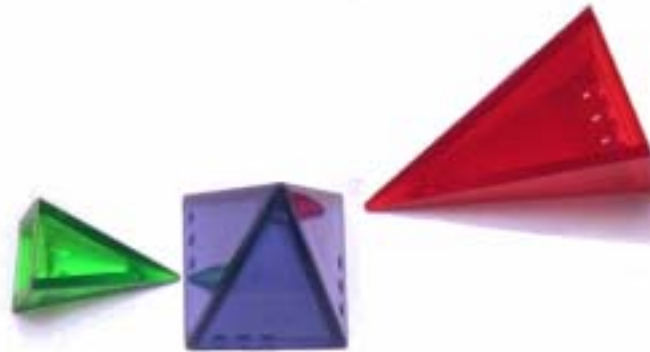
Execution



Over-Ice



Trade Up



Crashing



Icehouse Rule

If you have

- No Un-Iced Defenders
- Fewer than 8 in stash
- Observant opponents

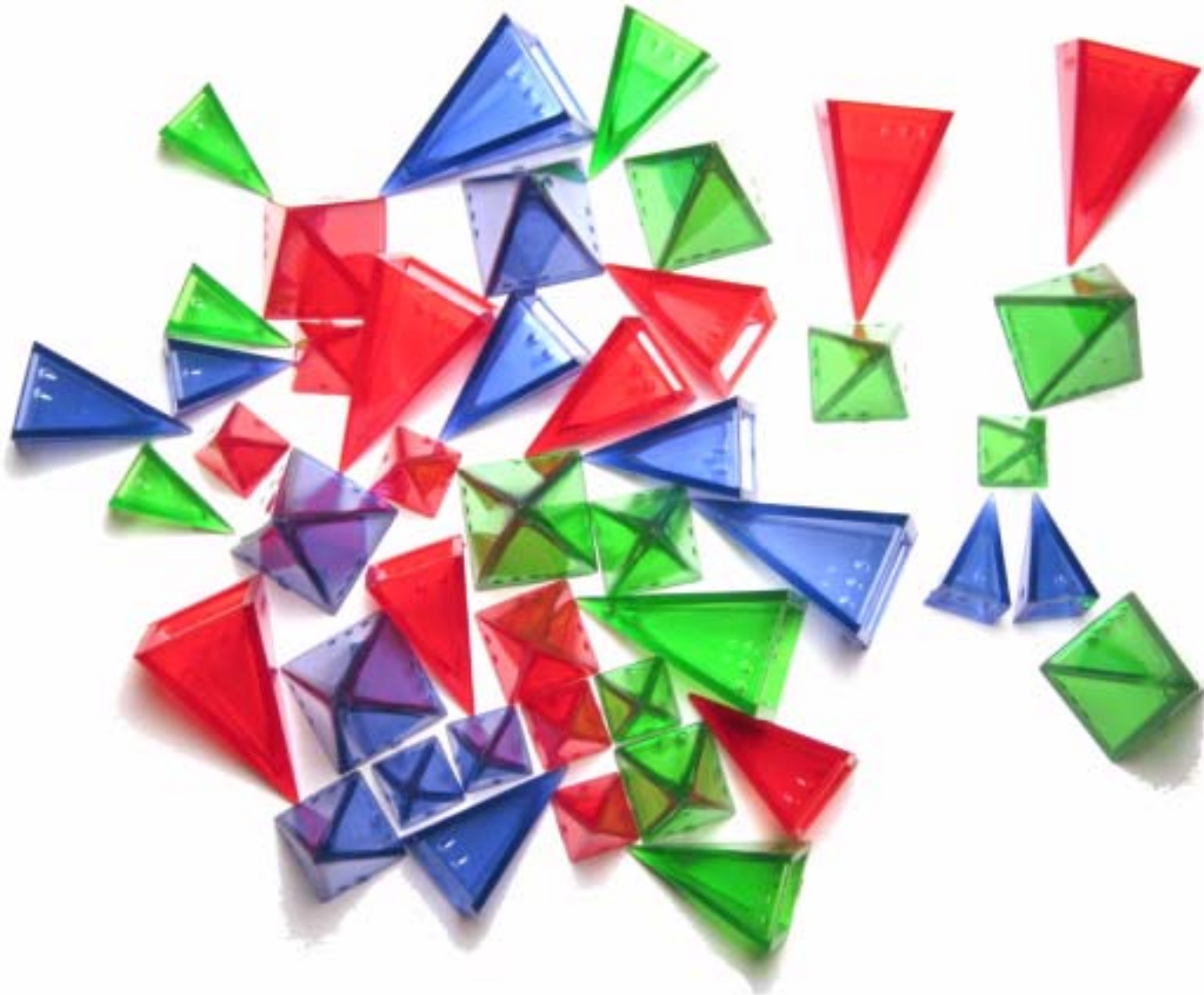
You will be Icehoused

The Penalty

If you are put in the
Icehouse

- Score drops to zero
- Stash taken prisoner
- Cannot win

Endgame



Scoring

- Points for successful attackers
- Points for successful defenders
- Maximum of 30 points

Winning

Highest Score Wins

- 30 is a perfect score
- 20 - 30 is pretty good
- 10 - 20 is average