



FREEZE TAG

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SUMMARY OF PLAY

On their turn, players roll the pyramid die and move one or two pieces of their color corresponding to the size(s) shown on the die. All sizes shown on the die must be moved, if possible, one square in any direction (diagonal included).

GOAL

Move any three of your pieces off the far side of the board across from where you started.

LEGAL MOVES

- into any empty space
- off the edge of the board directly across from the edge you started on
- onto your own single piece of the same size or larger (this freezes the piece beneath it)
- onto an opponent's single piece of the same size or larger (this freezes the piece beneath it)
- onto an opponent's single piece of a smaller size – this forces a relocation of this piece. You may now relocate this piece to any legal location on the board. This can cause a chain reaction, permitting the player to capture and relocate another piece with the piece they relocate. If you have a Small of your own color alone, you can use a captured Medium to capture and move your own Small anywhere legal on the board (but you cannot move it off the board).

2-4
 MEDIUM
 SIMPLE

EQUIPMENT

- 2 trios of the same color for each player
- Volcano Board
- The Pyramid Die
- Twin Win cards (optional)



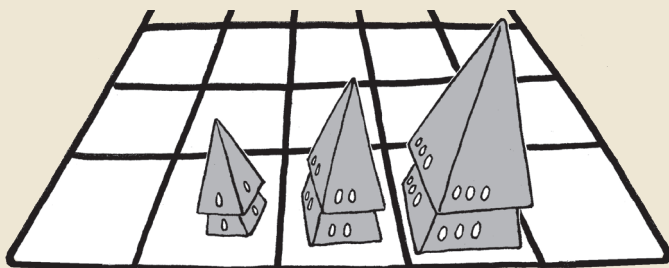
OVERVIEW

Pyramids race to the other side, trying not to get frozen along the way by getting stacked upon.

SETUP

Each player chooses a color and gets two trios of that color.

Each player places their six pyramids along one edge of the 5x5 grid, as shown here, with a stack of two Mediums in the center edge square, two Small in the space to the left of the Mediums, and two Large in the space to the right.



In a two player game, you can choose to sit either catty-cornered or across from each other.

Use Twin Win cards as reminders of color and direction.

ADDITIONAL RULES

- Stacks of pyramids may only be 2 high.
- You may NOT move your pyramid onto your own piece of a smaller size.
- You may only move the top pyramid in a stack.
- If two sizes are shown on the die – you must move a pyramid of each size.
- If your roll is for two sizes you may make the moves in any order you prefer.
- If you cannot move either of your two pieces of the size you roll (ie, they are all frozen), then you lose that move (NOTE: you can still move the other size if your roll indicated two pyramid sizes and you have a piece the other size available to move).
- If you can move, you must.

