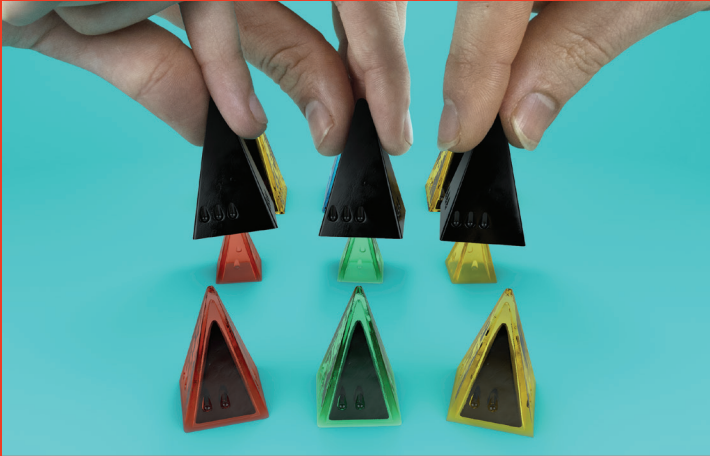




BLACK ICE



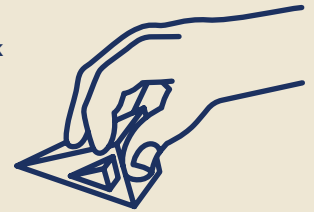
- Codes: Smalls hidden under the Locks
- Keys: A line of black pyramids (either Smalls or Mediums) in front of each player
- Keycaps: Colorful Medium or Large pieces each player places on top of their Keys to indicate their current settings.
- Capping: An action consisting of placing one of your Keycaps onto one of your Keys.

SETUP

Place a row of three black Smalls in front of one player and a row of three black Mediums in front of the other player. These are the Keys that each player will be trying to set to match the colors hidden under the three black Larges, which will be placed in a row in the center of the table, between the players' rows of Keys. Sort out the other pieces by size. Put all the remaining Smalls (the Codes) into the bag, and hide a Code under each Lock, using the Locking Codes procedure described below. Move all the rest of the pyramids (the Keycaps) to be in front of the players, with the medium Keycaps going to the player with the small Keys, and the large Keycaps going to the player with the medium Keys.

LOCKING CODES

This is done by placing a Lock into the bag, pushing a Code into the Lock by touch, and removing the Lock with your thumb blocking the opening so that no one can see what's inside.



LOCKING EYES

Any time someone is setting a Lock, the players should look each other in the eye — that way, you can both be sure neither of you gets a glimpse at the new color being hidden.

HOW TO PLAY

On your turn, roll the three dice, and take the three actions shown. You can perform them in any order.

DUPLICATES BECOME WILD

If you roll two of the same symbol, one is changed to Wild. If you roll Triples, two become Wild.



2



FAST



SIMPLE

EQUIPMENT

- Three Trios of each of five colors one of which must be opaque (black is assumed, but white also works)
- Three Lightning dice
- Cloth bag



OVERVIEW

In this game, you are a computer hacker trying to break into a secure system. To gain access, you need a three-color password. The secret codes are changed frequently, by the system's Intrusion Countermeasure Equipment (ICE). The computer you're trying to hack has the strongest possible level of ICE protection — code Black — which means if you don't enter the correct password, the Black ICE will fry your system when it shuts you down. So don't try to open the locks until you have the right colors programmed in!

GOAL

Correctly match the hidden code. (You also win if your opponent guesses incorrectly.)

TERMINOLOGY

- Locks: A line of three black Larges in the center, with Smalls under them

BLACK ICE (CONT.)

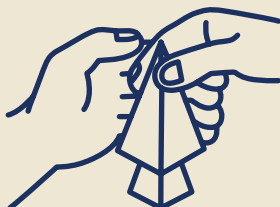


DICE OPTIONS



= Peek

Sneak a look at the Code under one of the Locks. This is best done by cupping your hand around the Lock, forming a little shield, then lifting the Large just enough to look underneath.



= Swap

Trade the positions of two of the Locks, or swap two of your Keys (but not your opponent's Keys).



= Set

Place a Keycap onto one of your Keys. (Remove the old Keycap first if needed.)



= Reset

Lift up a Lock to reveal the Code. Reload the Lock, then return the old Code to the bag.



= Copy

Cap one of your Keys with the same color that your opponent has in that position.



= Wild

Choose any of the other five actions.

NULL = WILD

If you can't perform an action, or if said action is rendered meaningless, it is treated as a Wild. For example, Copy becomes Wild if your three Keycaps already match your opponent's, and Reset becomes Wild if your opponent hasn't Peeked inside any of the Locks.

PASSING

You can also pass on any action you don't care to take.

EFFECTIVELY VS. LITERALLY TURNING WILD

Notice the important difference in the two ways a die roll can become Wild. If you roll doubles, one of the rolls literally becomes Wild: as soon as the results are observed, one of the dice should be physically changed to the Wild position, as if that's what had actually been rolled. On the other hand, when you are unable to use the action shown, the move becomes effectively Wild. In this case, you should NOT physically change the position of the die, because an action you are unable to take at the start of your turn might become possible, due to your other actions, before your turn is over. Actions only become temporarily Wild for the span of time when their original functions don't work.

HOW TO WIN

The game ends as soon as someone makes a guess. At the end of your turn, if you believe your Keys are capped with the same sequence of colors that are hidden by the Locks, say "I win!" and reveal the Secret Codes. If you were correct, you win! If you were wrong, say "Wait, I'm wrong! You win!" and demand an immediate rematch.

OTHER NOTES

INCREASING THE CHALLENGE

Described above is the standard game, with 3 Locks and 4 color possibilities. But once you've mastered those, you might wish to dial up the difficulty. You can add one or more white Trios to form additional Locks, and by including other pieces you can increase the spectrum of colors those Locks can be set to. Slowly increase either of those factors to make the game gradually more challenging, or if you dare, go directly to Expert Level, with 6 Locks and 8 colors!

DICE PLACEMENT PROTOCOL

After rolling, line the dice up before you. As you take each action, place the corresponding die in front of the other player. For extra fanciness, stack the second die onto the first and the third onto the stack, thus forming a noticeable indicator that it's the other player's turn.

