

ICE DICE



SETUP

Stack up the pyramids, sorted by size and color, and place them to the side of the playing area. This is the Bank.



2-3
 FAST
 SIMPLE

EQUIPMENT

- The Pyramid Die
- The Color Die
- One Trio per player of each of the five colors on the Color Die (that's 30 pyramids total for a two player game and 45 for a three player game).



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.

OVERVIEW

Ice Dice is a press-your-luck game. Roll the dice to see what pyramid you get, then decide if you want to risk it by rolling again!

GOAL

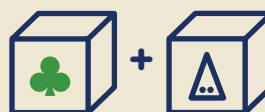
Collect three single-color Trios.

TERMINOLOGY

- Counter: In the center of the table is a spot called the Counter.
- Bank: To one side is an area called the Bank, where all the pieces begin.
- Vault: The space in front of each player is called their Vault.

EXAMPLES

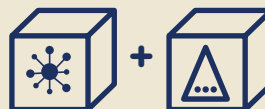
If you roll:



You get a Medium green pyramid.

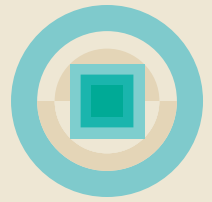


You get your choice of either a Small or a Medium yellow pyramid.



You get a Large pyramid of any color not already on the Counter.

ICE DICE (CONT.)



ROLLING AGAIN

You may continue rolling and moving pieces to the Counter until you either decide to stop, or Bust Out.

BUSTING 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. To move pieces into your Vault, you must decide to end your turn before you make a roll that causes you to Bust Out. When you roll the Atom, you cannot choose a color you already have on the Counter, since to do so would cause you to Bust Out. Size doesn't matter here, Busting Out is all about color.

RAINBOW BONUS

If you roll all five colors without Busting Out, you get to move those pyramids to your Vault and take another turn!

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.

HOW TO WIN

You need three monochrome Trios to win. It's acceptable to have two Trios of the same color. The order you collect them in also doesn't matter; you can regroup your collection however you wish as you go. Extra pyramids in your Vault are irrelevant.

OTHER NOTES

KEEP-GOING VARIATION

When young players are participating, you can remove the press-your-luck element, so that everyone always gains pieces. All players keep rolling until they would otherwise Bust Out; then instead they simply Vault whatever pieces they have on the Counter at that point. (The Rainbow Bonus does not apply during this variation.)

HISTORICAL NOTES

I invented this game — and the dice it uses — at my first Burning Man event, a regional gathering in Delaware called Playa Del Fuego, in May 2009. Ice Dice is basically the same game as Volcano, except with a press-your-luck dice mechanism for collecting pieces, rather than a puzzle you have to solve.

