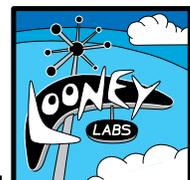


Featuring an overview and rules for all these games:

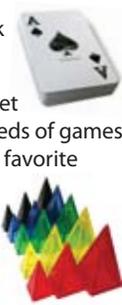
- **Treehouse**
- **Pharaoh**
- **IceDice**
- **Launchpad 23**
- **Martian Coasters**
- **Martian Chess**
- **Zark City**
- **World War 5**
- **Black ICE**
- **Homeworlds**
- **IceTowers**
- **Icehouse**
- **Caldera**



Consider the deck of playing cards:

- Fits in your pocket
- Useful for hundreds of games
- Everybody has a favorite

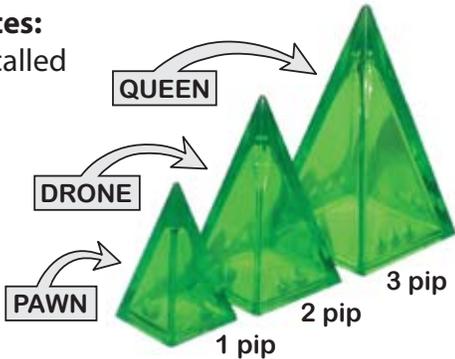
Now check out these pyramids:
Same concept, different games.



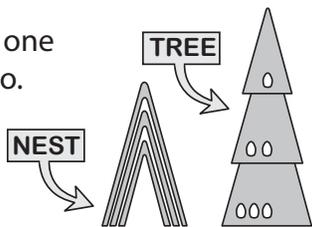
Guide To LOONEY PYRAMIDS

Names of Pieces:

While usually called simply LARGE, MEDIUM, and SMALL pieces, each of the 3 pyramids also has an official name:



Trio: A set of 3 pyramids, one of each size, is called a Trio. Official names are also given to these specific arrangements of Trios:



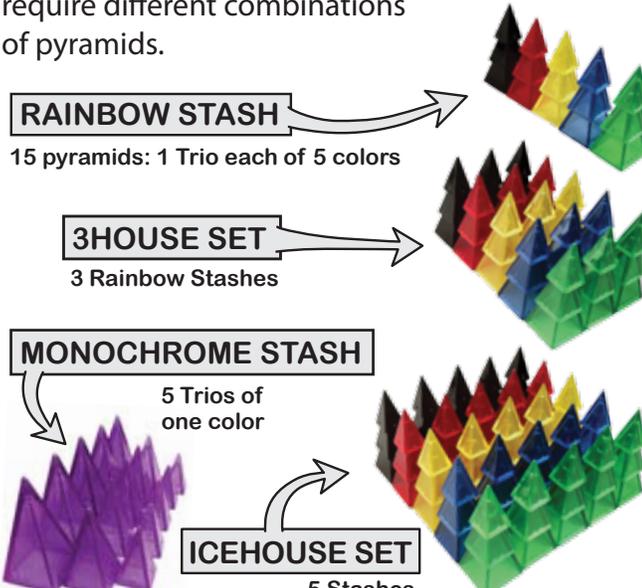
Types of Game Sets: Different games require different combinations of pyramids.

RAINBOW STASH
 15 pyramids: 1 Trio each of 5 colors

3HOUSE SET
 3 Rainbow Stashes

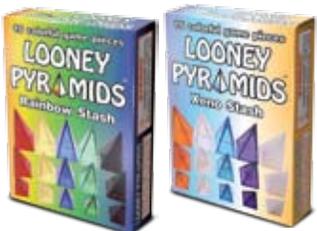
MONOCHROME STASH
 5 Trios of one color

ICEHOUSE SET
 5 Stashes



COLOR OPTIONS

- **Rainbow:** Red, Yellow, Blue, Green, and Black
- **Xeno:** Purple, Orange, Clear, Cyan, and White



How To Choose a Game: When choosing a game, you want to narrow your options by your assets, your limitations, and your tastes. How many pyramids do you have? How many people want to play? How much time is available? What other equipment is needed? Most importantly, what sort of game do you like best?

Difficulty	How many players?
Duration	
Rainbow Stashes Required	
+ Other Stuff Required	

Simple

Fast

Medium

Medium

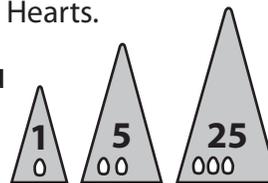
Complex

Slow

The charts at the beginning of each rulesheet will help you answer these questions. As you look for the games that sound the most intriguing to you, consult each game's chart to see if you have everything you need to play.

Scorekeeping: Another cool use for Looney Pyramids is to keep score in traditional games. As poker chips they're wonderfully exotic, and they're a great alternative to paper & pencil when playing Hearts.

Pyramid Values:



Become a Starship Captain! The biggest fans of the pyramids are known as Starship Captains. To gain this title, you must learn to play at least ten pyramid games, then make a list of your favorites, ranked by your desire to play each game. Sign up at our Fan Club site to connect with other Starship Captains!



For rules to games and lots of other info, please visit: www.LooneyPyramids.com

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HOW to PLAY

IceDice



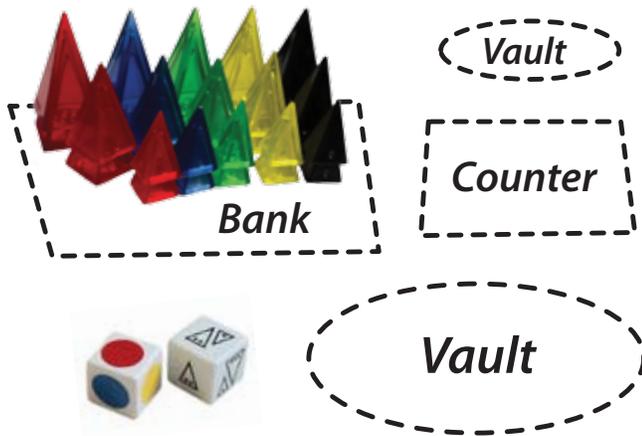
Designed by Andrew Looney

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:

=	= or
= choice of	

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:

You win!	You win!	Not yet...

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.

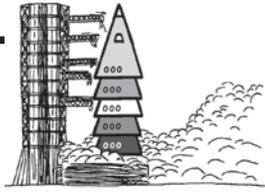
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HOW to PLAY

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!

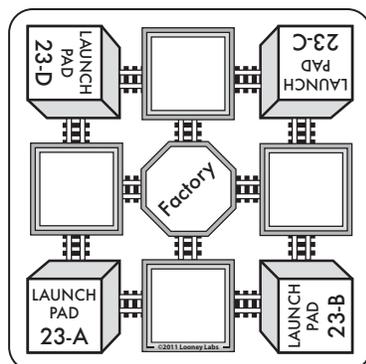
Number of Players: 2-4

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.)

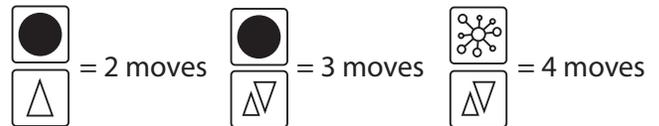


Who Starts: The player who can best make the claim of being a Rocket Scientist gets to go first.

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.

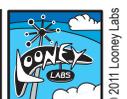
Auto-Sort by Size: After you move, restack all rocket parts by size, with smaller pieces on top of larger pieces.

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.

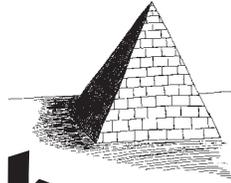


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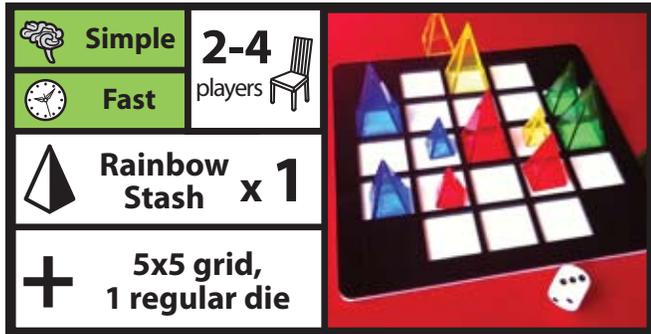
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HOW to PLAY



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:

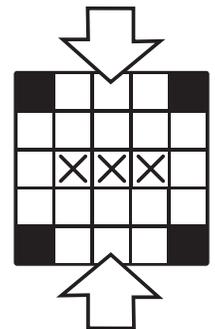
• **2 players = 1 goal-line:**

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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HOW to PLAY

TREEHOUSE



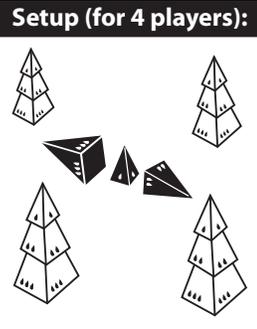
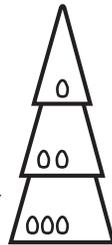
Designed by Andrew Looney

Simple	2-4 players	
Fast		
Rainbow Stash x 1		
Treehouse die		

Number of Players: 2 - 4 (or more with more pyramids)

Equipment: one Rainbow Stash, Treehouse die

Setup: Each player gets three pyramids: a Small, a Medium and a Large. This is called a Trio. Stack your pieces in the "Tree" formation:



Place one trio in the center of the table. This set is called the House.



The House pieces begin in this arrangement:

Who Starts: The player holding the die goes first!

How to Play: On your turn, roll the die, then alter the arrangement of your trio of pyramids using the type of action indicated by your roll.



If you can use the action on your trio, you **must**.

If you **cannot** do it to your own pieces, you **may** do the action to the House, or pass.

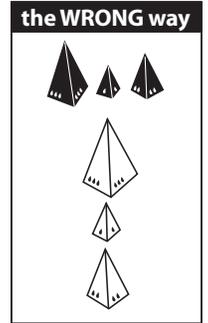
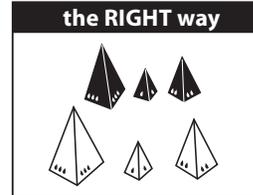
If you cannot use the action in either place, then you **roll again**.

Typical Game in Progress:

Imagine that all trios are on invisible parallel lines.

Arranging Your Trio: Stacked pieces are **always** kept upright. Lying down pieces can **never** be nested.

Keep your trio arranged in a line parallel to the House. If your line isn't parallel, it will be confusing, as shown.

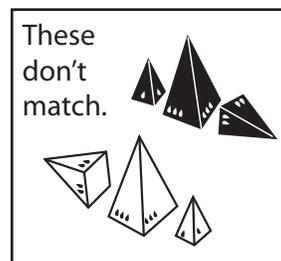


Pieces may be moved apart to make room for a piece to go in between them during a Hop or Dig. Close up the gaps in the line when your turn ends.

Turn Options: Here are how the six actions work:

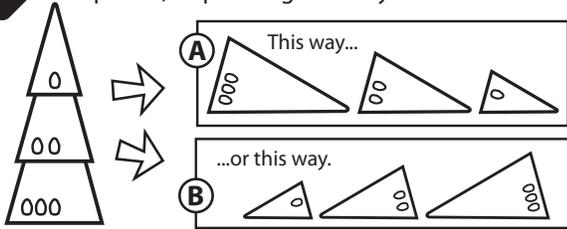
TIP or	AIM or
Knock over a stack or an upright piece.	Reorient a solitary piece (pointing left, right, or up).
HOP or	DIG only
An upright piece jumps up, then lands upright. Hopped pieces land upright in any other spot in the line, or onto any other piece in your trio. A piece can Hop alone, or with a piece on top.	A lying down piece tunnels down, moving in the direction in which it points, and surfaces upright. The piece may surface upright in place, under another piece, at any spot between pieces, or at the end of the line.
SWAP any two	WILD You OR the House
Two of your pieces switch positions. Swapped pieces retain their orientation, except when a lying down piece enters a stack.	Perform any action on either the House or your own trio.

Goal: You win if you can rearrange your pyramids, or the House, so that your pieces and the House pieces match each other exactly.



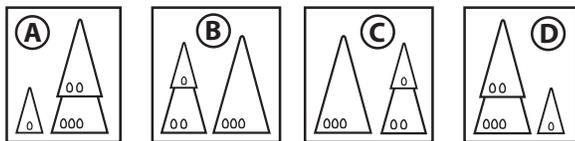
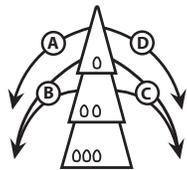
Ties: If more than one player matches the House at once, the player who caused the win is the winner. If one causes multiple others to win without winning themselves, it's just a tie.

TIP Tip turns an upright piece or stack of pieces sideways. After a stack is Tipped, the pieces separate, all pointing one way.

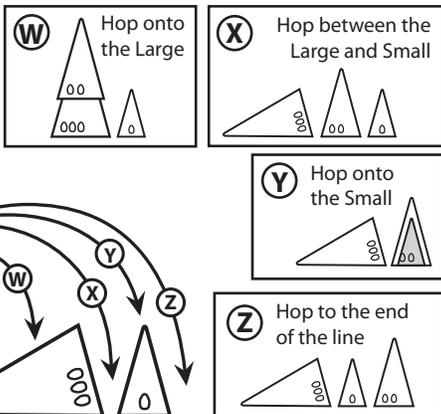


This is NOT a Tip. You can only Tip an upright piece (or a stack). You cannot Tip a lying down piece up. You cannot Tip just one piece in a stack.

HOP Only upright pieces can use Hop. When your pieces are stacked as a Tree, you can Hop 4 ways:



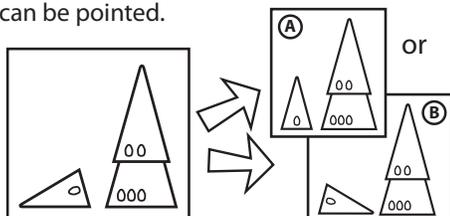
There are 4 ways to Hop the Medium piece shown here:



You cannot Hop in place. You cannot Hop a lying down piece.

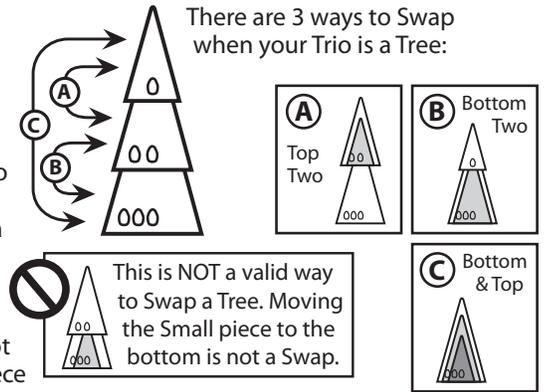
AIM Aim changes the direction of a single piece. There are only 3 directions a piece can ever be pointed in: Left, Upwards, or Right. Therefore, Aiming allows you to point a piece in one of the two other directions it can be pointed.

You cannot Aim just one piece in a stack. So in this situation, you can only Aim the Small piece.



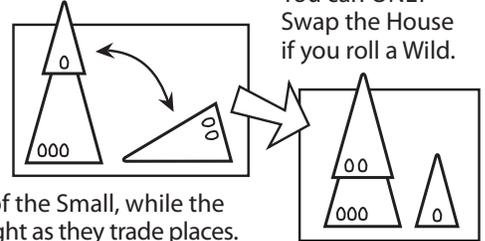
SWAP There are 3 ways to Swap when your Trio is a Tree:

It's always possible to Swap two pieces in a trio.



You cannot Swap a piece with a stack of pieces.

Here, to Swap the Small and Medium pieces, the Medium must turn upright to take the place of the Small, while the Small stays upright as they trade places.

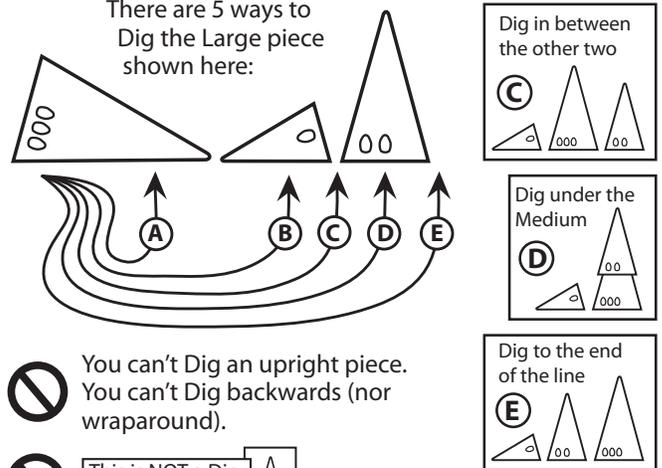


You can ONLY Swap the House if you roll a Wild.

DIG Digging always starts with a lying down piece and ends with that piece standing up.

When you Dig, the piece either stays in place or moves in the direction in which it points. After Digging, the piece stands up. The Digging piece goes on the bottom of the stack if you Dig under another piece. If your piece Digs under a lying down piece, both pieces are turned upright.

There are 5 ways to Dig the Large piece shown here:



You can't Dig an upright piece. You can't Dig backwards (nor wraparound).

This is NOT a Dig. You can't Dig under more than one stack (i.e. you can't scoop up two separate pieces).

Additional Clarifications:

- You can **never** change another player's Trio of pieces.
- You can **only** Pass when you can't do the Action to your own Trio, and don't wish to do it to the House.

Looney Pyramids were created by Andrew Looney in 1987. If your friendly local game store doesn't sell them, please visit: store.LooneyLabs.com



HOW to PLAY

MARTIAN COASTERS



Designed by
Andrew Looney



Introduction: These colorful beverage coasters form a gameboard that changes during the game. Why the name Martian? Because the fictional origin of these pyramids is in the lost, ancient cities of the planet Mars.

Number of Players: 2-4

Equipment: 1 Rainbow Stash, 4 mini-gameboards, 1 regular die, 1 Treehouse die (if you don't have a Treehouse die, use another regular die plus the chart)

Setup: Arrange the four coasters in a square. (Notice the small dot in the corner of each coaster: to maximize fairness, place the coasters together with all of these circles in the center.)

Assign a color to each player. (Set the extra color(s) aside.) Place the pyramids onto the coasters thusly:

- **4 Players:** Build four mixed-color Trees and place each Tree in the center of the Coaster of the color not included in that Tree.
- **3 Players:** Make a stack with the three Drones and place it on the center of the coaster not assigned to anyone. Build three two-tone Pawn-Queen stacks, and place each one on the center of the remaining coaster of a color not included in the stack. (To maximize fairness, build the Drone tower in reverse turn order.)
- **2 Players:** Place the two Drones onto the center squares of the opponent's home coasters. Place each Pawn onto the opposite color Queen, and place these stacks onto the center squares of the remaining two coasters.

Who Starts: The highest roller goes first.

Goal: The object of the game is to assemble your three pieces, in a Nest, in the center spot of the coaster which features the color of your pieces.

How to Play: On your turn, roll both dice. The Treehouse die gives you a special Action (see chart), while the standard six-sider determines your Movement Points.

Moving: You may take your Action at any time during your turn, be it before, after, or in the middle of using your Movement Points. You may only move your pieces in the directions indicated by the arrowheads.

How far your pieces may go is determined by each piece's pip count. It costs three Movement Points to move your Queen one space, but only two to move a Drone one space, and Pawns cost one Movement Point per space to move. You can only move your own color.

A piece may not be moved if another piece is sitting on top of it, but a piece may be moved to the top of the stack it's in by spending the Movement Points needed to move that piece one space.

You may spread your Movement Points over as many pieces as you wish, including using them on one pyramid, then taking your Action, then continuing to use them on the same pyramid again. You are not required to use all of your Movement Points.

•	TIP	Totally Increase Points! Regardless of your other roll, you now have 7 Movement Points.
◻	SWAP	Two coasters of your choice are swapped. (However, their orientations do not change.)
◻	HOP	Choose any coaster and move it to another spot. You may also freely rotate the coaster.
◻	DIG	You may move as many of your pieces as you wish to the tops of the towers they are in.
◻	AIM	You may freely rotate in place as many of the coasters as you wish.
◻	WILD	Take your choice of the other five options.

Notes: You may not Hop in such a way as to cause any coaster to become disconnected from the rest of the group. It's OK to Hop to the same location, but in a new orientation (i.e. you can use your Hop to Aim a single coaster). Multiple Aim or Dig actions must be done at one time. Your Treehouse Action is optional.

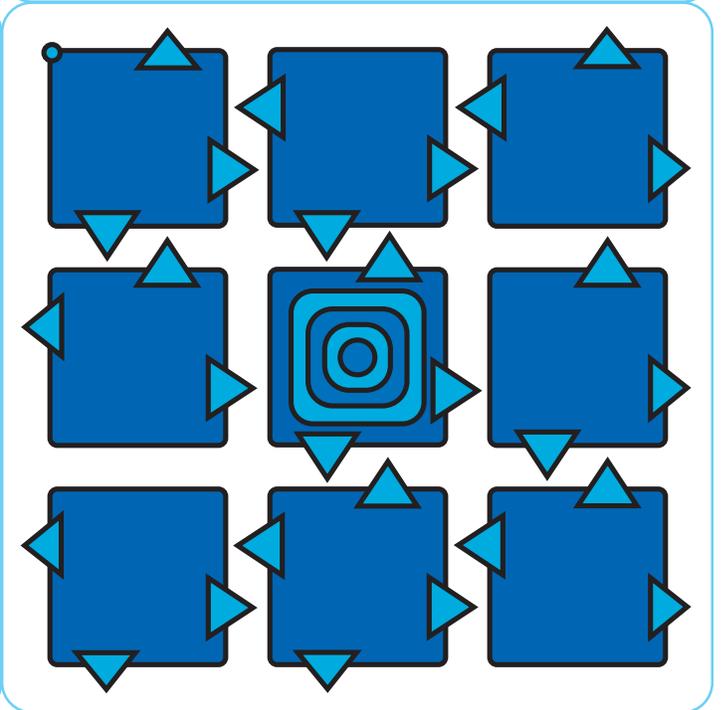
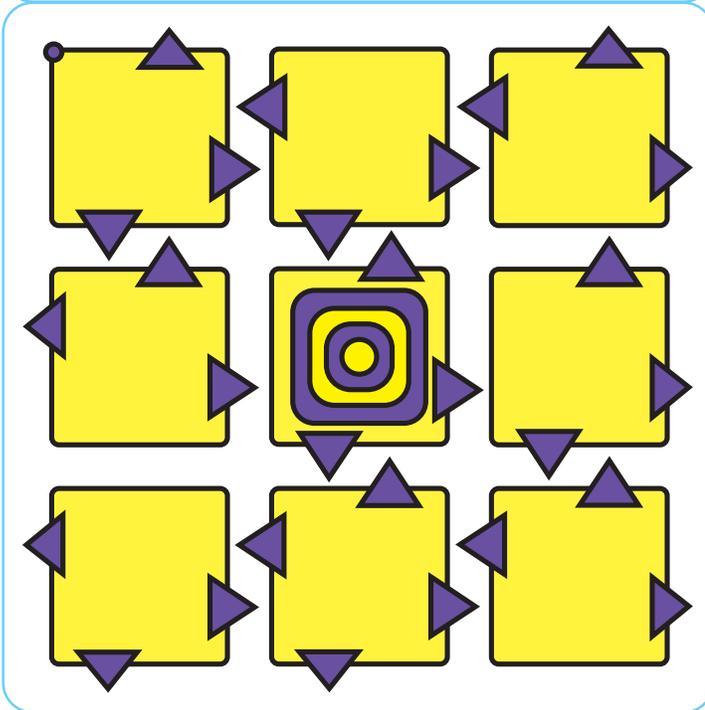
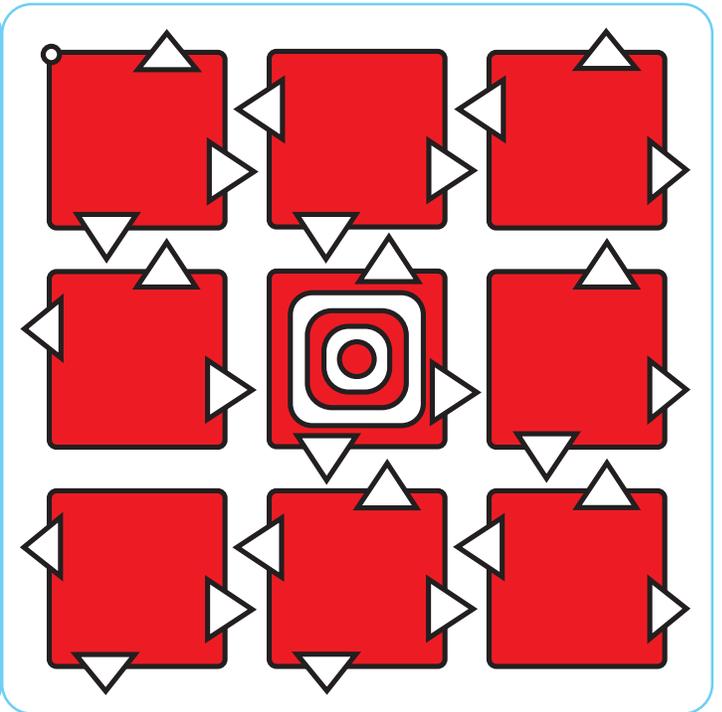
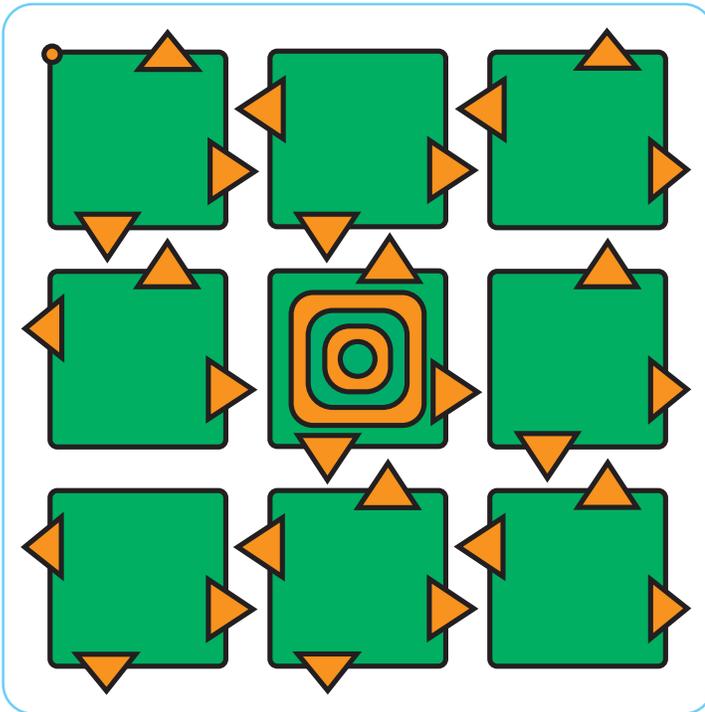
Winning: The first player to build a nest in the center of their coaster wins! It doesn't matter if other players' pieces are in your way; you can just build your Nest on top of any obstructions. (But you can't have other colors between your pieces.)

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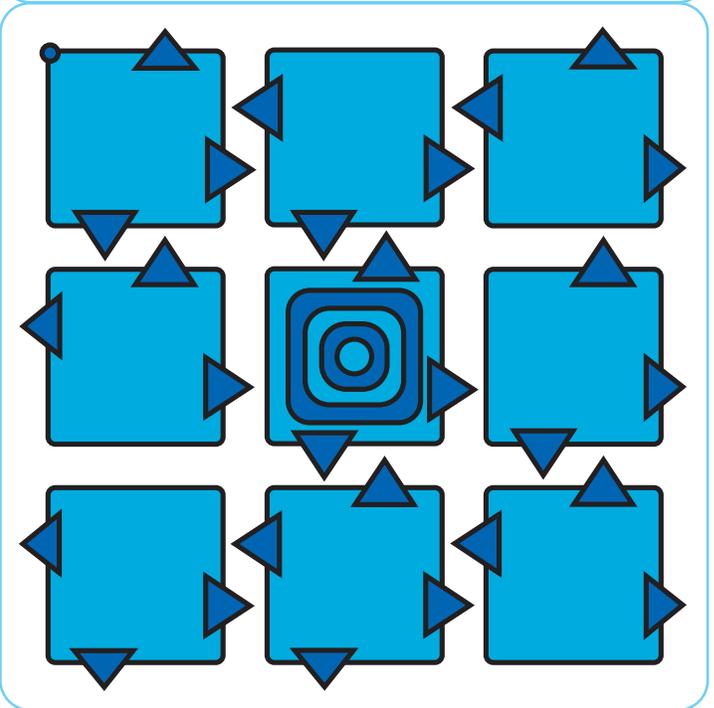
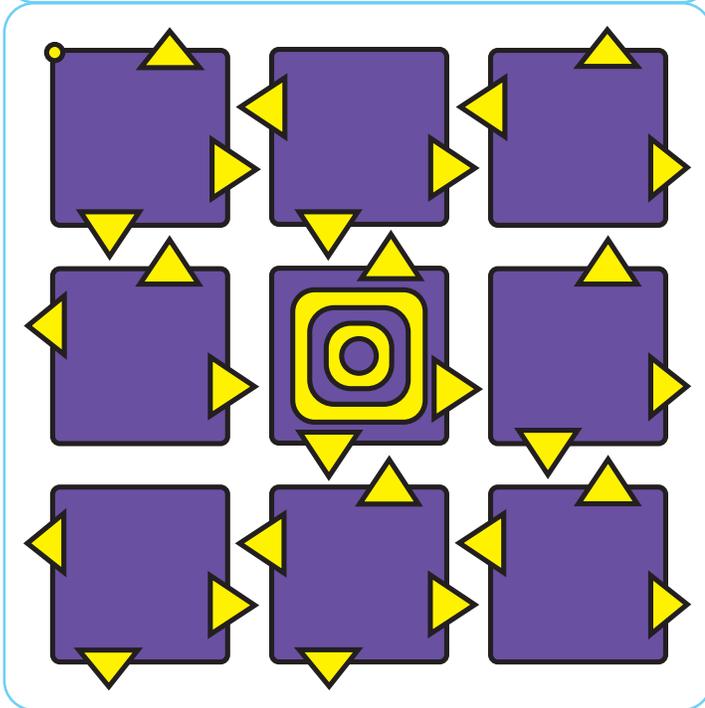
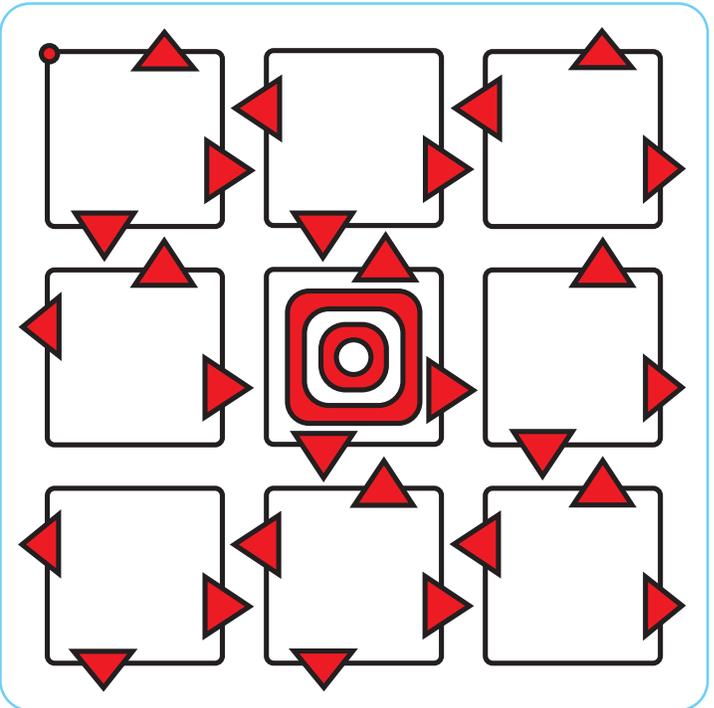
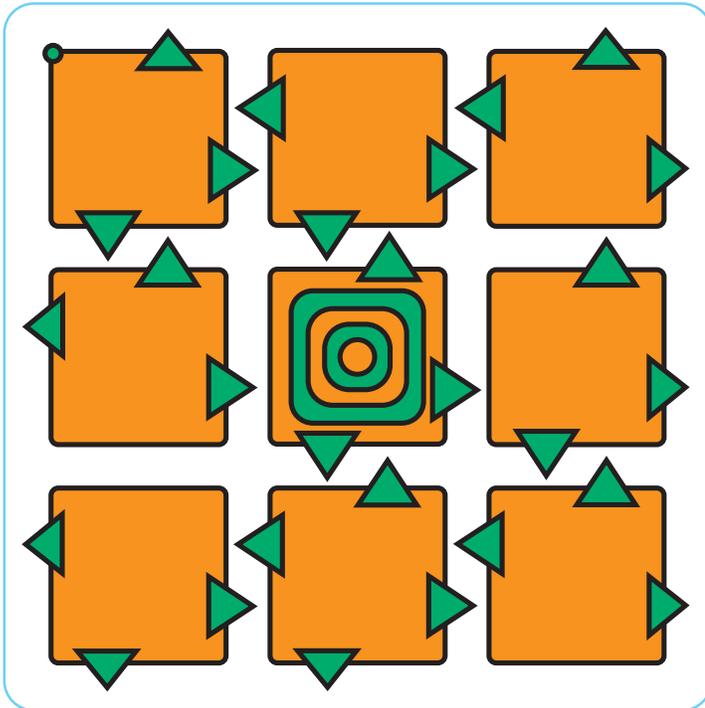


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MARTIAN COASTERS



MARTIAN COASTERS



HOW to PLAY

WORLD WAR 5



Designed by Andrew Looney

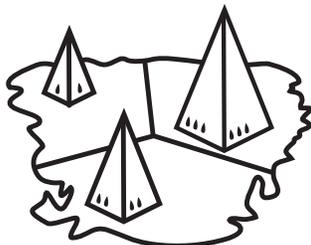


Number of Players: 2-4

Equipment: 3 Rainbow (or Xeno) Stashes, 6 regular dice, special gameboard

Goal: Conquer another continent while maintaining a base in your own. You are eliminated from the game if there are zero pieces of your color on your continent.

Setup: Each player chooses a home continent and is issued nine pyramids (three of each size) of the color most similar to the colors of their continent.



Place three pyramids (one of each size) onto the three territories of your continent. Only one piece may ever occupy a territory.

The starting pieces are placed in turn order, with all players taking turns placing their smalls, then adding their mediums, and finally their large pyramids.

Who Starts: The highest roller goes first.

Turn Options: Perform one of these actions each turn:

- **GROW:** Increase the size of one of your pyramids by replacing it with the next larger size, if one is available. You can only do this to a piece on your own continent.
- **BUILD:** Place a small piece of your color (if available) into an empty territory within your own continent.
- **MOVE:** Transfer one of your units to an empty territory that it is connected to.
- **INVADE:** Attempt to enter a connected enemy-held territory by using combat.

Combat Rules: Attacks are resolved as follows:

- Begin by placing the piece you are attacking with on its side, pointing at the territory you seek to move into.

Size of piece:	# of dice you roll:
Large	3
Medium	2
Small	1

- Battles are resolved with the two players rolling dice. The number of dice you roll is the same as the number of pips on your piece.

- If the attacker fails to get a better total dice roll than the defender, the battle ends and no pieces are moved. Ties go to the defender.

Loser Must:

- **Retreat** (if possible)
- **Shrink** (if no place to go)

- If the attacker wins, the loser must flee into an empty, adjoining territory of their choice, while the winner's piece is moved into the disputed zone.

- If (and only if) there is no available territory for the loser to retreat to, then their piece is reduced in size by one.

- If a piece must shrink but there's no piece available of the size needed, the piece shrinks to the next smallest size. Smalls are destroyed, allowing the attacker to move in.

- If a player is eliminated, all pieces of that color are immediately removed from the board.

- After resolving combat, stand your piece up.

Game Over: You win if all three territories in another colored continent are occupied by pieces of your color -- provided you also have at least one piece of your color in your home continent.

Q: Suppose a player who controls two sectors of a foreign continent mounts a successful attack on the third, allowing them to move in and win. However, the loser also controls two sectors of a different foreign continent, and retreats to the empty sector to claim victory. Who wins? Is it a tie?

A: If two players meet the victory condition at the same time, then the player whose move caused the win is the winner.

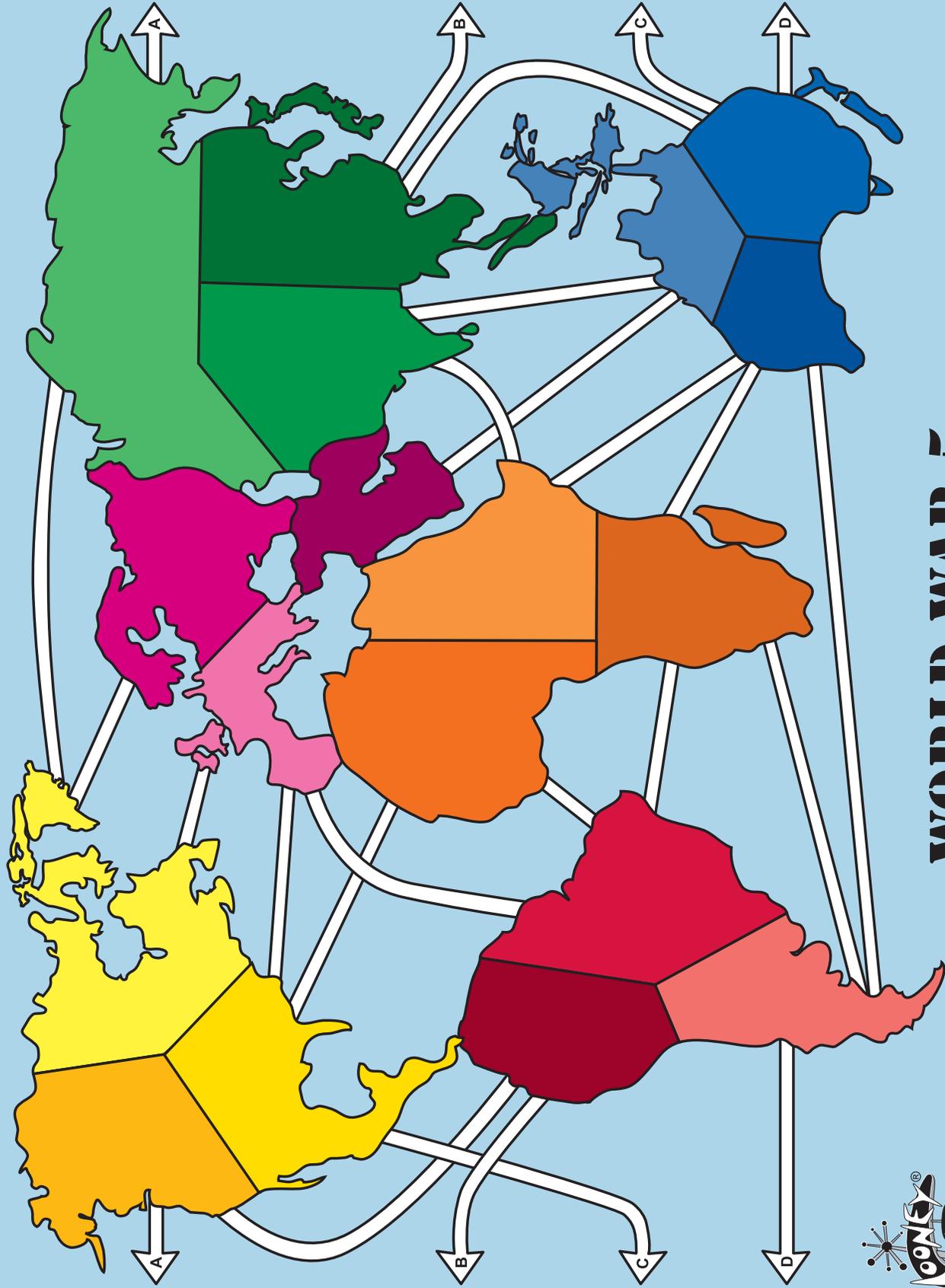
Q: Why can't 5 or 6 people play?

A: It's not recommended because someone must be eliminated from the game before anyone can win, which makes for a much longer game.

Looney Pyramids were created by Andrew Looney in 1987. If your friendly local game store doesn't sell them, please visit: store.LooneyLabs.com

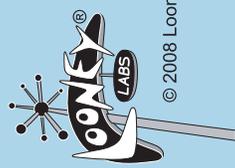


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WORLD WAR 5

a 3HOUSE game by Andrew Looney



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HOW to PLAY

MARTIAN CHESS

Designed by Andrew Looney



Medium	2 or 4
Medium	players
Rainbow Stash x 3	
+ chessboard	

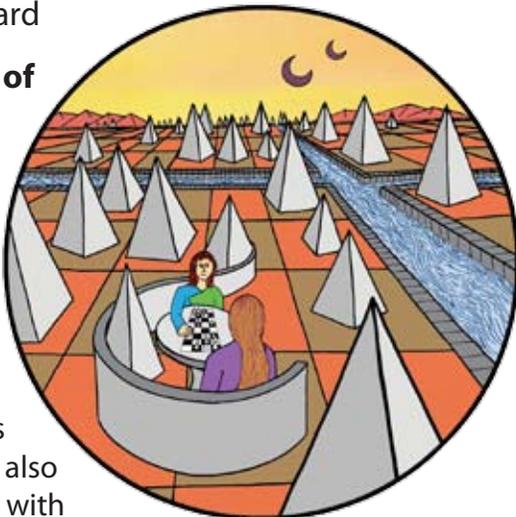
Introduction: In Martian Chess, color means nothing. Instead, location determines which pieces you may move. As in Chess, each type of piece has its own way of moving, and you capture by entering an opponent piece's square. However, you can move only the pieces sitting in your sixteen-square section of the board, and you can only attack pieces in other zones. Thus, a piece changes ownership after it attacks. The game ends when a player has no pieces left in their quadrant.

Equipment: 6 Trios (for 2 players) or 12 Trios (for 4) of any color, Chessboard

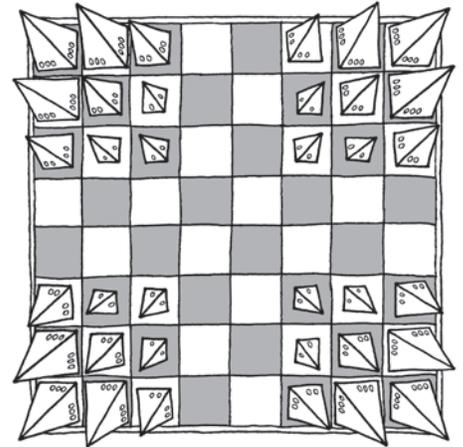
Number of Players:
2 or 4

Other groups sizes: This

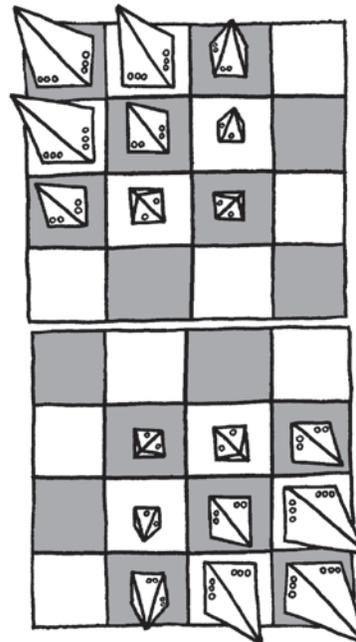
game can also be played with 3, 5, or 6 players; however, you will need special wedge-shaped gameboards. Find them here: <http://www.eeOr.com/tri-chess/>



Setup: Each player starts by setting up nine pyramids, three of each size, in the corner of their quadrant of the board, as shown here.



Randomize Colors: Since color has no meaning, each player should select a variety of colors to start out with, in order to make it easier to disregard the color of the pyramids.



Ignore Color!

Binary Setup: For the two player game, a half-sized board is used. (The other half of the chessboard should be folded away or covered up.) The pieces are then set up in opposing corners as shown.

Goal: Get the most points. ("Checkmate" is an Earthly concept; the term has no meaning here.)

Scoring: Each piece you capture is worth its pip count in points; the winner is whoever has the highest score.

Pawn = 1 point
Drone = 2 points
Queen = 3 points

Who Starts: Place a Queen for each player into an opaque bag or hat, with just one being red (or orange). Each player draws a piece, and whoever gets the red Queen goes first.

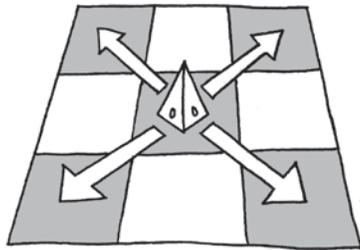


HOW to PLAY MARTIAN CHESS Page 2

Turn Options: On your turn, move one of the pieces in your quadrant as follows:

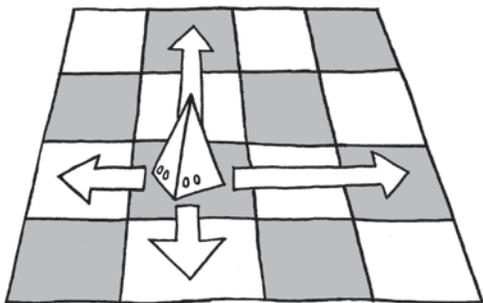
PAWN

One space at a time, in any of the diagonal directions.

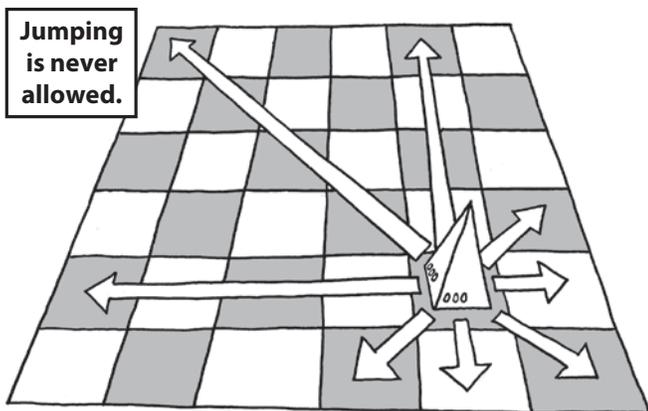


DRONE

One or two spaces, on either the horizontal or vertical lines.

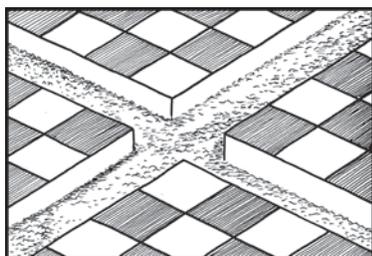


QUEEN Any distance, in any straight-line direction.



Ownership: You control ALL and ONLY the pieces currently in your quadrant of the board. After you move your piece into another player's quadrant, it stops being your piece.

Canals: It's helpful to imagine that the quadrants are divided by small canals.



Capturing: When your piece moves into a space occupied by an opponent's piece, remove their piece from the board and keep it for scoring.

Field Promotions: If you have no Queens, you can create one by moving a Drone into a Pawn's space (or vice versa) and merging them. Similarly, if you control no Drones, you can make one by merging two of your Pawns.

No Undo With Two: In a 2-player game, your opponent may not "reject" your move; if one player moves a piece across the canal, the other can't move it back to the same square it came from.

Game Over: The game ends as soon as one quadrant is totally empty. This means if you have only one piece left, you can force the end of the game by moving your last piece across a canal. Then, everyone totals up their captured pieces, and the high score wins!

Breaking Ties: If the game ends in a tie, the player who made the move that caused the tie is the winner. This includes the case in which a third player with a lower score can win by causing the game to end in a tie between 2 other players.

STRATEGY TIPS

Beware the Double Whammy: Whenever you capture a piece, make sure the piece you moved isn't in a position where it can immediately capture one of your own remaining pieces (unless you're happy enough making an exchange...).

Remember the Bottom Line: Keep in mind that the goal is points, not position. This is particularly vital in a four-player game, when two people can use the Double Whammy on each other to quickly trade pieces for points.

Run for the Border: If you're ahead on points and low on pieces, try to end the game quickly by pushing your last few pieces across a canal.

Looney Pyramids were created by Andrew Looney in 1987. If your friendly local game store doesn't sell them, please visit: store.LooneyLabs.com



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HOW to PLAY

Zark City

Designed by Andrew Looney



Medium	2-5 players	
Slow		
Rainbow Stash x 3		
standard playing cards		

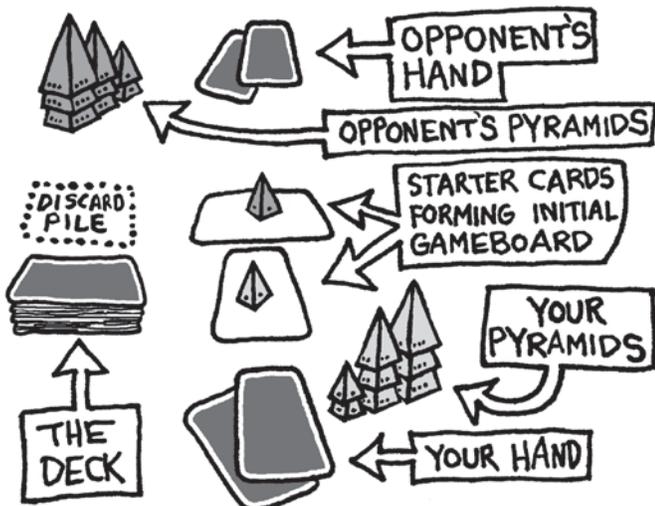
Introduction: In this game, a deck of cards is used to create an ever-expanding gameboard of numbered territories. Pyramids are used to indicate who's in control of which cards. The object is to exclusively occupy a group of three matching cards with pieces of your color.

Number of Players: 2-5

Equipment: 3 Rainbow Stashes, regular card deck

Setup: Each player gets three Trios of a one color.

Shuffle the deck and deal three cards to each player. If any player's hand contains nothing but aces and/or face cards, all players draw an extra card, repeating until all players hold number cards. (If you have no numbers, you must reveal your hand of cards to prove it.)



TERMINOLOGY

Gameboard: The numbered cards on the table collectively form the gameboard. (Aces and face cards do not get added to the board; you get special actions when you use them.)

Adjacent: Two cards on the board are adjacent to each other if their sides are touching.

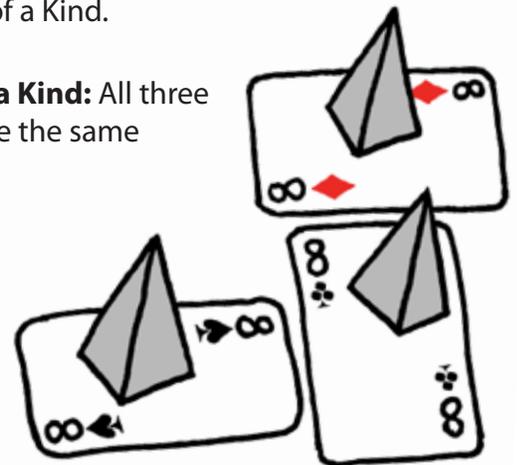
Diagonally Connected: When two cards are connected only at their corners, they are said to be diagonally connected.

Occupy vs. Control: You occupy a card if one or more of your pyramids is on it; you control a card if you are the only player occupying it.

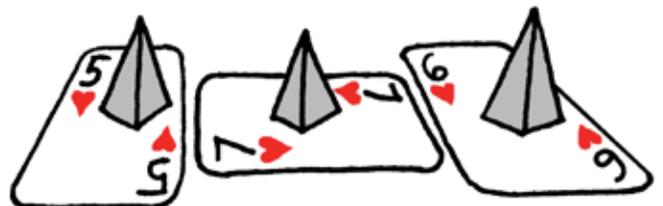
Block: Any set of three cards that are adjacent to each other (in either a straight line or an L-shape) is known as a Block.

Power Block: A Block is called a Power Block if the three cards it contains are either a Suited Run or Three of a Kind.

Three of a Kind: All three cards have the same number.



Suited Run: All three cards are of the same suit and together they form a consecutive sequence of numbers. (It is NOT required that they be arranged in numerical order.)



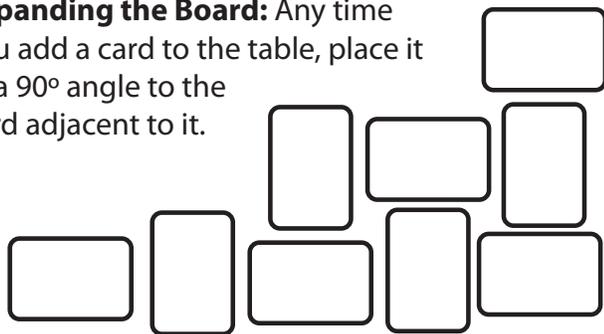
Goal: You win if you Control all three cards in a Power Block.

How to Play: On your turn, draw a card, add it to your hand, then take one of the 8 Turn Options listed in the column on the right. Afterwards, discard cards as needed to meet the Hand Limit of six.

Who Starts: Everyone chooses a number card (2-10) from their hand and plays it face down. Once all players have selected a card, everyone reveals. The player with the highest number goes first. In the event of a tie, the tying player who first selected their starter card goes first.

First Round: The first player sets their chosen card in the center of the table, and places a small pyramid on that card. In turn order, the other players then add their starter cards to the board, placing their cards adjacent to any card in play. Each also puts a small pyramid on their card.

Expanding the Board: Any time you add a card to the table, place it at a 90° angle to the card adjacent to it.



Hand Limit: When it's not your turn, you can only hold a maximum number of 6 cards in your hand. You can exceed this limit during your turn, but you must discard to 6 when your turn ends.

Size Matters: You cannot Grow or Spawn if you don't have the right sized pyramid available in your stash. For example, you can't Spawn if all three of your smalls are already on the board.

Re-shuffling: If the deck runs out, shuffle the discard pile and keep playing.

Author's Notes: This game is based by one of the earliest hits for the pyramids, *Zarcana* by John Cooper. Minor inspiration also came from *Lost Cities* by Reiner Kinzia. Hence the name *Zark City*.

TURN OPTIONS

Draw: Draw three additional cards, for a total of four this turn.

Grow: Replace one of your pieces with the next larger size.

Spawn: Add a small pyramid to a card you occupy.

Build: Add a number card from your hand to the board, placing it adjacent to a card you occupy.

Move: Slide one of your pyramids onto an adjacent card.

Convert/Demolish: The piece you target must be on a card adjacent to (or the same as) a card you occupy. You must discard one or more face cards, as many as needed to equal or exceed the value of the piece. Kings are worth 3 pips, and Queens are worth 2 pips. Jacks, Jokers, and Aces are all worth 1 pip. You can either convert the piece to your color by exchanging it with one of the same size or smaller from your stash, or you may simply remove the target piece from the board. If you spend more attack points than required, draw 1 or 2 extra cards, depending on the number of leftover points. (For example, if you discard 2 Queens to convert a Large, draw one card.) But you may not discard entirely redundant Face cards to get extra draws.

Fly: Aces have power beyond counting as Jacks. You can discard an Ace to move a card, like a flying carpet, from one spot on the board to another. You must occupy the card you wish to move (but need not control it). The pieces on the card ride along with it to the new location. You can move the card anywhere as long as you place it adjacent to another card, and provided your move doesn't leave one section of cards completely detached from another. Note that a diagonal connection IS adequate to prevent isolation.

Hatch: If you have no pyramids on the board, you may Build a new card anywhere, and then place a small pyramid onto that card.

Looney Pyramids were created by Andrew Looney in 1987. If your friendly local game store doesn't sell them, please visit: store.LooneyLabs.com



HOW to PLAY

BLACK ICE



Designed by Andrew Looney

Simple	2 players	
Fast		
Rainbow Stash x 3		
a cloth bag, 3 Treehouse Dice		

Introduction: 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 ICE (Intrusion Countermeasures Electronics), and if you try using the wrong password, the Black ICE will shut you down. So don't try to open the locks until you have the right colors programmed in!

Number of Players: 2

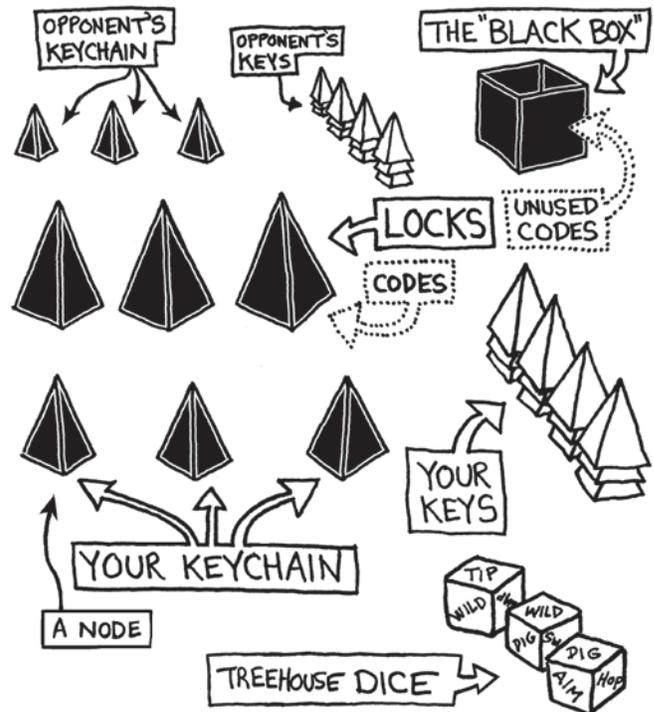
Equipment: 3 Rainbow Stashes, 3 Treehouse Dice, a cloth bag (which will be called the "Black Box")



Setup: Place the three Large opaque pieces in a row in the center of the table. Make two more rows of opaque pieces, one row in front of each player, running parallel to the center row. Sort out the other pieces by size.

Put all the Smalls into the Black Box. Give all the Mediums to the player who has the Small opaques, and give all the Larges to the player with the Medium opaques. (Your Keys will completely cover your Nodes.)

Hide a random Small pyramid from the Black Box under each of the three Large opaques. Don't let anyone see the hidden Smalls!



Goal: Match the 3 hidden pyramids with a row of 3 of your own in the same sequence.

To win, you must cover the three nodes in your row of base pyramids (your "Keychain") with three of your colored pyramids (your "Keys") which exactly match the colors and sequence of the three Small pyramids (the "Codes") hidden underneath the three Large pyramids (the "Locks") in the center of the table.

You also win if your opponent makes a guess and is incorrect.

Turn Options: On your turn, roll three dice, then perform three actions (in any order). Each duplicate turns into a WILD. Examples:

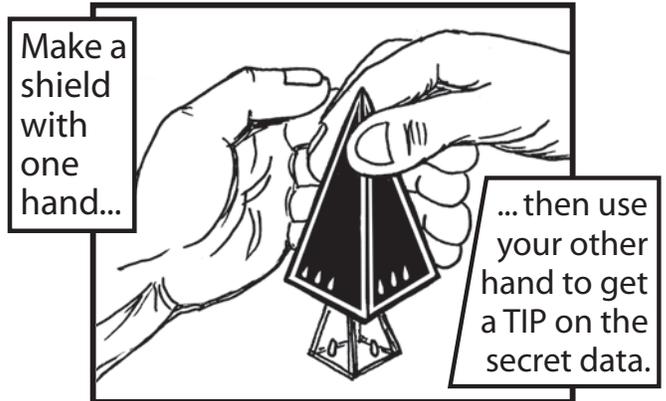
- SWAP** **TIP** **DIG** = **SWAP + TIP + DIG**
- TIP** **HOP** **HOP** = **TIP + HOP + WILD**
- DIG** **DIG** **DIG** = **DIG + WILD + WILD**

◻	TIP	PEEK: "Tip" open one of the Locks to take a peek at the Code inside.
◻◻	SWAP	SWAP: Trade the places of two of the Locks, or swap two of your Keys (but not your opponent's Keys).
◻◻◻	HOP	SET: Place a Key onto a Node of your Keychain. (Anytime you "hop" onto a Node, remove old Key first.)
◻◻◻◻	DIG	RESET: Open a Lock, take out the Code, and reload it with a new Code.
◻◻◻◻◻	AIM	COPY: Cap a Node with a Key of the same* color as whatever your opponent has in that spot. <small>* rhymes with AIM</small>
◻◻◻◻◻◻	WILD	WILD: Take your choice of any of the other 5 actions.

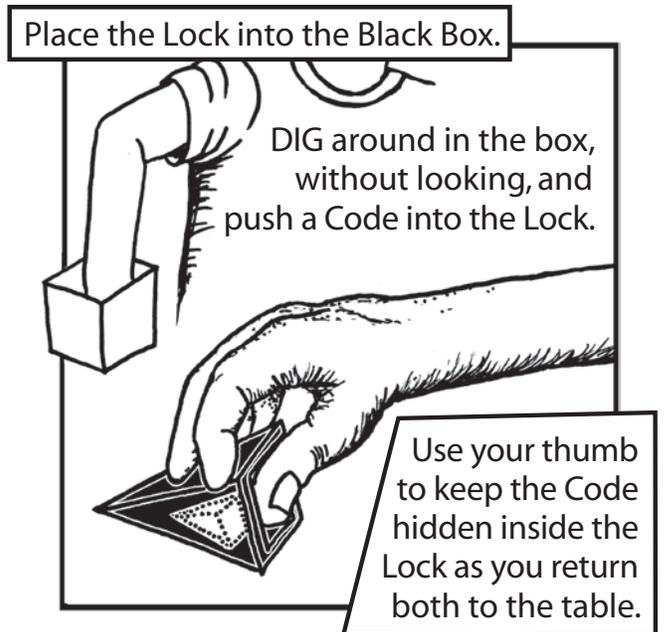
Null = Wild: If one of your actions is rendered meaningless because none of its options actually do anything, you get a Wild action instead. Thus, Copy becomes Wild if your three Nodes already match your opponent's, and Reset becomes Wild if the Locks are all un-Peeked by your opponent.

Passing: You can also Pass on any action.

How to Peek: The best way to look inside a Lock is to cup your hand around it, forming a little shield, and then lift the large piece and look underneath.



How to Reset: Lift the Lock to reveal the old Code on the table. As you reload the Lock, look the other player in the eye -- that way, you can both be sure neither of you sees the new color being loaded. Lastly, return the old Code to the Box.



Who Starts: Winner of the previous game goes first.

Game Over: The game ends as soon as someone declares it. If it's your turn, and you think you've got the correct Keys in place, declare "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 a rematch!

Looney Pyramids were created by Andrew Looney in 1987. If your friendly local game store doesn't sell them, please visit: store.LooneyLabs.com

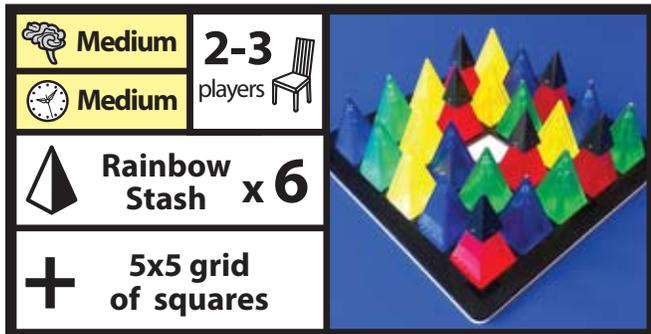


HOW to PLAY



Caldera

Designed by Kristin Looney



Introduction: This is a puzzle game inspired by the spewing eruptions of volcanoes. The setup leaves an empty space in the center of the board, akin to the caldera of a volcano.

Number of Players: 2 or 3

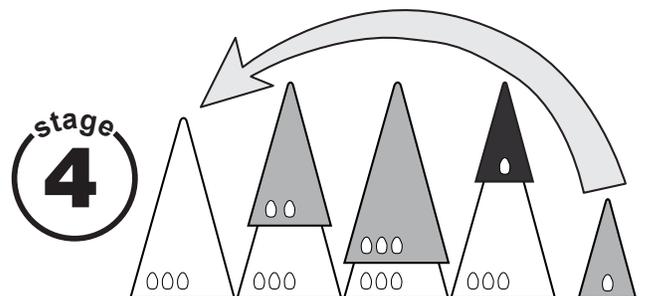
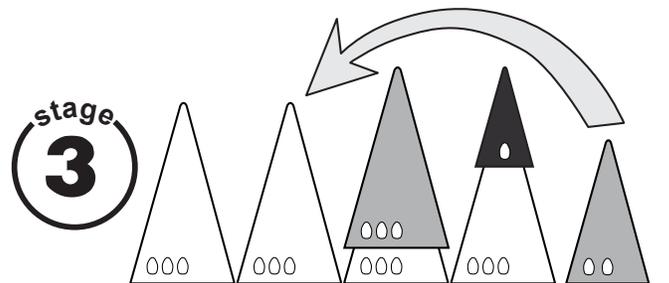
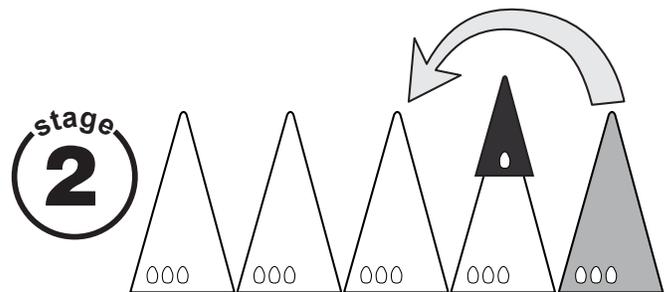
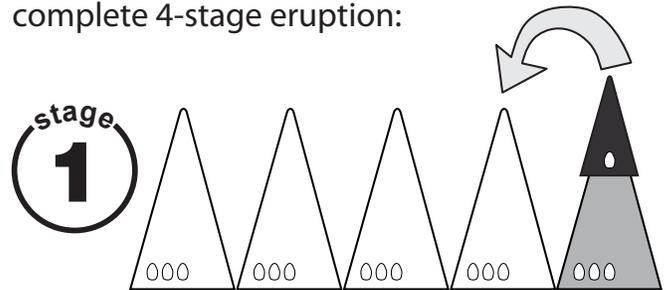
Equipment: 6 Rainbow Stashes, 5 x 5 grid

Setup: Begin by stacking all the red, yellow, green, and blue pyramids into single-color Nests (groups of Large atop Medium atop Small). 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.

Author's Notes: This game is an adaptation of *Volcano*, which requires 6 Monochrome stashes rather than 6 Rainbow stashes. Other changes include the scoring system and the Power Play rule.

Eruptions: The primary action of the game is called Erupting. The nests become 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 **ever** be placed on top of a cap).

HOW to PLAY **Caldera** Page 2

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).

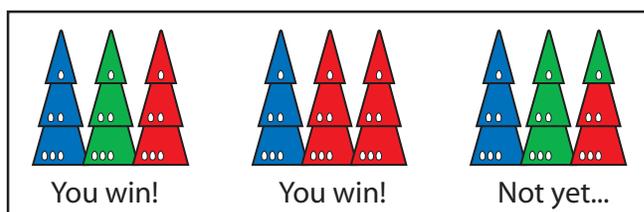
For example, if you move a cap such that the erupting large lands upon a large, and the medium further lands upon a medium, you would remove those two pieces from the board and set them in front of you.

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 mono-chrome 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.

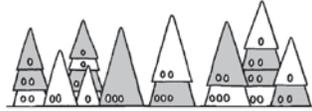
Power Play Option: At any time before you cause an eruption, you may choose to give up one of the pieces you'd previously captured, and put it back onto the board. This is called a Power Play. Doing this allows the player to alter the landscape and thus enable captures not otherwise available.

Looney Pyramids were created by Andrew Looney in 1987. If your friendly local game store doesn't sell them, please visit: store.LooneyLabs.com



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HOW to PLAY



IceTOWERS

Designed by Andrew Looney

Simple	2-5 players	
Fast		
Rainbow Stash x 5		
+ nothing		

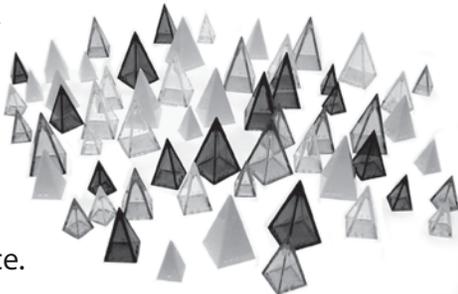
Introduction: IceTowers is a fast-paced game of pyramid stacking, played without turns on any flat surface. If yours is the top piece on a tower at the end of the game, you control that tower, and you get points for each piece it contains. As the towers grow taller, you can sometimes take your pieces out and replay them, or even split some towers in two. The game ends when no more plays will be made.

Number of Players: 2-5

Equipment: 1 Monochrome Stash per player (i.e. 5 Rainbow Stashes or 5 Xeno Stashes)

Setup: Each player chooses a color. Set aside any unused colors.

Randomly scatter the pieces across the tabletop. Stand them all upright in place.



Players indicate they are ready to start by touching (but not picking up) a pyramid of their color.

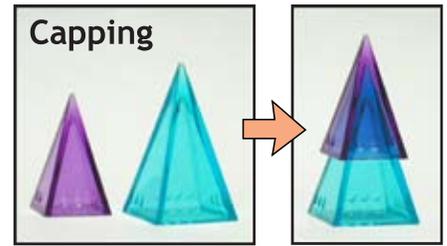
No Turns: In IceTowers, everyone plays at the same time. As soon as all players show they are ready to begin, you can start playing. You may then take any legal action at any time you want.



Play Options: There are 3 basic actions, called Capping, Mining, and Splitting. You may only perform one option at a time.

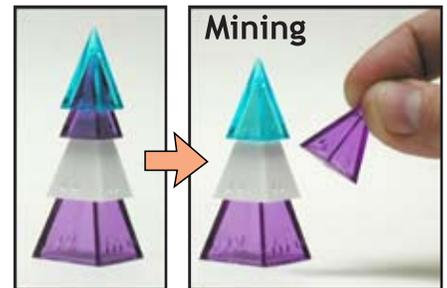
Capping:

Stacking one of your pieces on someone else's to take control of it is the most



common action in IceTowers. You may only pick up and move free-standing pieces of your own color. In order to cap, your piece must be the same size or smaller and a different color than the topmost piece in the tower you are capping.

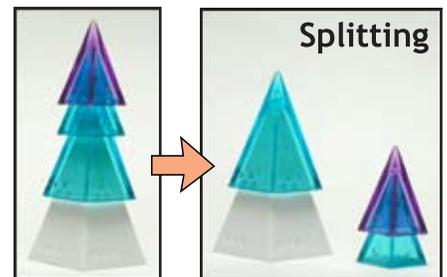
Mining: If you don't control a tower (i.e. you don't have the top piece), but two or more of your pieces are inside the



tower, you may open up the stack and remove one of your pieces (your choice). Reassemble the rest of the tower and continue playing (but see the No Minebacks rule on the next page).

Splitting:

Whenever two pieces of any other player's color are next to each other in a tower, you may split the tower in two, by separating the pair of same-colored pyramids. However, you cannot split your own pieces, so if no one else chooses to do so, a tower may remain unsplit at the end of the game.



Scoring: When the game ends, you get points for every tower where your piece is at the top. For each tower you control, your score is the pip-value for every piece in the tower. Highest score wins!

No Double Plays: Sometimes it will be necessary to use both hands (notably when mining), but as a rule, you can only use one hand at a time.

No Minebacks: When you mine out a piece, you must immediately use it to cap a different tower. If there are no legal plays available, just set the piece down; it becomes a free-stander.

Post-Mining Etiquette: It's fine to take a moment after mining to consider your options, but you aren't allowed to stall. You can't just hold onto that piece, waiting for a good spot to open up; if you take too long, others may insist that you play a mined piece before they take their next actions.

Tower Wars: Players can sometimes get into mine & recapture exchanges that can seem endless, but these usually resolve themselves, often faster than you might think. Keep playing until you can split a tower, or create a new tower by fleeing.

Ending the Game: The game ends when all players agree that no more plays will be made. Often this will happen automatically, when no more moves are possible, but generally the players will need to agree that the game is over, since not all splitting opportunities will be used.

Counting Scores: When adding up the scores, feel free to dismantle and re-stack the towers you captured. We find that it's fastest if you stack the pieces back up into 10-point towers. (Just make sure everyone has the correct towers first!) Anything over 30 is a good score.

Final Piece Showdown: If two players with no other moves left each end up with an unplayed piece in their hands, with nowhere they can be played and neither player wanting to set their piece down because it would just be capped by the other, then the players set their pieces down simultaneously, and the game ends.

Timed Endings: During high-pressure games like tournaments, "analysis paralysis" may cause the game to drag. If necessary, you can add a timer to the game: when it rings, anyone holding a piece must set it down. Towers are scored as they are.

When Playing with Two: IceTowers is considered best with four players, but can easily be played with just two. New players may even find it easier to follow the action in a simple two-player game. That said, at some point you'll probably want to increase the complexity and excitement of a two player game. For that we suggest adding a Ghost.

The Ghost Player: Since ghosts have no physical form, such players can only move their pieces by mentally commanding the other players to carry out their moves for them.



Special Rules for the Ghost: Begin by naming your imaginary friend and selecting a color for the ghost to use. (The ghost can be any color, but white is obviously ideal.) During the game, either player may move for the ghost at any time, with the following restrictions:

- The ghost never caps a free-standing piece.
- The ghost never splits a tower.

And if the ghost scores the most, the ghost wins!

Reminders and Clarifications:

- When capping, towers must always grow taller.
- You can't cap a tower if your piece is already on top.
- You can only mine if your color is NOT on top, and you have at least TWO pieces in the tower.
- When mining, you can remove ANY one of your pieces, but you MUST replay the piece elsewhere.
- You cannot split your own color; only others can.
- Splitting is NOT mandatory. The game can end with many splitting options untaken.
- You DON'T have to be on top of a tower in order to split it. There just has to be a different color than yours at the split-point.
- If you have free standers when the game ends, they're not worthless – they're just short towers.
- If you have a piece in your hand, you CANNOT split a tower! You must first do something with the piece you are holding!
- It is NOT necessary to finish all capping before starting to mine.
- You can play your pieces in ANY order.
- You get points for ALL of the pieces in the towers you capture.

STRATEGY TIPS

Start Big: The most powerful pieces are the smalls, which can cap anything, so save them until the end. Play your 3-pointers first, then play your 2-pointers.

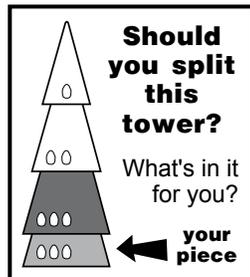
Invest in the Future: Set up mining opportunities by getting at least two pieces into every tower you join.

Limit Your Opponents' Options: Think through the mining opportunities you'll create for others when you cap a tower. Look for towers where the top piece is the only one of its color, and try not to cap towers that will allow someone else to mine multiple pieces.

Mine to Create Splits: Splitting a tower can often stop your opponent cold, so look for chances to remove a piece that will create a splitting situation.

Mine to Prevent Splits: Look for situations where a split of pieces you own might occur. Unless such a split would be good for you (which is rare), then hurry, mine out a piece before someone splits you!

Think Before You Split: Make sure it's best for YOU before you choose to split a tower. (Just because you can doesn't mean you should.) Be cautious about splitting off singleton pieces, since you'll just give control of that piece back to its owner. Why give the enemy a free play?

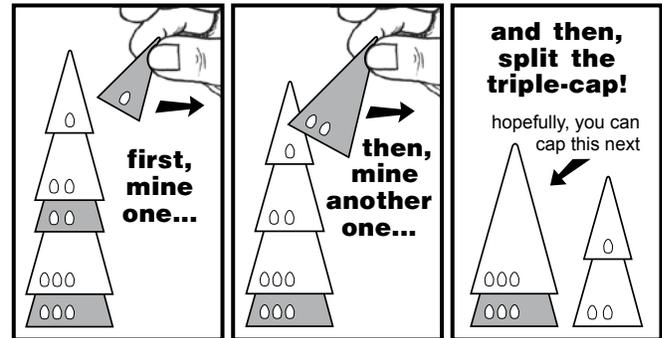
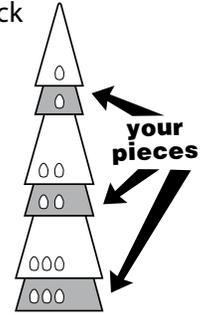


Diplomatic Splitting: Splitting off a singleton can be a great maneuver if you make a deal with someone else to do the same thing to your piece elsewhere. Making a deal can be as easy as saying "I'll split you here if you split me there, OK?"

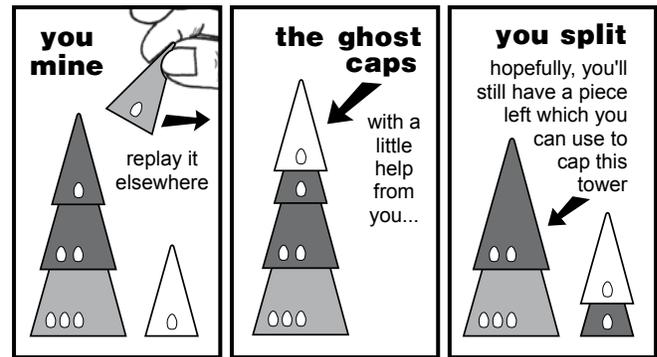
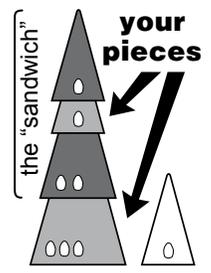
Look Before You Mine: The No Minebacks rule says you must cap a different tower after mining, and you need to do so without too much delay. So, figure out your plan BEFORE you get that piece into your hand.

Fleeing: When you mine out a medium or large piece, you may find that no towers are available for you to cap it with, since most towers will be topped by small pieces as the game draws to an end. If so, you must re-play the piece by just setting it down. Doing this deliberately (i.e. mining out a large when you know it can't cap anything) is called "fleeing" (or "running away") and is often a good move.

The Triple-Cap Split: Two of your pieces in one a tower is good, but three is better. (This is particularly true in a 2-player game, where this trick becomes a trap you can set for your opponent.) After you get capped, mine twice to leave your opponent with three pieces stacked up together at the top of the tower. You can then split the tower, creating a big tower (ripe for capture) and a small tower (which you can ignore).



The Empty Sandwich: If you're using the ghost rule, look for a spot where there's a "sandwich" (with your piece as the "filling") at the top of a tower. Make sure the ghost still has a small available, then mine out your piece, creating an empty sandwich. Replay it as fast as you can, then cap the empty sandwich with a ghostly small. You can then immediately split the tower – without even letting go of the piece! This leaves the bottom of the tower ready for recapping while squandering one of your enemy's strongest pieces.



Sandwich Counter-Strategy: After your opponent mines out the sandwich "filling" and is busy replaying it, cap for the ghost yourself and immediately mine out one of the "bread" pieces.

HOW to PLAY

HOMEWORLDS

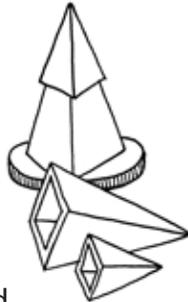


Designed by John Cooper

Complex	2 players	
Slow		
Rainbow Stash x 3		
+ nothing		

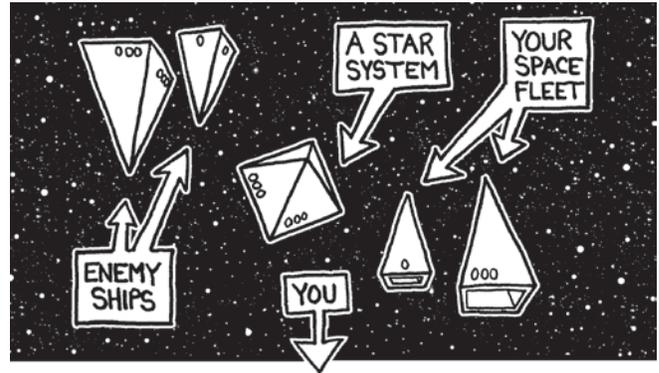
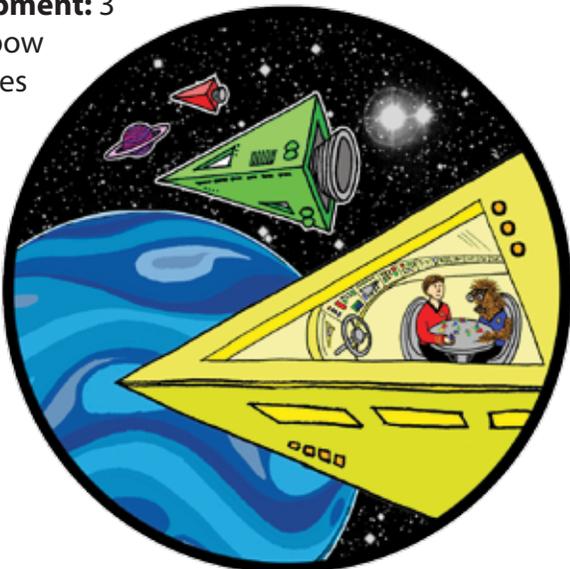
Introduction: Homeworlds is an epic space opera in which the players each control an interstellar space fleet. It's all done with what appear to be random clusters of colorful pyramids arranged upon the table.

Each player begins with one star system: the Homeworld. Each will then build a fleet of ships and expand to colonize other star systems, spreading out across the galaxy until one side conquers the other, either by capturing or destroying the enemy's Homeworld.



Number of Players: 2

Equipment: 3
Rainbow
Stashes



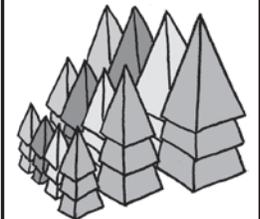
Star systems are marked on the playing field with upright Icehouse pieces. The "star map" displays only the star systems actually being visited by spaceships.

When a ship discovers a new star system, it appears on the star map, and when the last ship leaves the system, the star piece is immediately returned to the Bank.

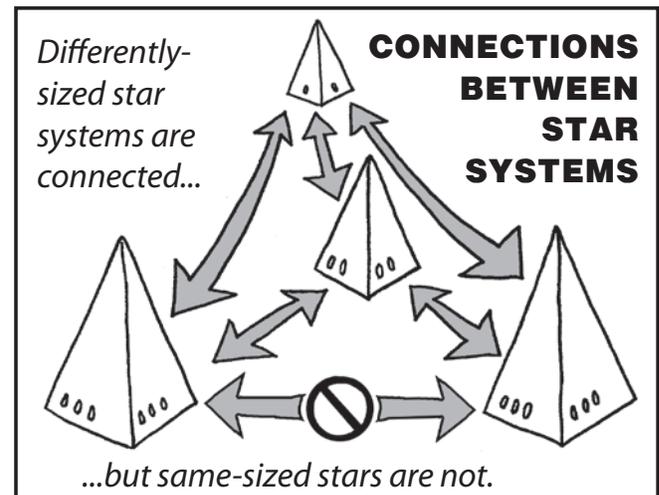
Spaceships are represented by non-vertical pyramids. The direction they point in indicates who they belong to. Your pieces always point away from you.

THE BANK

All inactive pieces are stacked up and placed nearby, forming the bank.



Star Travel: You can move a ship from one star system to another ONLY if the stars are of different sizes.



Systems are not connected if both contain a star of the same size. (Why? It's just the way the wormhole technology works...)

Goal: To conquer or destroy your opponent's Homeworld. You lose the game if you have zero ships at your Homeworld, regardless of how many other planets or starships you might control.

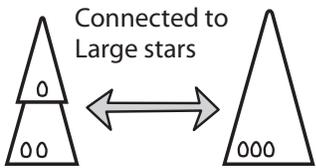
The First Turn: The game begins with a setup round, during which the players choose their initial pieces.

Two Stars and One Large Ship: To begin, take a Large spaceship (of any color) along with a Homeworld made of two upright pyramids (also in your choice of colors). Stack them up to form a binary star. (All Homeworlds are two-star systems, whereas all other stars in the game are single stars.)

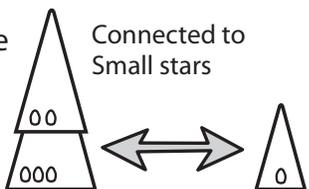
Choosing Your Homeworld: The decisions you make during setup will greatly affect the entire game. You need to make smart choices when deciding on the colors & sizes of your Homeworld stars and the color of your Large ship.

3 HOMEWORLD OPTIONS

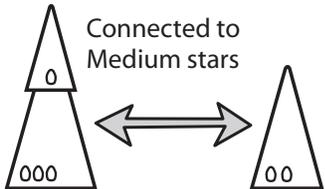
Banker: This setup gives you an edge when using the Investment strategy.



Fortress: When all the Smalls are gone, this Homeworld becomes harder to invade.



Goldilocks: The stars you can go to from here are not too big and not too small.



Small Universe: If both players choose the same two sizes of pieces for their Homeworlds, the map will be far more compact than with non-matching Homeworlds. This shrunken universe makes the game very claustrophobic. Choosing a "Gemini Star" (1-1, 2-2, or 3-3) also shrinks the universe.

Which Starting Setup Is Best? Most Starship Captains agree that you need to start with Blue and Green along with either Red or Yellow. Beyond that, opinions vary. Some players like to start with Yellow, so they can move immediately, but others prefer starting off with a Red ship. Many like building a "Planetary Defense System" which means including Red as one of the two colors that form the Homeworld itself.

Turn Options: During each turn, you may perform one Basic action, OR you may return one of your ships to the Bank in order to gain as many as three Sacrifice actions. Also, at any time during your turn, you may invoke the Catastrophe option for any Overpopulation situation on the table.

Basic Action: You may perform your Basic action in any system where you have a ship, using any power you can access in that ship's system.

Sacrifice Action: The number of Sacrifice actions you get by removing one of your ships is equal to the pip count of that ship. You get that many actions, of that ship's color, in any systems where you still control a ship.

Color Powers: Access to a power you can use for your action is provided by one of the following:

- 1 Star:** Color of the system's star
- 2 Ship:** Color of a ship YOU have there
- 3 Sacrifice:** Color of a ship you give up

Each color provides a different game option (as described in detail on the next page):

GREEN = CONSTRUCT
BLUE = TRADE
YELLOW = MOVE
RED = ATTACK

*The green Colonists build the starships.
 The yellow Navigators grok the wormholes.
 The red Warriors wield the weapons.
 The blue Ice-Traders offer transformations.*

GREEN = CONSTRUCT

Green: Build a new ship in the target system.

Same Color: The color of your new ship must be the same as one of the ships you control in the target system.

Smallest Size: You must take as a new ship the smallest piece of the target color available at that moment in the Bank.

BLUE = TRADE

Blue: Swap one of your ships with a differently colored piece of the same size from the Bank.

YELLOW = MOVE

Yellow: Move a ship from the target system to any other Connected system (new or known).

Discovery: Take a piece of your choice from the Bank, add it to the board as a star, then move your ship to that star.

Abandonment: Return a star to the Bank immediately if zero ships are there.

RED = ATTACK

Red: Take control of an enemy ship, by turning the piece around so that it points away from you. (Note that attacking never destroys another ship; it's more like stealing than attacking.)

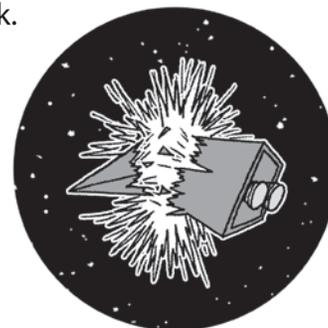
Size Matters: You cannot attack a ship if it's larger than the biggest ship YOU have in that system. But note that a small red CAN be used to attack a larger ship -- you just need to have your own large ship in that system, which can attack the enemy's large using the power of your small red.

Overpopulation: Too much of one color in one system can trigger a disaster. Overpopulation exists any time a single system contains four or more pieces of the same color -- including ships on both sides AND the star itself.

Danger begins at **4**

Catastrophes: At any point during your turn, if you notice an Overpopulated star system, you have the OPTION to declare a Catastrophe in that system (even if you don't have a ship there). If called, all pieces of the overpopulated color are returned to the Bank.

If this includes the star itself, then ALL ships at that location are destroyed (unless the star was half of a binary system, in which case it becomes a single-star).

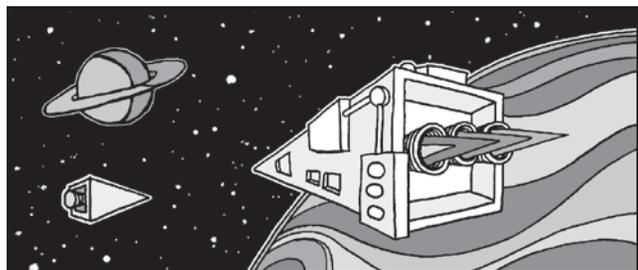


Game Over: It's OK to temporarily abandon your Homeworld as long as you have a ship there again by the time your turn is over. However, you are eliminated from the game if both stars in your Homeworld are destroyed, or if none of the ships at your Homeworld are yours.

Who Starts: Flip a coin if the players' skills are evenly matched. Otherwise, the novice begins.

Marking the Homeworld: Ideally, each player's Homeworld will be easily identifiable as such, by stacking the pieces of the Homeworld onto a token of some kind, like a card or a poker chip. (But this isn't really needed until a Homeworld is halfway destroyed.)

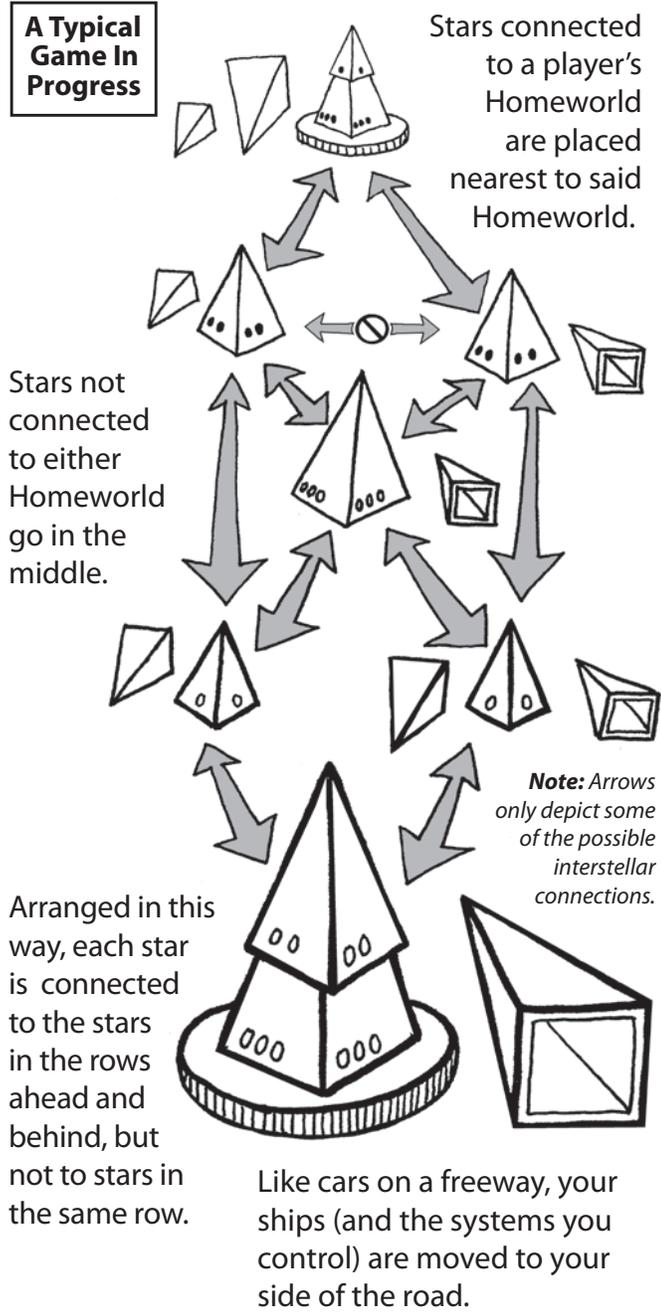
The Turn Indicator: It's very helpful to move a token back and forth to indicate whose turn it is. This helps avoid confusion (in cases of distraction or interruption), but also signifies that you're done with your move. Since one turn may consist of a sequence of actions, there are times when you won't realize that you want to rethink your move until after you've seen how it looks on the table. So think of moving the coin as being like clicking "send" on the orders to your fleet.



NON-BINARY VARIATIONS

Arranging the Star Map: Because the layout of this game's playing area is free-form and ever-changing, players should feel free to move the star systems as needed, to positions that are the most desirable for seeing the connections.

A Typical Game In Progress



Binary Homeworlds: The basic, 2-player game is known as Binary Homeworlds. If you have enough pyramids, you can play with more than 2 players: just add one Rainbow Stash for each player. (If you have 4 Rainbow Stashes, then 3 people can play, if you have 5 then 4 can play, and so on.) You will also need to choose one of these special options:

- 1) **Sinister Homeworlds:** In this variation, your goal is to eliminate the person currently to your left. If anyone else causes that player's elimination, then the game continues without them. Eliminated players' pieces remain in play.
- 2) **Good vs. Evil:** In this scenario, each player is randomly assigned a secret alignment of either Good or Evil. (You will need tokens with those labels, split 50/50 for an even number of players, or with an extra Good for an odd-sized group.) A player with the Evil alignment has the goal of eliminating ANY other player, while all players with the Good alignment win collectively when ALL Evil players are eliminated. Whenever one player eliminates another, both must reveal their secret alignments.
- 3) **Last Captain Standing:** The name says it all. The last survivor wins!

NOVICE vs. EXPERT

Homeworlds is a complex game with a steep learning curve. Because of this, novice players (known as "Junior Officers") will be no match for experienced players (called "Senior Officers"). To make the game equally challenging for both, a Senior Officer may wish to offer one or more of these headstart options to the new player:

Second Turn Timewarp: After both players build their Homeworlds, the Junior Officer may be allowed to perform one or more bonus actions during Turn #2, so as to get ahead faster.

Red Alert: Not unlike to saying "Check" in Chess, the Senior Officer will say "Red Alert" whenever the Junior Officer is in immediate danger of elimination.

Xeno Colors: If your set was made from Xeno stashes, you will need this translation chart:

CYAN	=	CONSTRUCT	(green)
CLEAR	=	MOVE	(yellow)
ORANGE	=	ATTACK	(red)
PURPLE	=	TRADE	(blue)

STRATEGY TIPS

It's All About the Economy: While Homeworlds may seem like a war game, like most wars, it's all about the financing. So keep a close eye on the bank! Here are some tips on banking wisely:

Don't Take the Last Serving: Whenever possible, avoid being the player who has to take the last available Small or Medium piece of any given color. (You'd rather be the one who gets to build the first ship of the next size.)

Don't Get Frozen Out: Maintain control of at least one ship of each color (and seek to freeze out your enemy by monopolizing a color they lack).

The Investment: When the only ship at a star system goes away, the star-piece is immediately returned to the bank. If the ship that just departed was Green, and was Sacrificed, it may be possible to instantly change the star it was taken from into a ship. Parking Green ships at stars you'd like to change into ships later is called Investing. The best use of this strategy is to park Greens at Large stars while Mediums and Smalls of that color are available, then wait until the Bank is empty to "cash in."

Play Keep-Away: If you can't build a desirable piece as a ship, try turning it into a star. Even if the ship you discover it with isn't Green, you might be able to turn the system into an Investment opportunity later on. More importantly, you are preventing your enemy from getting to build a ship with that piece.

The Factory: A Large Green ship, along with another Green ship in the same system, sets up a powerful maneuver called the Factory. Once no Greens remain in the Bank, you can Sacrifice your Large Green for three Construct actions. Then, as one of those actions, re-build the Large Green in the same system you took it from. You can do this over and over again!

Green Teleportation: This trick is very useful if you get frozen out of Yellow. You can "teleport" a Green ship into any other system where you have another Green ship. Just Sacrifice the ship to get a Construction action, then rebuild that ship in a different star system.

Beware the Incomplete Battle-Plan: One of the easiest ways to lose this game is to mount an attack that fails to annihilate your opponent, but does leave your own empire vulnerable. Plan for total victory!

THREE PATHS TO VICTORY

- 1 **Direct Assault:** Use Red to take control of all enemy ships at the enemy's Homeworld.
- 2 **Fleet Catastrophe:** Destroy all enemy ships at their Home by causing a catastrophe.
- 3 **Star Demolition:** Cause two catastrophes, destroying both halves of the Homeworld.

Doomsday Machine: With a particular fleet of nine ships, scattered across the galaxy in specific positions, you can vaporize your enemy's Homeworld in exactly two moves. We call this setup a Doomsday Machine:

- ▶ 2 Large Yellow ships (for two triple-jump moves)
- ▶ 3 ships of one of the colors of the target system, all located at systems one jump away
- ▶ 3 ships of the target system's other color, located at stars that will be within one jump after the first half of the target Homeworld is gone
- ▶ 1 extra ship, to protect your own Homeworld

Defend the Homeworld! That's the Starship Captain's Primary Directive. Here are four practical tips for accomplishing this:

- 1) **Keep a large ship at the Homeworld at ALL times.** Tempting though it can be to use that big powerful ship elsewhere, you should always protect your Homeworld with a Large ship, unless you are about to win or are absolutely certain you will get a Large back at home before being invaded.
- 2) **As soon as your enemy gets a weapon, get one too.** You don't need a weapon until your enemy has one, but as soon as they do, you need to arm yourself immediately. (This is particularly true if you lack a Planetary Defense System.)
- 3) **Diversify and minimize your local defense fleet.** To reduce the threat of catastrophe, avoid having more than one piece of each color at Home. In particular, never let all your home ships be of a single color if there's ANY chance of being invaded.
- 4) **If your star is half-destroyed, monopolize the other color.** After half of your Homeworld has been blown up, your enemy needs just three ships of your remaining color to finish you off. Take those pieces out of circulation any way you can!

HOW to PLAY

ICEHOUSE



Designed by John Cooper

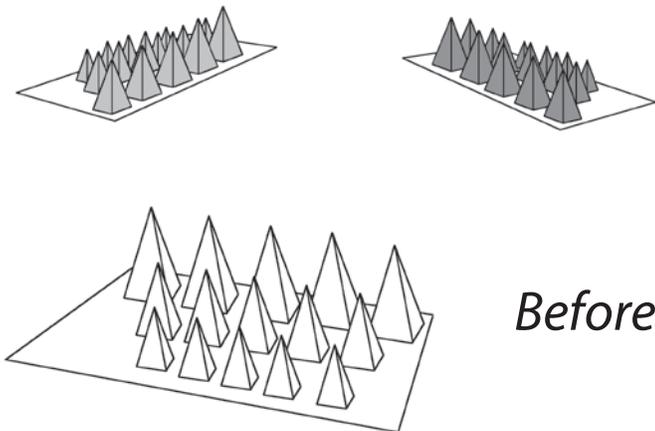
Complex	3-5 players
Medium	
Rainbow Stash x 5	
+ cards to mark "stash areas"	

Introduction: The original game for the pyramids is played without turns, and involves strategy, diplomacy, fast thinking, and physical dexterity.

Number of Players: 3-5

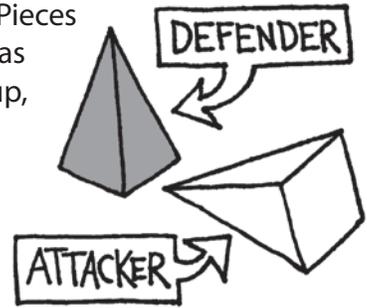
Equipment: 1 Monochrome Stash per player (i.e. 5 Rainbow Stashes or 5 Xeno Stashes), a timer, and an index card or small piece of paper for each player, which will be called "Stash Pads"

Setup: Each player places all 15 of their pyramids upon a Stash Pad. Each player's Stash Pad should be placed at one edge of the playing area and must never be moved at all during the game.



Timer: Set a timer for 10 -15 minutes, and place it where no one can see how much time remains. Unless all players finish early, the game ends at the instant the timer rings.

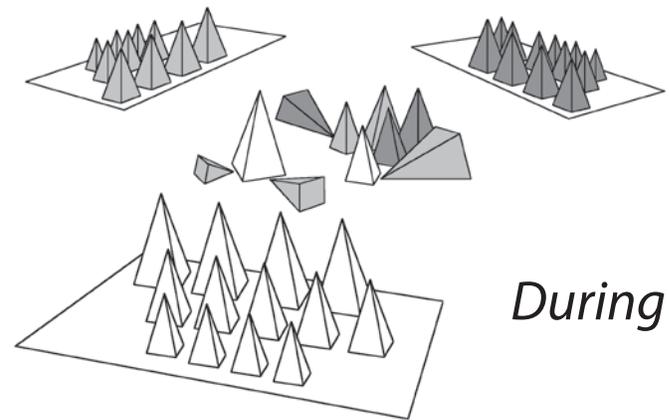
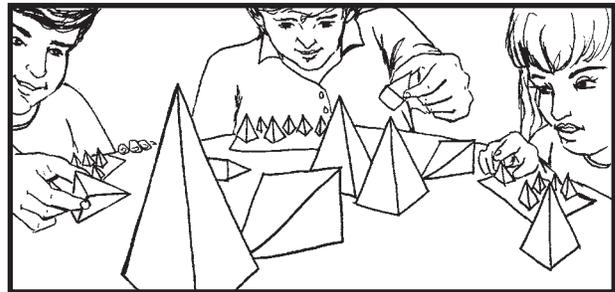
Placement Options: Pieces may be played either as Defenders, standing up, or as Attackers, which are placed on their sides, pointed at enemy Defenders.



Get Ready: Players indicate that they are ready to play by touching (but not lifting) one of their pieces. When all are ready, start the timer and begin playing!



No Turns: Everyone plays at the same time. Players move their pieces, one at a time, from their stash pads to any spot they choose in the playing area. Players play pieces whenever they want, acting slowly or quickly. Players decide between placing pieces as Defenders (which are never thereafter moved), or as Attackers (which can potentially be captured and replayed).



Goal: When the game ends, scores are awarded for safely placed Defenders and for successful Attackers, in each case equal to the pip count of that piece. High score wins!

The Meltdown Rule: The first two pieces you play MUST be played as defenders.

The Meltdown Penalty: If you play an attacker before you play your required pair of defenders, and someone calls you on it, you must take back all attackers you'd played, then play defenders. If you realize you've melted down, you should call it on yourself and comply with the penalty rather than trying to fix the situation by quickly playing defenders. That's just not Cool. (See Etiquette notes.)

The Crash Rule: Icehouse is a game of precise piece placement, so it's a big deal if you bump a piece with another piece and cause it to change positions. This is called a Crash.



The Crash Penalty: If you crash a piece, you must sacrifice the piece you crashed it with. The piece is given to another player (your choice) and becomes that player's Prisoner. (See Prisoners.) Crashed pieces should be moved back to their original positions (as best they can be) before the game continues. (It is considered Cool to acknowledge your own crashes rather than hoping no one noticed, and Uncool to argue if another player points out you that you crashed.)

Placement Rules: Defenders can be played anywhere you can fit them in without Crashing. Attackers on the other hand must be attacking something. More specifically, Attackers must be:

- Pointed at a defender of another color
- Within range i.e. closer to the defender than the length of the attacker

If you place a piece in the attack position without meeting these requirements, you must pick the piece up again and place it legally.



Iced Defenders: If a defender is worth fewer points than the total value of the attackers being pointed at it, the defender is said to be Iced, and will score zero points. Ties go to the defender.

Failed Attackers: As noted, you cannot place an attack piece in certain ways. Even so, it is very common for attackers to end up in these illegal positions, because pieces placed later, in legal ways, can cause illegal attacks to occur. These are called Failed attackers, and score zero points. Attackers can fail for 3 reasons:

- Pointed at defenders of own color
- Pointed at attackers of any color
- Under-icing, i.e. pointed at an enemy defender that is inadequately attacked

Scoring: When the game ends, points are awarded for all successful attackers and for all un-iced defenders, equal to each piece's pip count. High score wins. A perfect score is 30. Ties are resolved via rematch.

No Stacking: This game was designed for first generation pyramids, which were always solid. Therefore, defending pieces cannot be stacked, and no part of any piece can penetrate the hollow space at the back of an attacker.

No Double Plays: You may never have more than one unplayed piece off of your stash pad at one time. You cannot be placing a piece with one hand while grabbing at the next with the other hand. It IS permissible to use both hands on a single piece, like when maneuvering a piece into or out of a tricky situation. Also, you can change the hand you are using by passing a pyramid from one hand to the other. But you cannot alternate hands in order to play quickly.

Touching = Unplayed: While placing a piece, it's considered unplayed as long as you are still touching it. You might set a piece down and slide it around on the table for awhile, testing out various placements, and even pick it up again, as long as you never stop touching it. But as soon as you let go, the piece is played, and cannot be moved again unless certain conditions allow it (see Over-icing).

Ganging Up: Two or more attackers can work together to ice a defender. (It's the only way for a large to get iced). Attackers own by different players each score points only for their owners.

Prisoners: Players can gain control of opponent pieces in several ways. These pieces are called Prisoners and they can be played in whatever way the controlling player chooses. That player loses control of the prisoner when they play it. The original owner always retains the point value.

Over-icing: To ice a pyramid, you must attack it with at least one point more than its own value. It's legal to use more force than required, but if an excessive number of pieces are used, the piece becomes "over-iced." This gives the owner of that piece a special power.

Capturing When Over-Iced: If there are so many attackers pointing at your piece that you can remove one and the piece will still be iced, then you get to do exactly that. You just pick up the redundant attacker and make it your prisoner. It's considered Cool to say something like "my piece is over-iced" as you make a capture.

Owner's Only: Just to be super clear, no one but the owner of an over-iced defender may capture over-icing attackers. (This is a common mistake.)

Rapid Replay: As soon as you touch a piece you are capturing, it's considered to be on your stash pad. But you don't have to move it there before replaying it, you can pick it up and immediately replay elsewhere. You can even slide an over-iced piece a tiny distance if you just want to nudge it.

Timing: You can capture an over-iced prisoner at any time you want, not just when it first happens or you first notice it. But it's a real-time game, so the situation might change if you wait too long!

Final Freeze: The game ends as soon as the last piece is played. Any over-ice situations that are noticed after the last play, or even created by the last play, cannot be acted upon.

The Icehouse Rule: Philosophically, defenders are like the civilians back home whom the troops are fighting to protect. If all of the civilians are dead or captured, the troops have failed at their job. In game terms, if a player has no un-iced defenders, they can automatically lose the game. This is called "being put in the icehouse," and if it happens to you, then you lose all your pieces and you get a score of zero.

The Stash Limit: In the first stages of the game, players are safe from being put in the icehouse. It can't happen to you until you've played at least half of your pyramids, i.e. you have 7 or fewer left on your pad (including prisoners). This cut-off point is called the "stash limit."

Calling Icehouse: If a player is under the stash limit and has no free defenders, someone must still notice and make the call to put you in the icehouse. If someone yells "icehouse" and:

- all of your defenders are iced, and
- you have fewer than 8 pieces on your pad;

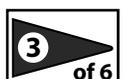
then you get an automatic score of zero, and the person who called Icehouse first gets all of your unplayed pieces as prisoners. If you call Icehouse and you yourself are in the Icehouse, your score goes to zero but you don't give your pieces away. A player in the icehouse remains active. They can be given prisoners and capture when over-iced.

The Icehouse Penalty: If you make an Icehouse call and, after pausing the game to evaluate the situation, it turns out you were wrong, you must pick a piece up from your pad (unless you have none) and put it onto another player's stashpad.

Game Over: The game ends when every stash pad is empty, or time runs out. If the timer rings, all pieces being touched are returned to their owner's stash pads, and do not score any points.

Counting Scores: It's often easier to count your iced defenders and failed attackers and subtract from 30 instead of counting up your successful scores. Be careful not to bump the table or move any pieces until all the scores are counted!

Wacky Timers: Instead of a clock, agree to end the game when the pizza arrives!



ETIQUETTE NOTES

Hovering: When two players race to play pyramids into the same spot, the one whose piece arrived first must be allowed to attempt placing it without being harrassed. You can't just push their hand away! But it's fine to hold your own piece in the air above, ready to drop it in if the other player crashes or backs off.

Playing it "Cool": Part of the mystique of Icehouse is the idea that a player's attitude is a vital element of the game. A good Icehouse player is not only skilled at using clever strategies and diplomacy, but also understands the importance of being "cool." Basically, this is just our word for being a good sport. Playing it cool means that no matter what kind of player you are, from friendly diplomat to evil executioner, you play with a style that makes others enjoy playing with you, even if you happen to win a lot. Being a cool player can even extend to matters well beyond the scope of the actual game, such as turning on some good mood music or making sure that everyone has a lovely beverage. You may even find that a cool style works well in other games!

What's "Uncool": The rules of this game are easily abused by those with the wrong attitude. The best examples of this are intentional bad plays, such as crashing on purpose, deliberately creating a meltdown, and calling Icehouse without believing someone is in the Icehouse. It may be very strategic to "accidentally" do this, and it can be faked well enough that no one will notice the "mistake" was done on purpose. But it's contrary to the spirit of Icehouse, and *extremely* uncool. Uncool players are encouraged not to play Icehouse.

HISTORICAL NOTES

This game started as a plot device in a short story. A five-paragraph description of a fictional game led to these rules for a real game, a system you can play hundreds of other games with, and Looney Labs itself. The original story became part of a novel Andy finished in 1991, called *The Empty City*.



STRATEGY TIPS

Good Attacks: Play your attackers as close to the defender as possible, touching if you can do so without crashing. If you leave space, someone could squander your attack later. For example, they might also attack that same defender, putting the point of their attacker right in front of the point of your attacker.

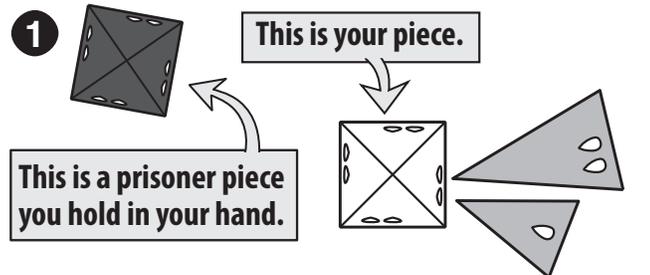
Preventing Trade-Ups: Play the minimum amount of attacks on a defender to ice it. Although it may seem like a six point play to ice a 3-point defender with two 3-point attackers, you are in danger of having those pieces easily restructured. If your piece was iced like this, and you had just a 1-point prisoner, you could use it to attack your own 3-point defender, over-icing it. You could then pick up one of the 3-point attackers as a prisoner, "trading up." Had your 3-pointer been iced by two 2-point attackers, you wouldn't be able to trade up using just your 1-pointer.

The Snowball and the Fortress: You must have a successful defender on the board, or someone will eventually put you in the icehouse. Often players build a large group of tightly packed pieces in the middle of the playing area, in a formation known as the "snowball." Each player hopes to find a niche in that space to place a small defender that cannot be attacked because it's surrounded by other pieces, in what is called an "ice fortress." You can also try to create a fortress around a piece, hoping that you will do so before someone ices it. One effective method of building the walls of a fortress is by placing large attackers that ice nearby enemy defenders and block other players from icing your defender.

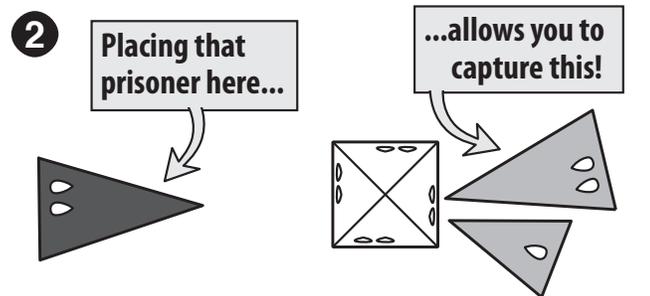
Slanted Attacks: When icing a piece in an incomplete fortress, you can often slant the attacker such that it is hard or impossible for the attacked player to later over-ice the defender and take out your piece. You might also need to play defenders of your own next to your attacker so that there is no space for an over-icing piece.

The Cheeseball: If you are desperate for a successful defender, you might decide to play a few defenders in the corner of the table such that nobody can attack one of them. This maneuver, called the "cheeseball," is perfectly legal, but rarely works against alert players, who will swarm in to attack your pieces as soon as you start to do it. Using this strategy might bring you scorn, but it's not Uncool, and it can be very useful when you're desperate for a fortress.

Restructuring Attacks: It may seem like Icehouse is a game of attacking, and that defending just sets you up to be attacked. But Defenders have an advantage Attackers don't have: they stay where you put them. Because of the over-icing rule, any attack you make can potentially be changed and squandered later by other players. Here are two detailed examples:

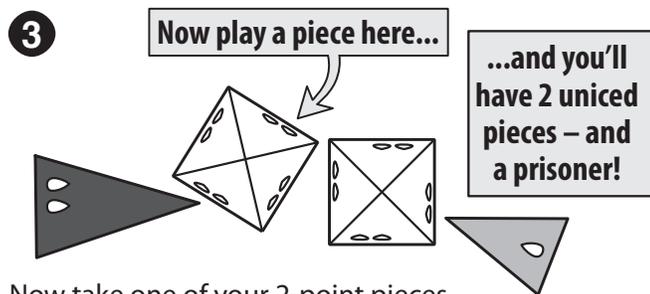


Suppose you have a 2-point defender which is being attacked by a 1-pointer and a 2-pointer, and somehow you've got a 2-point prisoner.



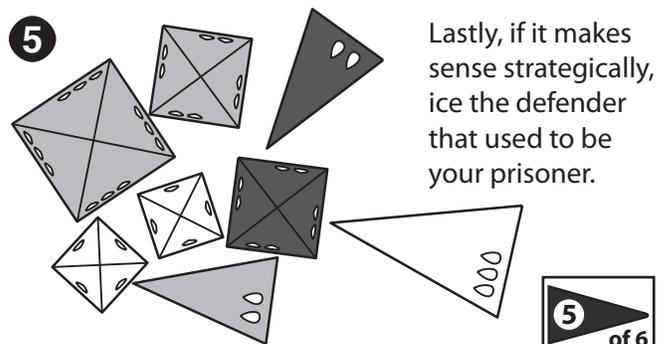
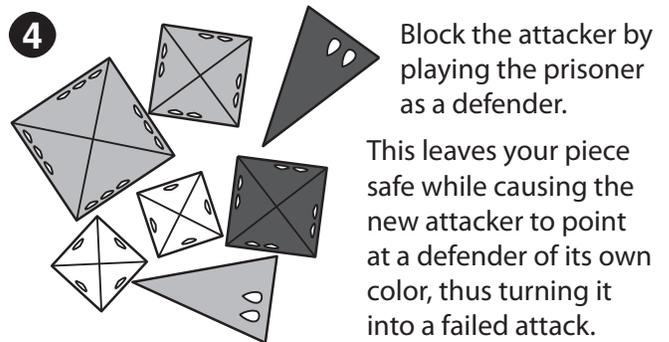
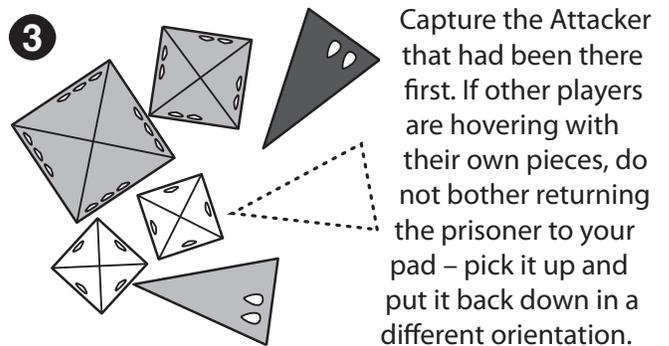
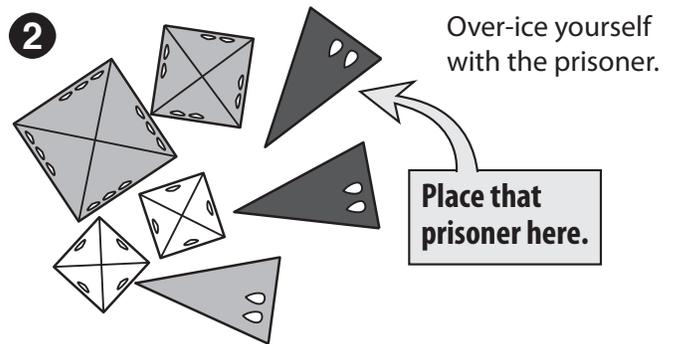
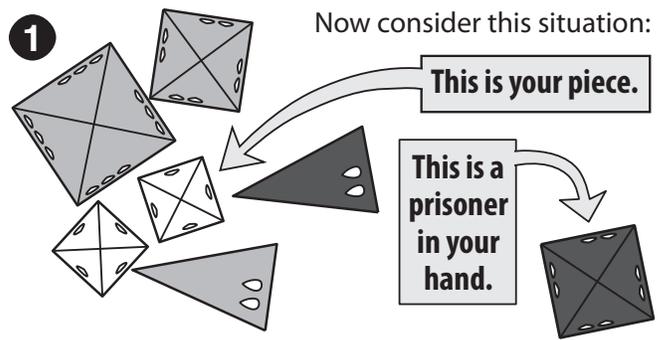
Take that prisoner and attack your defender, and unlike normal attacks, leave plenty of space between the prisoner and your defender.

Your defender is now over-iced. You may pick up the original 2-point attacker and put it on your stash pad.



Now take one of your 2-point pieces and play it as a defender in front of the original prisoner. You now have two successful 2-point defenders, one unsuccessfully attacked by a 2-pointer, the other by a 1-pointer.

And what if someone points another 2-pointer at one of your defenders? You still have a 2-point prisoner, so repeat. "Dividing attacks" quickly squanders attackers at little cost.



Capturing Prisoners: While all that restructuring is exciting, you need a prisoner to do any of it. How can you get one? While you can hope someone crashes and gives you one, there are other ways. When other players are doing attack restructuring, you may be able to jump in a 1-point defender in the middle of a place that has two large attackers pointed at it. This way you can steal prisoners from that player while preventing him from finishing his careful work.

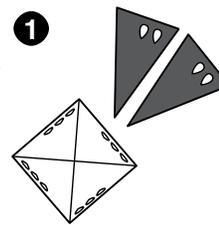
Make a Deal: As the game progresses, look around and figure out the current scores, at least roughly. If you are winning, you don't need a prisoner yet, and you should keep quiet unless you have a silver tongue. If you are losing, offer to trade prisoners with someone else who is losing. Once an agreement is made, usually to trade 2-point or 3-point prisoners, over-ice one of that player's already iced defenders, and he'll do the same for you. You will both have prisoners and can restructure attackers at the expense of the other two players. Diplomacy is a vital element of the game.

Hunt for Icehouse Calls: As you look around, also see if anyone has just a few successful defenders. If you can, you may want to quietly ice all of them. When that player has only seven or fewer pieces on his stash (remember that a piece he is still touching counts as being on his stash), call "Icehouse" and collect all his remaining pieces as prisoners. (As defense against this tactic, pay close attention to your own successful defenders.)

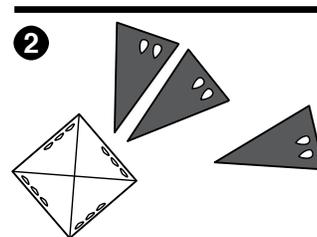
The Forced Retreat: Once you have the needed prisoner or prisoners, you should cause a "forced retreat" on any attackers that are icing your defenders. Say your 1-point defender is under attack by a 2-pointer, and you have a 3-point prisoner. Use your prisoner to over-ice your defender, allowing you to pick up the 2-point attacker. But don't actually pick it up, just scoot it back from your defender, leaving it attacking your prisoner. Then pick up your 3-point prisoner again. Your defender is still unsuccessful, but you are in position to do many good things. You might do a forced retreat on another nearby piece, and retreat that other piece right in front of the 2-point attacker, squandering it. You might play a big defender, or a prisoner, in front of the 2-point attacker. The player with the 2-point attacker might get nervous and plunk one of his 1-point prisoners in front of his attacker to insure that he will get the points.

The 2-For-1 Exchange: Turn one prisoner into two!

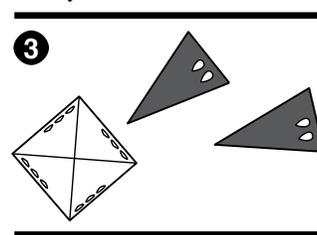
1: Suppose you have a 3-pointer being iced by two 2-pointers, and you have a 2-point prisoner.



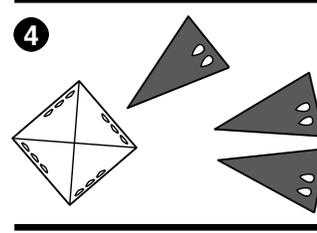
2: Over-ice your defender, attacking from far away.



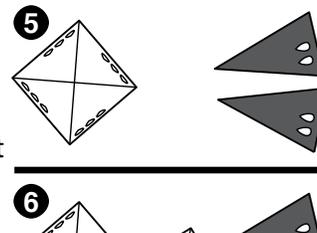
3: Capture one of the original attackers.



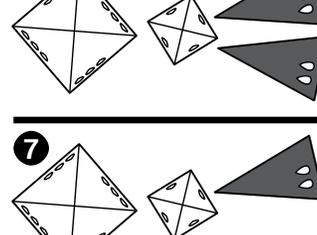
4: Point your new prisoner at the defender again, putting it right next to the first prisoner such that they are both pointing at roughly the same spot on the defender.



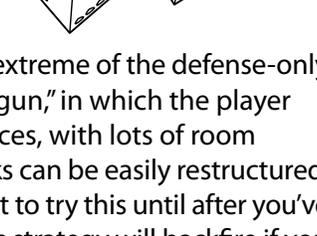
5: Now go grab the third attacker and put that prisoner on your stash pad. Your 3-pointer is now still being attacked by two 2-pointers, but there's a lot of space between them and the defender.



6: Take one of your 1-point defenders and plunk it right in front of those two attackers. Your large is now safe, and your small is over-iced!



7: Capture a 2-pointer. Now you have two, so you can continue to restructure attacks!



The Shotgun: The logical extreme of the defense-only strategy is called the "shotgun," in which the player scatters out defending pieces, with lots of room around them so that attacks can be easily restructured. However, you may not want to try this until after you've gotten a prisoner, since this strategy will backfire if you never gain one, and other players will become wary of giving prisoners to a shotgunner. Also, to use the shotgun, you *must* be skilled at restructuring attacks.