2 •	3	ace	2	4
4	5	ace	4)	
null	nu l		null	nı
2 •	σ <mark>-</mark>	ace	2	
4 🐈	5-4	ace	4 🛊	4/30

Each player selects a piecepack suit and takes the 6 piecepack pyramids, the ace and number two coins, the pawn and the die that matches their suit. The rest of the coins are separated by numeric value and placed into four sets of four coins. Each set should have all four suits in it. Each player then takes one set of the four coins. Don't worry about the numeric value of the sets because the numeric value has no function other then creating sets of four coins with all four suits in it.

The pawn is your colored mascot and stands proudly in front of you rooting for your team. He also makes it easier to remember who is who.

All the players roll their die. The highest number (5 being the maximum) wins; if there is a tie then those that tied re-roll until a winner is found. That's it the game is over, only kidding.

Placing The Pyramids

Starting with the player that won the die roll and going clockwise, players place down their "A" pyramid on the board, then again starting with the player that won the roll place down the "R" pyramid and keep going in this fashion. until all the pyramids are on the board. Only one pyramid may occupy a tile at a time at this point of the game. In a three player game there should be two unoccupied tiles left after all of the pyramids have been placed. Note: This is still part of the setup of the game although there is some strategy in placing

The player that won the die roll gets the candle and is the first Torch Bearer. If there is no candle available to use you can use some other flame-bearing item instead. Some suggestions, a wooden match, a lighter, a candle stick holder, etc. The candle represents the torch that is used to light the fuse on the explosives. The torch will be passed clockwise from player to player at the end of each round during the game. The player that has possession of the torch is the current Torch Bearer and starts that round and decides the

outcome of all ties during that round. There is more information in the Torch Bearer part of the rules.

Game Summary

The game is played in rounds. Each round starts with the movement of game pieces. Players then vote on the numeric value of the tile to be removed and then the suit of the tile to be removed. The tile and any pieces on it are then removed from the game. The scoring part of the round is next, however scoring does not start until the forth or fifth round depending on the number of players in the game. Players are allowed to make comments about the current status of the game or on a tile they would like to see removed from the game, however there some rules regarding comments please see Commentary for the rules. The round ends with the passing of the torch to the new Torch Bearer.

Starting with the Torch Bearer and going clockwise a player must either move one of his own pyramids or slide one of the tiles. See Piece Movement for the rules. Note: It is possible for a tile and any pyramids on that tile to be removed from the game during this part of the round.

Vote On The Number Value Of A Tile

Before you cast your vote this is a great time to make a comment in an attempt to sway the vote. Remember to follow the rules of commentary if you do decide to speak. The Torch Bearer should always say: "before we vote are there any comments". The players then vote on the number value of the tile to be removed by placing that number so it is the face up number on their die. The die should be concealed under a cupped hand until all the players are ready and then everyone reveals their vote at the same time. If a player accidentally (or on purpose) votes for a value that is no longer valid, his vote is void. "Oops". If there is a tie the Torch Bearer is the tiebreaker. See Torch Bearer for the rules. Players can also add weight to their vote by using the Ace and/or #2 coin. See Voting Coins for the rules.

Vote On The Suit Value Of A Tile

Once again another great time to make a comment in attempt to sway the vote and once again the Torch Bearer should always say: "before we vote is there any comments". The players then vote on the suit value of the tile to be removed by selecting that suit from one of the four identically numbered coins they have. The coin should be placed number side up to conceal the suit or can be concealed under a cupped hand until all the players are ready and then everyone reveals their vote at the same time. If a player accidentally (or on purpose) votes for a value that is no longer valid, his vote is void. "Oops, once again". If there is a tie the Torch Bearer is the tiebreaker. See Torch Bearer for the rules. Players can also add weight to their vote by using the Ace and/or #2 coins. See Voting Coins for the rules.

http://www.gnu.org/copyleft/fdl.html.

Qopyright © S002 by Tim Schulz Pemission is granted to copy, distribute andro modify this document unless the time of the GNULFee Documentation License, Version 1.1 or any later waston published by tithe Tee Software Poundation, with no indealens Sections, no Front-Cover Less and to the State Cover Cartes and the Poundation and the CNULFee of Cover Cover Cartes and the CNULFee of CNULFEE of CNULFEE or CN

Remove The Tile

Remove An Empty Tile

End Of The Round

Piece Movement

weight of the pyramids.

orthogonally.

Bearer) a new round begins.

they are also removed from the game.

Sometimes a Torch Bearer gets a little excited from the explosion of an ice

Bearers with little self-control it has been decided that after a Torch Bearer explodes the voted on ice floe and if there is more then one unoccupied

icefloe, he may also explode one of the unoccupied ice floes of his choice if

he so wishes. Translation: If there is more then one unoccupied tile at this

The scoring part of a round does not start until the fourth round in a three-

Bearer and going clockwise each player selects one tile that is still in the game and any and all pyramids on the selected tiles score for their players.

So you probably want to pick a tile that benefits you the most and score the

The Torch Bearer now hands the torch to the player on his left (the new Torch

A player must move either one of his pyramids or slide a tile on his turn. More

weight assigned to them and if the maximum weight of a tile is exceeded then

that tile and all of the pyramids on that tile are removed immediately from the

game. The maximum weight a tile can take is 5. The chart below shows the

A=1 C=2 D=2 E=3

F=3

It is possible to have up to 5 pyramids on a single tile, but impossible to have

two E pyramids, two F pyramids, or and F and an E pyramid on a single tile

Pyramids can move one space in any of the 8 directions either diagonally, or

then one pyramid may occupy a tile at a time, however pyramids have a

player game or the fifth round in a four-player game. Basically, scoring starts after everyone has had one turn as the Torch Bearer. Starting with the Torch

point the Torch Bearer may remove one of his choice.

least for the other players. See Scoring for the rules.

floe and lights another one by accident. In an attempt to appease those Torch

development of the scoring mechanism which was created after the first play-test Thanks to the play-testers Chiris Sjoholim, Ron Hale-Evans, Marty Hale-Evans, In Thomas, Steve Dupree and Jason Chein. Thanks to everyone for their suggestions and comment during game play. A special stanks to Ron Hale-Evans for help in the

Credits and Thanks

iepercussions then he can can it a shared victory and reer his duriner has choose a winner because no one bribed him sufficiently or he is afraid of the with whatever you want. Money always works for me. If he doesn't want to one of the piayers that are tied for the winner, then you can now bribe him the player that is the Torch Bearer decides who the winner is and if he is not chart, and the player with the most points is the winner. If there is a tie then on all of their pyramids that are still left in the game according to the scoring different at the end of the game. Instead of players selecting a tile, they score the round has ended. There is one last scoring round although it is a little pyramids still left in the game end up on one tile after the movement part of

ENG OT GAME

Bill selects a tile that has only his D pyramid and Jill selects a tile that has her E and Joe's A. The total scores for this round would Scoring example: Joe selects a tile that has his F, Bill's A and Jill's A pyramids on it,

> string 3 = 4 strioq 4 = 0 strioq 2 = 3

Scoring Table

acoung Table and are recorded on a piece of paper. points for the owners of those pyramids. Points are scored according to the same tile. Once a player selects a tile all pyramids that are on that tile scores selects suy one tile trist is still in the game. Mayers are allowed to choose the In the scoring part of the round, starting with the Torch Bearer each player

The tile that was voted on is removed from the game by the Torch Bearer (he is the one responsible for lighting the fuse) and if any pyramids are on that tile

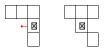
Pyramids can also move by jumping over one space to the space directly behind it in any of the 8 directions either diagonally or orthogonally and can jump over a space that no longer has a tile on it to a space that does.



A pyramid can move one or two times for a maximum of three spaces. Example: You move your pyramid one space to the right, and then jump two spaces diagonally down and right over a missing tile for a total of three spaces.



Tiles can slide one space in any of the 4 orthogonal directions only and you must have a least one of your own pyramids on a tile to slide it. Tiles cannot be slide outside the original 5x5 grid and cannot push other tiles while sliding. Example: You slide a tile with your pyramid on it one space to the left.



i exis, and no back-cover i exis. A copy of the license can be round at

evealed a naw in the game.

The game ends when either a player has lost of all his pyramids or all of the

be Joe with 1, Bill with 5 and Jill with 6.

B = 2 points C = 3 points

Inioq r = A

adding to your coin the Torch Bearer decides the outcome. the option to add coins to a vote if they have any left. If you cause a ue by caunot change your mind and take them back and the other players still have

DOLU COIUS 300 LULGE 10 YOU'L VOTE. ONCE YOU 300 THE COINS TO 2 VOTE YOU again. An ace would add one to your vote; a #2 adds two to your vote and another player's vote, but once a player uses a coin he cannot use that coin a vote in your ravor. A player can add either one to both conns to his vote or play your #2 coin and change the vote from a 2 to 1 vote against you to a 3 to opponents vote to have the iceffce that you have a piece on removed. You Each player starts the game with an Ace and a #2 coin. These coins can be Voting Coins

responsibility and it is all fun and games. only get to pick between Arms and Moons. Ukay, so it's not a lot of

Example: if there were two votes for Arms and two votes for Moons he would Dut he can only choose one of the choices that was actually voted on. to move in a round and gets to decide the outcome of a vote if there is a tie, course everyone likes that they get to blow up an ice floe when the time has arrived, but it not all fun and games. The Torch Bearer also is the first player arrived, but it not all fun and games.

There are certain responsibilities that come with being the Torch Bearer. Of

or point to it to indicate that is the tile they wish to score on. During the scoring part of a round, players are allowed to state the name of a tile

Torch Bearer can decide if there is a tie and the vote was on whether he gets to there is any doubt about his breaking the rules then the other players vote on if he gets to vote or not. Ties are always decided by the Torch Bearer. Yes, the If a player breaks the rules stated he does not get to vote until the next round. If

- . It would be nice to get an empty tile out of here.
- I don't know it snyone noticed but someone has some major points
 I don't know it snyone noticed but someone has some major points
- Some examples of acceptable commentary are: You can speak in a way that does not break the above stated rules.
- . Make a deal with another player to vote the same way as you.
- you intend to vote on. directional word in an attempt to give a clear idea to everyone what tile
- · Point to, or use the words "left, right, bottom, top, center or any other or pieces on the board.
- . Mention a player's suit, color or proper name when referring to the board . Mention the name of a suit, color or numeric value of a game tile.

TOU CANNOT

vote. There are some rules to making commentary. spont the current state of the game or board in an attempt to try and sway the During the game and before voting players are allowed to make commentary

floe and then the team with the most points, which are scored throughout the as lost all of its players into the pond or all the remaining players are on one ice you'll be a little cold and wet, and out of the game. The game ends when a team explosion is not that strong, it'll just break up that ice floe into little pieces and game you go. Ice floes will be removed with a bang one by one and hopefully you you go. Ice floes will be removed with a bang one by one and hopefully is too much weight on one ice floe it might crack and into the lake and out of the piayers. Players can jump from ice floe to ice floe, but be careful because if there Time to play. This game is fairly easy to learn. There are 3 or 4 teams of six

player game the four corner pieces (the #2 sun, #3 moon, #4 arms and #5

Should be placed so they follow the patient in the diagram below. In a three-

You will need all of the tiles to build the board. The tiles are placed suit side

up to create a 5x5 grid. The center space does not have a tile. The tiles

game that starts with a bang. remove the center ice floe with a "boom" and the game begins. You got a love a Next get your chainsaw and start cutting along the grid-lines to create the giant game board of 25 ice floes. OK, now we use the torch to light the fuse and drill a small hole in the middle of each space and place a small explosive in it. First we start by spray-painting the large 5x5 grid of spaces on the ice. Then we

connectives and meet me on the ponds

crown) are removed from the board.

DIEGE SORTE

dniec

played before? Well, grab your chain saw, some spray paint, some small you're looking for something new to do. How about a game of IceFloe? Never risning, you ve piayed nockey, you ve done a lot of different ice sports and now It's the middle of the winter and Whirlpool Pond is frozen solid. You've been ice

> Paper and pencil/pen for keeping score ainura i 1 set of piecepack pyramids і ыесераск глате гедигетелт

3-4 players - 60 minutes Copyright © 2002 by Tim Schutz Rev. 0.4, December 2002 A Changing Landscapes game for the piecepack and piecepack pyramids

lceFloe