22 MORE GREAT GAMES

TWENTY-TWO MORE GAMES TO EXPLORE

We asked the community of Starship Captains for recommendations about other games to try, and this is the list they came up with.

Seven of these games can be played right out of this box, with a couple requiring a few extra items of easily-gathered equipment, such as a chessboard, poker chips, or gaming tokens. The other fifteen games require additional pyramids as well as other equipment.

Rules for all of these games are available online. You can find a complete list of links to the rules to these games at this URL: LooneyLabs.com/Other22

LITTLE ELSE REQUIRED

APOPHIS
- Designed by Erik Dresner
- Number of Players: 1–4
- Equipment: 5 trios of different colors, 6-sided die, deck of playing cards, 5 counters, timer
- Overview: A high-speed cooperative game of launching missiles at the Apophis asteroid before it hits the Earth on April 13, 2036!
- Notes: In 2009, Apophis won the Ninth Icehouse Game Design Contest.

EGYPTIAN SOLITAIRE
- Designed by Dallan Dugger
- Number of Players: 1+
- Equipment: 3 trios each of 5 different colors, 3x4 grid
- Overview: A solitaire puzzle game that can also be played cooperatively or competitively. Imagine a combination of Peg Solitaire and a Rubik's Cube.

FREEZE TAG
- Designed by Jeanne Rink Kramer-Smyth
- Number of Players: 2–4
- Equipment: 2 trios of a single color per player, pyramid die, Volcano board
- Overview: Pyramids race to the other side, trying not to get frozen along the way, which happens when another piece is on top of the one you want to move.

GLEEBS AND GRUES
- Designed by Robert Dudley
- Number of Players: 2
- Equipment: 5 trios of different colors, 4x4 grid
- Overview: Absorb the enemy Gleebs while trying not to be eaten by a Grue. Each player has two colors of pyramids, plus a fifth color is used for the Grue, who can immobilize or remove pyramids from the game.

LOGGER
- Designed by Erik Dresner
- Number of Players: 2–4
- Equipment: 25 trios of any transparent colors (the trees), 5 small opaque pyramids (the protesters), Volcano board, a unique marker for each player (meeples or other such pawns)
- Overview: Four rival lumberjacks are competing to chop down the most trees for their business. However, standing in their way are tree-hugging hippies protesting the deforestation!

TIMELOCK
- Designed by Jason Darrah
- Number of Players: 2
- Equipment: 1 trio each of all 10 different colors, two 6-sided dice, Treehouse die, Volcano board
- Overview: You're an agent of the Time Repair Agency, racing to create a Timelock to stop an alternate reality version of yourself from taking your place in this continuum. A semi-abstract strategy game of matchings stacks of pyramids before the Goal changes again.

PENGUIN SOCCER
- Designer: Avri Klemer
- Number of Players: 2
- Equipment: 2 trios of different colors, a chessboard, a token to represent the soccer ball
- Overview: The pyramids become cute families of penguins playing soccer and sliding around on the ice!
- Notes: Penguin Soccer was published by Nestor Games as a commercial game with penguin-shaped game pieces in February 2010.

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MORE PYRAMIDS REQUIRED

ICEHOUSE
- Designed by John Cooper and Andrew Looney
- Number of Players: 3–5
- Equipment: 5 trios of a single color per player, area markers called stash pads for each player, a timer
- Overview: This is the game that started it all. No turns, no board. Upright pyramids are defenders, flat pieces are attackers. Requires a sharp wit and a steady hand.
- Notes: US Patent #4,936,585 (now expired) was awarded to this game in 1990.

QUICKSAND
- Designed by Erik Oosterwal
- Number of Players: 2
- Equipment: 5 trios of one color per player, 4 Looney Ludo boards
- Overview: A brain-burning abstract. Place a pyramid onto the board, or use a placed pyramid to capture others by jumping over them. Next, rotate one of the boards – this can greatly alter the balance of power.

TORPEDO
- Designed by Jacob Davenport
- Number of Players: 2–5
- Equipment: 5 trios of one color per player
- Overview: Players rush to deploy a fleet of naval vessels (flat pyramids) on the table in real-time. After all of a player's pyramids have been placed, they fire their torpedoes, and some ships will sink!
- Notes: This game was inspired by Light Speed, designed by Tom Jolly & James Ernest. In 2005, Torpedo won the Fourth Icehouse Game Design Contest.

UNDERCUT
- Designed by Joseph Kisenwether
- Number of Players: 3–5
- Equipment: 5 trios each of 5 different colors, bag
- Overview: An auction game where the players score points based on sets of similar pieces, but the twist is that the player with the lowest score wins.
- Notes: In 2004, Undercut won the Second Icehouse Game Design Contest. In 2013, this game was published as a standalone game by Eagle-Gryphon Games, with a Zen Rock Garden theme, called Karesansui.

MORE PYRAMIDS + OTHER STUFF REQUIRED

ALIEN CITY
- Designed by Michael Schoessow
- Number of Players: 2
- Equipment: a Piecepack set (a public domain game system consisting of tiles, coins, and dice), 20 Pyramids (14 Larges and 6 Smalls, of 3 colors)
- Overview: Four powerful guilds are constructing a city of towers and domes on a newly colonized world in the far future.

BLAM!
- Designed by Jon Eargle
- Number of Players: 2–4
- Equipment: 5 trios of one color per player, chessboard
- Overview: Placing pieces onto the board causes others to get shoved around. Push high-scoring pieces off the board to add them to your treasure chest.

BUILDERS OF R'LYEH
- Designed by Matthew Rogers
- Number of Players: 1–5
- Equipment: 5 trios of one color per player, plus one extra set of 5 trios, playing cards, Cthulhu die from Steve Jackson Games (or two regular dice)
- Overview: A stacking and dexterity game about constructing the alien city of R'lyeh. Try to get your pyramid atop the tallest crazy spire in the city of Cthulhu before it sinks into the sea.

GNOSTICA
- Designed by John Cooper with Jacob Davenport, Kory Heath, and Kristin Matherly
- Number of Players: 2–6
- Equipment: 5 trios of a single color per player, a tarot deck (any style will work as long as it has classic 4 suits and 22 traditional major arcana cards)
- Overview: An territory-based war game. Tarot cards make up the often-changing board; players use pyramids to control those territories for points. Every tarot card has a special power.
- Notes: Gnostica, like Zark City, was based on Zarcana, one of the earliest games for the pyramids. Gnostica was published in Playing with Pyramids in 2002.

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PIKEMEN

- Designed by Jacob Davenport
- Number of Players: 2–4
- Equipment: 5 trios of one color per player, chessboard
- Overview: Your pyramids are Pikemen, warriors with long spears. Each turn, a Pikeman may charge in the direction they are pointing and then orient their pike in any direction, including straight up for defense.
- Notes: Only 9 pieces of each color are needed for a 4 player game, which means you can play the 4–player version of Pikemen with the pyramids in this set. Pikemen was included in Playing with Pyramids in 2002. In 2010, this game was rethemed and published by Nestor Games as Star Fleet Scramble.

PYLON

- Designed by Doug Orleans
- Number of Players: 2
- Equipment: 5 trios of a single color per player, 5x6 grid
- Overview: An abstract strategy game of placement and stacking. A placement phase, in which all the pyramids are placed onto the board, is followed by a stacking phase, in which pyramids are collected into stacks.
- Notes: In 2007, Pylon won the Sixth Icehouse Game Design Contest.

RAMBOTS

- Designed by Kory Heath
- Number of Players: 2–4
- Equipment: 5 trios of 4 different colors, plus an extra set of 4 Large pyramids, a chessboard, a screen for each player wide enough to hide a row of five pyramids
- Overview: You are programmer, instructing a RAMbot to tag four beacons on the grid, by ramming them after shooting them with lasers which activate their flags. Everyone sets up a sequence of 5 commands behind their privacy screens; then, all the RAMbots execute their instruction sets at the same time, ramming each other and shooting anything in their way.
- Notes: RAMbots was published in Playing with Pyramids in 2002.

STACK CONTROL

- Designed by Robert Dudley
- Number of Players: 2–4
- Equipment: 5 trios of each of 5 different colors, chessboard, drawstring bag

- Overview: A game of stacking shared pieces. Each player is assigned a color, and there is at least one neutral color in play as well. On your turn, you can stack pyramids of any color, either helping score potential points for yourself or to eliminate rival pyramids. If all your pyramids leave play, you lose!

SUBDIVISION

- Designed by Carlton Noles
- Number of Players: 2–4
- Equipment: 5 trios of one color per player, chessboard, nine markers
- Overview: You are a real estate developer competing with others to strategically develop a new subdivision. Where you build is somewhat restricted and what gets built next to you affects your value. Bring down your competitor's value while maximizing your own.
- Notes: Variant rules allow for a shorter game with three trios per player

SYNAPSE-ICE

- Designed by Joseph Kisenwether
- Number of Players: 2
- Equipment: 5 trios of one color per player, 5x6 grid
- Overview: Players alternate placing flat pyramids on any square on the board, pointing to an empty space. Larges point to the square 3 steps away, Mediums point 2 steps away, and Smalls point to the adjacent space. The next player must place their piece in the square just pointed to. This piece must also point to an empty space. The first player unable to make a move loses.

ZENDO

- Designed by Kory Heath
- Number of Players: 3–5
- Equipment: 60 Pyramids (5 trios of 4 different colors), 20 White Stones, 20 Black Stones, 20 Green Stones
- Overview: A game of inductive logic in which one player thinks of a secret rule and the the others attempt to discover that rule by building and studying small arrangements pyramids. Each such cluster gets marked with a white stone if it follows the secret rule, and a white stone if it does not. The first player to state the rule correctly wins.
- Notes: Zendo was published in Playing with Pyramids in 2002. In 2003, this game was published in a standalone set, which received the Origins award for Best Abstract Board Game, as well as the Mensa Select award.