ICETOIDS

DESIGNED BY ANDREW LOONEY

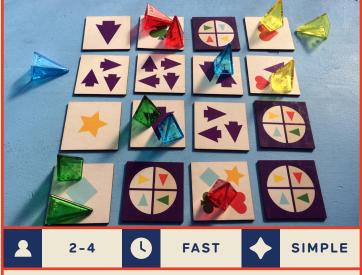| 👤 | 2-4 | 🕐 | FAST | ◆ | SIMPLE |

EQUIPMENT

- 3 pyramids of the same size in each of these colors: red, yellow, blue, and green
- 16 special tiles (Print & Play and deluxe versions are available – details at LooneyLabs.com/ICETOIDS)

OVERVIEW

A gameboard is created out of 16 special tiles. The symbols on the tiles are hidden at first and are gradually revealed as players explore the board. Some tiles feature arrows which enable faster movement, while other have target symbols, these being the tiles a player must occupy in order to win.

GOAL

Be the first to position your three pieces on the three tiles that display the icon of your color.

TERMINOLOGY

- Home Tile: During setup, each player will select an outer-edge tile which will serve as the entry point for their pieces during the game. Each player must choose a different Home Tile.

SETUP

Mix up the tiles and arrange them, face down, in a 4x4 grid. Each player then chooses a color and places their three pyramids on the table, next to and pointing at their Home Tile.

HOW TO PLAY

On your turn, you will either 1) move one of your pieces, or 2) point one of your pieces in a different direction.

- If a piece is off the board, the only place for it to move is onto your Home Tile.
- If your piece is on a tile with arrow(s), you may move your piece in the direction of an arrow regardless of where the piece is pointing.
- If your piece is pointing at another tile, you may move it onto that tile.
- If you want to move in a certain direction but there's no arrow under your piece pointing that way, you must first spend a turn changing the direction the piece is pointing.
- Any time a piece is moved, it arrives standing up.
- Any time your piece lands on a tile that has not yet been exposed, turn it over and orient it as you wish. It will remain in that orientation for the rest of the game.
- Any number of pieces can be on the same tile at once.
- Pieces can only move one space at a time.

Pushing a Piece: If one of your pieces is pointing at a tile occupied by another piece, you can push that piece out of that tile as you move in. The ejected piece lands upright on the next tile over. If there is no tile in that direction, the piece is removed from the board and must re-enter at that player's Home Tile. You can push your own piece, or an opponent's piece. Upright pieces cannot push.

HOW TO WIN

The first player to get all three of their pieces onto the three tiles bearing the symbols that match their color is the winner!

OTHER NOTES

PLAYING WITHOUT PYRAMIDS

If you don't have pyramids, you can make a set of tokens to use instead. Put a square on one side of each token, representing an upright pyramid, and a triangle on the other, which will indicate where the piece is pointing.

HISTORICAL NOTES

This game is called IceToids because Andy was inspired to design a game that could fit inside an Altoids™ mint tin. The "ice" part of the name is a reference to Icehouse, the game that originally launched Looney Pyramids.

This game was the Looney Labs Holiday Gift for 2018. Enjoy!