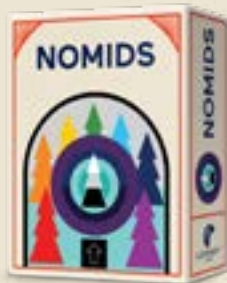


## NOMIDS

30 pyramids (one trio each of all ten colors) along with a “lightning” die are used for this quick and very easy introductory game. Suggestions for three other games to try next with this set are also included.

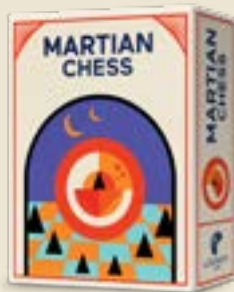
For 2 to 10 players.



## MARTIAN CHESS

18 pyramids in a new color (shiny silver) are placed on a half-sized chessboard and used to play a mind-bending, chess-style, abstract strategy game in which color has no meaning and position is everything.

For 2 players.



## ICE DUO

Two complete games in one box! Includes 30 pyramids (two trios each of red, yellow, green, cyan, and purple), plus a special pair of dice (for the luck-based game Ice Dice) and a little gameboard and ten cards (for the secret-goal strategy game Twin Win).

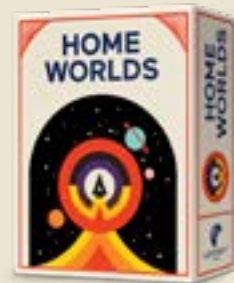
For 2 players.



## HOMEWORLDS

36 pyramids (three trios each of red, yellow, green, and blue) are used to play a highly complex and surprisingly deep abstract strategy game. It's an epic interstellar space battle with no luck and no hidden information.

For 2 players.



## ABOUT THE PYRAMIDS

The system began as an imaginary game in a short story written by Andrew Looney in 1987. The next year, his friend John Cooper created a game like the one Andy had described, called Icehouse, which they then played obsessively for eight years. In 1995, Andy invented the second pyramid game, Martian Chess, and soon Andy and John and others were designing more and more cool games for the system. And now, rules for *hundreds* of games for the pyramids are available for free at [IcehouseGames.org](http://IcehouseGames.org)!

## ABOUT LOONEY LABS

We got our start with these pyramids, but our biggest hit is the Fluxx series of card games. We also publish Chrononauts, Loonacy, Just Desserts, Aquarius, Get the MacGuffin, Zendo, and many others. Ask for our games wherever games are sold, or visit us online at [LooneyLabs.com](http://LooneyLabs.com). Thanks for playing our games!



## NAMING CONVENTIONS

These game pieces are officially known as the Looney Pyramids, but some old-timers still use the original name, Icehouse Pieces.

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## SIZES

The three different sizes are most commonly referred to as Smalls, Mediums, and Larges.



SMALL



MEDIUM



LARGE

## GROUPS

- Trio: Any grouping of the three pieces, one of each size, is called a Trio.



TRIO

- Nest: When a Trio is nested together with the Small inside the Medium inside the Large, it's called a Nest.



NEST

- Tree: When a Trio is stacked in the arrangement that makes it look like a little pine tree, it's called a Tree.



TREE

It's not uncommon to drop the extra syllable and say Tree when you mean Trio, but technically, a Trio is only a Tree if the pieces are arranged as a Small on top of a Medium on top of a Large.

## ORIENTATION

- Upright: A pyramid standing up is called an Upright pyramid.
- Flat: A pyramid on its side is called Flat.
- Direction: Flat pyramids can point at things. The direction a flat pyramid is pointing can also have meaning.



UPRIGHT



FLAT

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## PIPS

- Pips: The teardrop-shaped marks on the pyramids are called Pips.
- Pip-Count: The Pip-Count is the number of Pips on a pyramid. Smalls have one Pip, Mediums two Pips, Larges three Pips.



PIPS

## PRODUCT OVERVIEW

We like to compare our pyramids to a deck of playing cards: it's a multi-purpose game system with endless variations. Different games require different combinations of pyramids and other equipment. When you combine game sets, you can play even more games! You can jump right in with our big box and add more pyramids later, or start with one of our smaller, single-game sets and build your collection gradually. The more games you learn, the more fun you'll have!

## PYRAMID ARCADE

90 pyramids (3 trios of all 10 colors) plus all the dice, cards, and boards needed to play 22 different games in a wide range of styles and difficulties. Includes a comprehensive, 76-page rulebook.



For 2 to 10 players.