

TREEHOUSE

An Icehouse Game
By Andrew Looney
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A quick and easy game of chance you can play anywhere, with anyone, in just a few minutes!

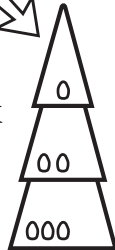
Stuff You Need

-  2-4 Players
-  5-10 Minutes
-  15 pyramids
-  6-sided die

SETUP

Everybody gets a Tree.

Each player gets a trio of pieces. Stack your pieces in the "Tree" formation.



This is the House.

One extra trio is placed in the center of the table, as shown.

GOAL

To win, rearrange your Tree so that it looks just like the House.

A Typical Game In Progress:



LINES

Pieces are always kept in lines that run parallel to the House.

GAPS

The gaps between pieces are all considered equally big. Just make room when Digging or Hopping.

STACKS

Only upright pieces can stack. When a tower is Tipped, the pieces spread out and take their own spots in the line.

WHO STARTS?

Whoever's holding the die goes first.

HOW TO PLAY



What you get to do each turn is determined by what you roll.

If you *can* do the action to your own trio, you *must*.

If you *can't* do it to your own, you *may* do the action to the House.

If you can't change either your own or the House, *roll again*.

Actions explained on page 2

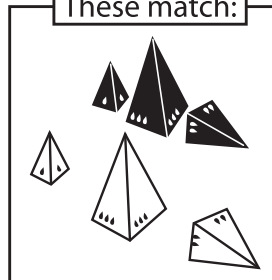
THINGS YOU CAN'T DO

- You can't Hop in place.
- You can't Hop a sideways piece.
- You can't Dig an upright piece.
- You can't Dig backwards.
- You can't Tip part of a stack.
- You can't alter other players' trios.
- You can't pass if it's possible for you to do the action to your trio.

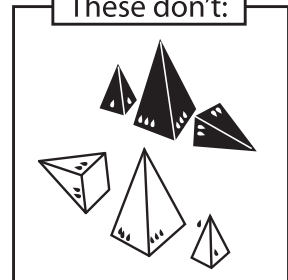
WINNING

When your pieces match the House, you win!

These match:



These don't:



TIES

If changing the House makes two players win at once, you win if it was your turn!

IF 2 PLAYERS

See who can win six games first! You can use the leftover colors for keeping score.

If using a plain D6:

-  TIP
-  SWAP
-  HOP
-  DIG
-  AIM
-  WILD