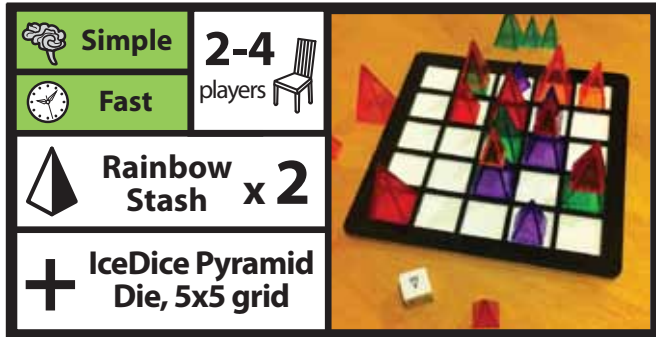


# HOW to PLAY

## Freeze Tag

Designed by Jeanne Rink Kramer-Smyth



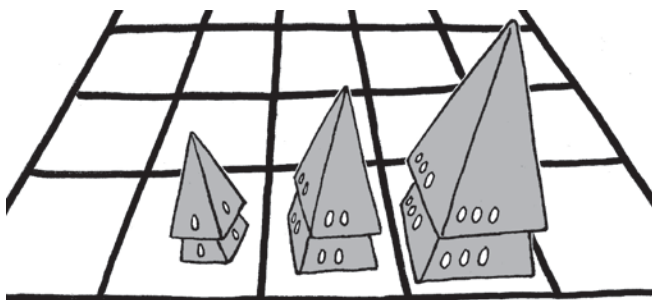
**Introduction:** Pyramids race to the other side, trying not to get frozen along the way.

**Number of Players:** 2-4

**Equipment:** 2 Rainbow Stashes, the pyramid die from IceDice, and a 5x5 grid (i.e. a Volcano board)

**Setup:** Each player chooses a color and gets two trios of that color. (Set aside unused pyramids.)

Each player places their six pyramids along one edge of the 5x5 grid, as shown here, with a stack of two Mediums in the center edge square, two Smalls in the space to the left of the Mediums, and two Larges in the space to the right.



- For two players, the players set up on opposite sides of the board.
- For four players, each player takes one side of the board.
- For three players, just leave one of the sets of 6 pyramids off the board - one edge of the board will simply be empty.

**Goal:** Move any three of your pieces off the far side of the board across from where you started.

**Turn Sequence:** On their turn, players roll the pyramid die and move one or two pieces of their color corresponding the size(s) shown on the die. All sizes shown on die must be moved, if possible, one square in any direction (diagonal included).

### Legal Moves:

- into any empty space
- off the edge of the board directly across from the edge you started on
- onto your own single piece of the same size or larger (this freezes the piece beneath it)
- onto an opponent's single piece of the same size or larger (this freezes the piece beneath it)
- onto an opponent's single piece of a smaller size - this forces a relocation of this piece. You may now relocate this piece to any legal location on the board. This can cause a chain reaction, permitting the player to capture and relocate another piece with the piece they relocate. If you have a small of your own color alone, you can use a captured medium to capture and move your own small anywhere legal on the board (but you cannot move it off the board).

### Other Rules:

- stacks of pyramids may only be 2 high
- you may NOT move your pyramid onto your own piece of a smaller size
- you may only move the top pyramid in a stack
- if two sizes are shown on the die - you must move a pyramid of each size
- if your roll is for two sizes you may make the moves in any order you prefer
- if you cannot move either of your two pieces of the size you roll (ie, they are all frozen), then you lose that move (NOTE: you can still move the other size if your roll had two pyramid sizes on it and you have a piece the other size available to move)
- if you can move, you must
- play proceeds in a clockwise direction

Looney Pyramids were created by Andrew Looney in 1987. If your friendly local game store doesn't sell them, please visit: [store.LooneyLabs.com](http://store.LooneyLabs.com)

