

Generator

By Ken Leyhe
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A game for 2 - 4 players using Icehouse and GRYB.

1. Objective

To be the first player with a power coupling on each of the other nodes.

2. Equipment

- A. GRYB Board
- B. GRYB Die
- C. Red, Yellow, Green, And Blue Icehouse Stashes (one stash for each player).

3. Set Up

- A. Each player takes a stash of Icehouse pieces. The color of the stash coresponds to that players color on the board.
- B. Each player places one medium pyramid on the top level node of thier color.
- C. The youngest player goes first

4. Play

- A. Player rolls the GRYB die.
 - i. If the player rolls his own color and his start node is empty he may play a new pyramid to his start node
 - ii. If the player rolls his own color and his start node is occupied by another players pyramid he may capture that pyramid following the capture rules.

iii. A player may make a legal move using any existing pyramids to the color he rolled.

| Move Type | Conditions or Restrictions |
|------------------|---|
| 2nd level node | Large pyramids may not move lower then the second level |
| 3rd level node | Medium pyramids may no move lower then the third level |
| 4th level node | Small pyramids are the only size allowed on the fourth level |
| Horizontal | A pyramid may move around a quadrangle to the corresponding color rolled. |
| Vertical | A pyramid may, if it meets level restrictions, move up or down one level to the corresponding color rolled. |
| Occupied Node | A pyramid may follow the rules for towers and captures. |

iv. Play then continues to the left.

B. Towers

- i. A player may stack his pyramids by landing a smaller pyramid on a larger one.
- ii. Once a tower is made it can be moved as one piece following level size restrictions.
- iii. All smaller pyramids must removed from a tower before a larger pyramid can be moved by itself .
- iv. A tower cannot be captured if it is topped by a small pyramid, all other towers my be captured following the rules for captures.

C. Captures

- i. A pyramid may capture an opponents pyramids if it meets the following

criteria.

- a. The capturing pyramid is smaller the pyramid being captured.
 - b. Small pyramids may be captured only by other small pyramids.
- ii. A captured pyramid is returned to the players stash.
 - iii. The capturing player recieves another turn.

5. Winning

A player wins when he has...

- i. A small pyramid on a level 4 node of his color that is on a different top level branch then his large or medium pyramid, and not on his on top level start nodes branch.
- ii. A medium pyramid on a level 3 node of his color that is on a different top level branch then his small or large pyramid, and not on his on top level start nodes branch.
- iii. A large pyramid on a level 2 node of his color that is on a different top level branch then his small or medium pyramid, and not on his on top level start nodes branch.

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