

Landrush

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Ver 1.2 Revised 05/02

A game for 2 - 5 players using [Icehouse](#) and [piecepack](#).

1. Objective

To be the player that owns the land with the highest value.

2. Equipment

A. 1 piecepack

B. 2 - 5 Icehouse stashes each of a different color. (One for each player.)

C. A bag or cup to draw coins from.

3. Set-Up

A. Arrange the tiles, face-down, into a 6 X 4 board.

B. Mark the columns and rows for easy reference during the game.

i. Use the pawns to show the suits of the four columns.

ii. Use the four dice to label rows 1 - 5, the first row is Null and the last is 6.

C. Place all of the coins into a cup or bag.

D. Each player chooses a stash of pyramids.

# of Players	Pieces
2 or 3	15 - 5 of each size.
4 or 5	12 - 4 of each size.

E. Each player places one midium pyramid on an empty square that has no pyramids surrounding it.

4. Play

A. On a players turn he draws a coin from the bag.

B. If the player can make a legal play he does so.

i. The coin the player drew determines the tile he will play to.

ii. If all four squares on the tile are full the player cannot make a play.

iii. A pyramid may not be played next to another players pyramid unless a take-over play is being made.

iv. If a play allows you to connect one of your tracts to another players you can take over thier tract as long as take-over conditions are met.

a. The pyramid you are playing makes your tract longer then the tract you are connecting to.

b. You have enough pyramids left in your stash to replace your opponents pyramids.

v. If you make a take-over play you replace your opponents pyramids with your own. Your opponent adds his pyramids back to his stash.

C. The player returns the coin back to the bag and his turn ends. Play continues to the left.

5. Winning

A. The game ends when one player has no pyramids left in his stash.

B. Scores are counted and the player with the highest score wins.

i. To score a tract it must be a certain number of pyramids long.

If a tract contains this size pyramid	It must be this long to be scored
Small	at least 2 pieces.
Medium	at least 3 pieces.
Large	at least 4 pieces.

ii. Points are earned for the following conditions.

Condition	Score
Playing all of your pyramids.	+ 5
All of your pyramids on the board are part of the same legal tract. (This can be earned even if a player didn't use all of his pieces.)	+ 5
Each legal tract containing only small Pyramids	+ 1
Each legal tract containing only medium pyramids.	+ 3
Each legal tract containing only large pyramids	+ 4
Each small pyramid in a legal tract.	1
Each medium pyramid in a legal tract.	2

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