

Martian Treasure Hunt

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A game for 2 or 4 players using [Icehouse](#) and [piecepack](#).

1. Objective

To have the most valuable pile of treasure at the end of the game.

2. Equipment

A. 1 piecepack set.

B. 4 Icehouse stashes.

3. Set-Up

A. Board set up depends on the number of players.

i. For two players the board is made up of tiles, face-down, in a 3 x 5 pattern with the players at either end of the long side.

ii. For four players the board is made up the same as the two player board with three additional tiles centered on each side of the short ends of the board. It will look like a fat plus symbol when complete.

B. Each player chooses a set of coins and places them on their home row (back set of squares) face-up in the order of their choosing. These are a player's pieces.

- C. The center four squares each get a large pyramid.
- D. The next ring of 12 squares each gets a medium pyramid.
- E. The next ring of 20 squares each gets a small pyramid.
- F. Choose two dice, select one for piece number and one for piece type.

4. Play

- A. On a player's turn he rolls both dice.
 - i. The number die determines which piece gets moved.
 - ii. The type die determines how that piece will move. The piece moves like the chess piece indicated.

Die Roll	Piece Moves Like
Null	Pawn
Ace	Rook
2	Knight (A knight is the only piece that can jump over pyramids and friendly pieces.)
3	Bishop
4	Queen
5	King

- iii. A piece can move as long as it has a clear path, it cannot jump pyramids or other pieces.
- iv. A piece can capture an opposing player's piece or any pyramid it lands on as in chess.

1. Only five of any players pieces can be captured, when a player is down to one piece it is considered immune to capture.

2. Captured pyramids are added to a players stash.

v. Once a piece has left the back two rows it cannot re-enter them.

vi. A piece can never enter another players back 2 rows.

B. If a player rolls a piece that has been captured, he loses that turn.

5. Winning

Once all pyramids have been captured the scores are tallied and the player with the highest score wins.

Pyramid Size	Value
Small	1
Medium	2
Large	3
Opponent's Piece	2

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