

TMAG:

The Martian Assassination

Game

By Ken Leyhe
Ver 1.2 Revised 05/02

A game for 3 - 9 players using [Icehouse](#) and [piecepack](#).

1. Objective

To be the first victim to reach all of the bases.

2. Equipment

A. 1 piecepack

B. 3 – 9 Icehouse stashes (1 for each player)

3. Set-Up

A. Set up the tiles, face-down, in a 5X5 board with the center being empty, this is the safe-house.

B. Place an Ace token on one of the center squares on each edge of the board, these are bases.

C. Each player chooses a large pyramid to be his piece, and 4 small pyramids as markers.

D. Select who will be the first victim, everyone else is an assassin.

E. The victim starts in the safe-house, the assassins start on the corner squares. For 6 -9 players the assassins start one square out from the corners, with 2 to a corner.

4. Play

The victim takes a turn after each assassin has a turn.

A. Victims turn.

i. Roll the die and move the spaces indicated horizontally or vertically, you may change directions but you cannot backtrack. For 6 - 9 player game the victim may also move diagonally.

ii. On a roll of 0 (Null) you may re-roll. An Ace counts as a 1.

iii. Once the victim has left the safe-house he may not re-enter it.

iv. You may not pass over an assassin.

v. You must land on the bases by exact count. When you land on a base place one of your small pyramids next to it just off the board to keep track of bases visited.

B. Players turn.

i. Your goal is to capture the victim by landing on him.

ii. Roll the die and move the spaces indicated horizontally or vertically, you may change directions but you cannot

backtrack.

iii. On a roll of 0 (Null) you cannot move this turn. An Ace counts as a 1.

iv. You may not pass over the victim but you may pass over another assassin.

v. You may not land on bases but you pass over them.

vi. You may not enter the safe-house.

vii. If an assassin lands on the victim by exact count.

a. You become the victim and move to the safe-house.

b. The old victim now becomes an assassin, and all of his small pyramids are removed.

c. Play continues with the new victim taking his first turn.

5. Winning

A. A small victory can be awarded to any assassin who captures the victim.

B. Truly winning the game is only possible by the victim who must, during a single run as the victim, touch all four bases.

6. Variations

A. For a shorter game don't remove a player's small pyramids when they are captured. This way anytime a player reaches all four bases he

wins, no matter how many times he has been captured.

B. 6 – 9 people may play the game but some changes are required because it becomes very hard for the victim.

ii. If you have an additional piecepack you may change the following for more players.

a. Create the game board in a 6x6 board instead of 5x5, again with the center square empty.

b. Assassins start on one of the two squares directly out of the corners.

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