

## Cracked ICE

A pyramid game that you play on a CD

### Setup

Place the extra large in the middle of the table. Balance the disc on it, silvery side up, so that the point of the pyramid goes through the hole in the center of the disc, and the disc is level.

### How to play

Choose a player to start the first round. Take turns placing one piece from your stash on the disc. Play all pieces upright. You should not move any of the pieces that have already been placed. You may not stack pieces, or nest them. You may not place a piece over the tip of the pyramid that supports the disc.

If you place a piece and "the ice does not crack", play passes to the next player. "The ice cracks" if the edge of the disc touches the table, any piece on the disc touches the table, or any piece falls or slides off the disc onto the table.

If you place a piece and the ice cracks, you have lost the round. Take back all of the pieces you have placed this round. Move the other players' pieces "crackhouse", where they remain for the rest of the game. You start the next round.

If you place your last piece without cracking the ice, you win!

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### What you need

Players: 2 to 5

Time: 5-15 minutes

Pieces: 1 stash per player,  
plus one large piece

Extras: A compact disc (CD)

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<http://www.eeOr.com/>

**The Martian Embassy**  
a visitor's guide to Earth

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Interactive fiction. Boodler programmable soundscape system. Painted Icehouse pyramids. Text adventures. Electroluminescent cloak. Adventure game reviews. Shortbread recipes. List of books I own. Martian Go, a strategic Icehouse game. Rubik's Cube art. System's Twilight, a Macintosh puzzle fairy tale. Capture-the-Flag With Stuff. Werewolf and Mafia, a mind game. My Very Secret MacOSX Diary. Stonerview, a screen saver. The Lemmings of Norstrilia. ...and yet more, as we go...

*More about Icehouse:*

<http://www.icehousegames.com/>

<http://www.wunderland.com/icehouse>

*More Pyramid Games:*

<http://www.the-radix.com/0003.php>

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