

Iceberg

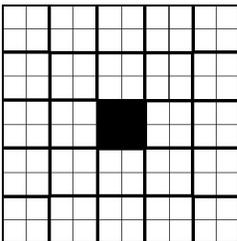
A piecepack game for the Changing Landscapes contest, by Ken Leyhe
Version 1.1
Revised 03/2003
2 or 4 players
1 piecepack

OBJECTIVE

After a boat crash in the North Atlantic players find themselves stranded on an iceberg. Through clever maneuvering they hope to be alive as the iceberg melts and breaks apart. The last survivor is the winner.

SETUP

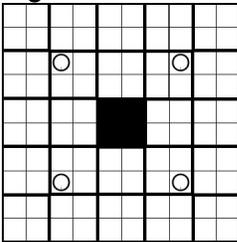
Fig. 1



Randomly place the tiles face-down on the table to become the iceberg as shown (*fig. 1*), with the center square being empty

Each player then chooses a suit and takes all of the coins of that suit, these are his survivors.

Fig. 2



The oldest player goes first and places one of his coins face-down on the board in one of the starting positions as shown (*fig. 2*). Play proceeds clockwise until all players have placed one coin.

PLAY

On a player's turn they must perform one of four actions. Play a coin, Move a coin, Flip a tile, Roll for removal. When a player has no coins to play or move he is out of the game.

Play A Coin

A player may play a coin face-down to any unoccupied square or tile on the board.

Move A Coin

A player may move a coin one square orthogonally into any unoccupied square or tile.

Flip A Tile

A player may flip any face-down tile that has at least one side open whether it is occupied or not (*fig.3*). If the tile is occupied all coins get bumped in the direction as shown (*fig.4 the tile with four coins is being flipped, the arrows show which direction the coins are bumped*), if a bumped coin lands in an occupied square or tile the existing coin gets bumped also, and so on. Any coins that are knocked off the board are removed from play.

Fig.3

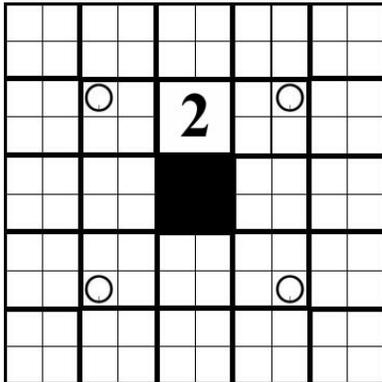
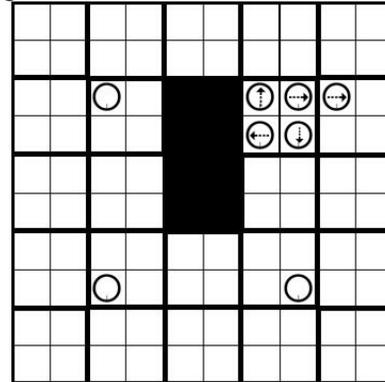


fig.4



Roll For Removal

A player may roll the die to remove a face-up tile from the board. When the player rolls the die and a tile, whose face-up value matches that of the roll, exists the player must remove it. If multiple tiles match the player may choose which to remove. Any tiles that are stranded from main board are also removed. Any coins on a tile that is removed are removed from play. If no tiles match the roll the player's turn ends with no action being performed.

WINNING

When only player has coins remaining or he is the last player on the iceberg (only one tile remains and it is occupied by said player) he has won.