

TMAG: The Martian Assassination Game

A game for the piecepack and Icehouse by Ken Leyhe

Version 1.2, Revised 05/2002

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3-9 players

Objective

Be the first victim to reach all of the bases.

Equipment

1 piecepack

3 – 9 Icehouse stashes (1 for each player)

Setup

1. Set the tiles, facedown, in a 5x5 board with the center being empty, this is the safe house.
2. Place an Ace token on one of the center squares on each edge of the board, these are the bases.
3. Each player chooses a large pyramid to be his piece, and 4 small pyramids as markers.
4. Select the player who will be the first victim, everyone else is an assassin.
5. 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.

Play

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

Victim's turn:

1. Roll the die and move the spaces indicated horizontally or vertically, you may change directions but not backtrack. For 6-9 player games the victim may also move diagonally.
2. On a roll of 0 (Null) you may re-roll. An Ace counts as a 1.
3. Once the victim has left the safe house he may not re-enter it.
4. You may not pass over an assassin.
5. 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.

Assassin's turn:

1. Your goal is to capture the victim by landing on him.
2. Roll the die and move the spaces indicated horizontally or vertically, you may change directions but not backtrack.
3. On a roll of 0 (Null) you cannot move this turn. An Ace counts as a 1.
4. You may not pass over the victim but you may pass over another assassin.
5. You may not land on bases but you can pass over them.

6. You may not enter the safe house.
7. 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.

Winning

Small victory can be awarded to any assassin who captures the victim. Truly winning the game is only possible by the victim who must, during a single run as the victim, touch all four bases.

Variations

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.

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

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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