# ICE BLOCKS ™

**ICE SO NICE YOU'LL WANT TO PLAY TWICE!**
**For 2 players ages 8 and up**

*Boy, the things I have to do!*

## RULES OF PLAY

Oh no, things are really heating up in the Antarctic! Those igloo-building polar bears are at it again. Each is trying to outdo the other by stacking more of *his* color ice blocks in a row. (Thank goodness Professor Penguin's keeping an eye on construction!) Why not join in the fun and see if you have what it takes to stack things in your favor. Who knows, you just might be a chip off the ol' block! Good luck. Oh yeah, the blocks also make interesting forms. See what else you can build!
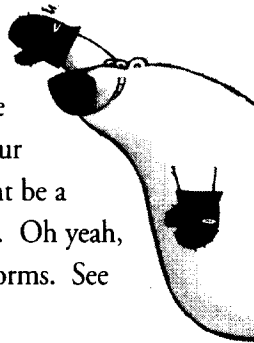
## CONTENTS

18 blue blocks and 18 clear blocks

blue          clear

## OBJECT

The object of the game is to score the most points by stacking your color ice blocks so that they connect — either horizontally or diagonally — *while blocking your opponent from doing the same thing!*

## SETUP

1. Choose the color ice blocks you want — blue or clear — and place them all in front of you on a flat playing surface.

2. One player should have a piece of paper and a pencil to keep score.

3. The player with the clear ice blocks goes first. Players take turns placing one ice block at a time on the playing surface.
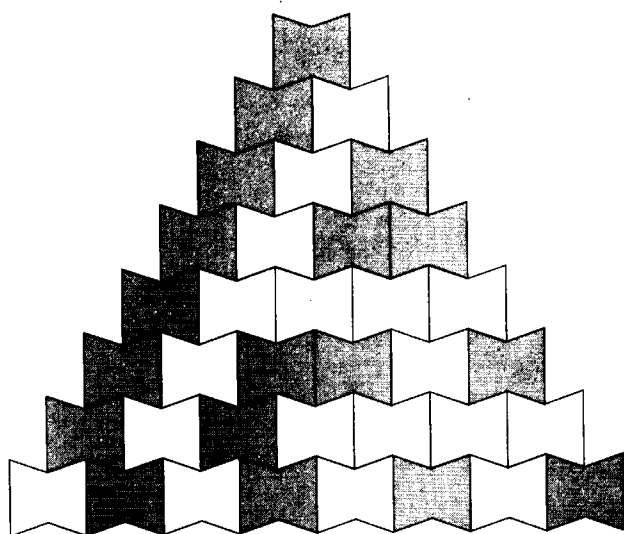
*You think this is easy, huh?*

Note: In all our rules, we use either "he" or "she" to include everyone!

## GAME OVERVIEW

In this game of strategy, you and your opponent are building a pyramid-shaped wall out of blue and clear ice blocks. Note that the base can only be 8 blocks long. In the end, the wall will look something like this:



The idea is to score points by connecting 3 or more of your color ice blocks, either horizontally or diagonally. The more ice blocks you get in a row, the more you score. At the same time, try to block your opponent from doing likewise by strategically placing your ice blocks in the wall.

When the pyramid is complete, the first set is over. A game consists of two sets with each player going first once.

## GAME PLAY

Players take turns placing their blocks following two simple rules: a block must be placed next to another block, or on top of any two touching blocks — regardless of color.
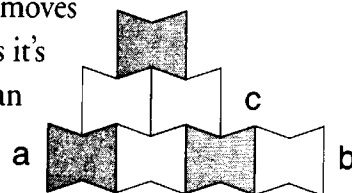
*Examples:*

Clear has started the game, and blue has placed his block to the left. Clear can now play to one of the three positions labeled a, b or c.
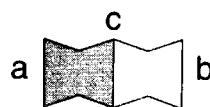


In this next play, clear has placed his block on top (c), and now blue can place his block at a or b.
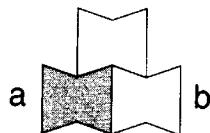


This last example, 7 moves into the game, shows it's blue's turn, and he can place a block at a, b or c. And so on.
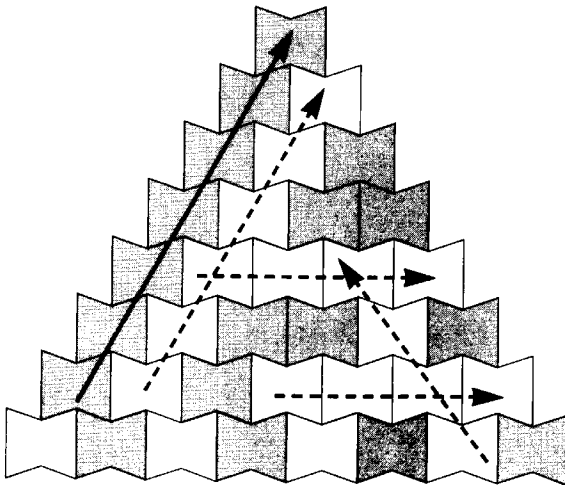


## SCORING POINTS

The number of points you score depends on the number of ice blocks you have in a row, either horizontally or diagonally, at the end of each set. Use the following chart to determine your score.

| No. of blocks in a row | No. of points |
|---|---|
| 3 | 1 |
| 4 | 3 |
| 5 | 6 |
| 6 | 10 |
| 7 | 15 |
| 8 | 21 |

*Scoring Example:*

In this example, blue has 7 blocks in a diagonal row for **15** points. Clear has 6 blocks in a diagonal row for 10 points, 4 blocks in a horizontal row, twice, for 6 points, and 4 blocks in a diagonal row for 3 points, for a total of **19** points. Clear is the winner in this set.

# END OF GAME

The game ends after playing 2 sets. Each player adds up his points from both sets. The player with the highest score is the winner.

# A WORD FROM GAMEWRIGHT

We discovered how to play **Ice Blocks** when we were fooling around with a few hundred left over dice. You don't need to be a professor, a penguin or a bear to play this game, but it does require a lot of strategy. Players learn to plan ahead and be flexible in their thinking. If you are mathematically inclined, you will notice that we use
triangular numbers for scoring the game. And, **Ice Blocks** is fun to build with.

— Ann Stambler and Dr. Monty Stambler

The Stamblers live and practice in Boston, where they are experts in child development.