



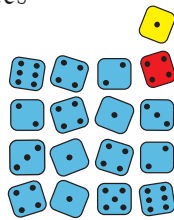
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**Ice Pack** is a dice game where you try to match a pattern and score points in a limited time frame. Each turn you will roll three dice, choose a die and a column to place that die. That die will then push the column down and will alter the alignment of each row. Find a matching pattern and score points. Scoring for a pattern increases the more you match it. At the end of the game you will total up your score.

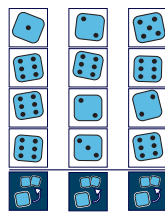
For the solo game, the goal is to beat your highest score. In the two player game, who ever has the highest score, wins!

**Players:** 1-2    **Age:** 13+    **Time:** 10 minutes

**Components:** Copy of the game, pencil and 15 (**ice**) dice of one color. The two player game requires two additional dice of two different colors. These two colors will need to be different colors from the **ice dice**.



**Set Up (Solo):** Roll all of the **ice dice** and randomly make three columns, four high on the dice board. Set the three remaining **ice dice** aside for now.



Place a timer close to the game pieces and set it at 10:00. Once all is set up, begin the timer.

**Game Flow:** (1) Each turn you will roll the three **ice dice**. (2) You must choose one **ice die** and place in the top space of the column of your choice. This will shift the dice in that column down one space. (3) You will take the bottom die of that same column and group it together with the **ice dice** used for rolling on the next turn. (4) Look to see if any of the patterns on your player board match the dice on the game board. If you see a match, mark off the circle next to that pattern. Each circle you mark off will score you points at the end of the



game.

Proceed with the next turn. You will continue with this flow until the timer runs out.

### Game Flow

**Matching Patterns:** Each turn you will try to match a pattern on your player board with the **ice dice** on the game board. The point value of the match increases as you fill up the circles. If you find a matching pattern during your turn, fill the next circle in order of the value. **This will be done, first in equal value, then ascending value. You may only choose one pattern per turn.** This can be a pattern you were trying to form or one that happen by chance. If you do not find a pattern, you will proceed to your next turn. The patterns have three types of values:

In this example, you cross out the ① circles each time you match a pattern. After they are exhausted, cross out the ②.

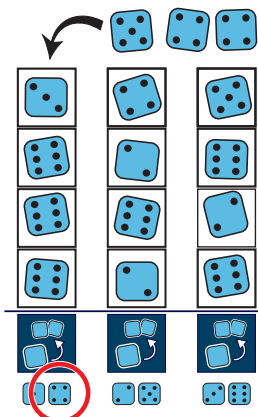
**Equal Value** - All the ice dice must have the same value.

**Different Values** - All the ice dice must have different values and cannot be repeated.

**Straight Set** - The ice dice must line up in ascending or descending values going left to right.

**Doubles:** When rolling doubles, you will place the third die in the column that is determined by the value of the doubles rolled.

Example to the right: If Mercy rolls two 4s and a 3, the doubles will determine which column the third die will be placed in. So Mercy will take the 3 die and place it in the first column. This will alter the rows in a way you were not anticipating. Note: *Under each column on the game board is the value that matches the double dice.*



**Triples:** If you roll three of a kind, take one of the rolled dice, and place it to the column value of your choice. Works like a double, but you choose the column.

**Change Dice Value:** Change dice value allows you to change an **ice die** that you just rolled to a desired value before placing it in a column. You start the game with four available. These can be used whenever you want during the game. When you apply a *change dice*, place an X over the circle to show it has been used. **You may not use a change dice if you roll a double.**

Change dice value

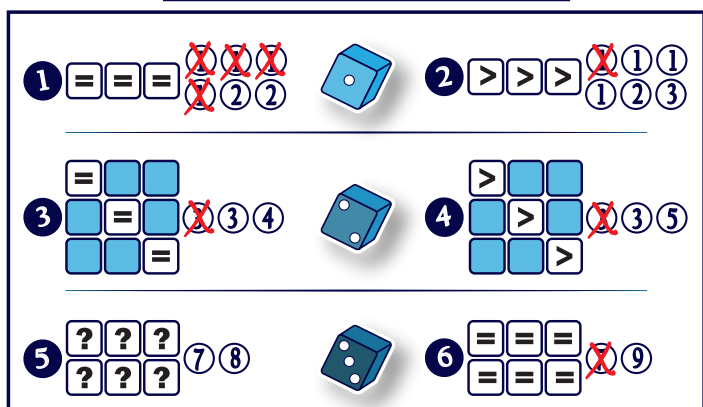
When scoring at the end of the game, any *change dice value* that you did not cross out during the game will give you a +3 bonus points per unused re-rolls.



**Time Limit:** Players can agree to a time limit longer than 10:00 minutes

**End of game:** Once time runs out, you will add up your score from each pattern. For the solo game, you will try to beat your previous score. If playing a two player game, the person with the highest score wins. Note: *Each pattern has a limited quantity that you can score.*

1	2	3	4	5	6	7	8	9	Total
4	1	3	3	-	3	4	NA	18	



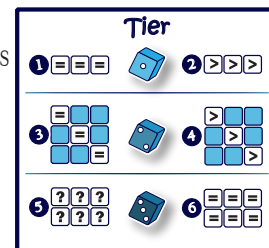
**Two player games:** When setting up for a two player game, you will remove two of the **ice dice** (they will not be used in the game). These will be replaced with the two different colored dice. Each one will be assigned to a player. For example, Levi will have a red and Amanda will have a yellow. Players will use the same player board, but will use individual player boards. The younger player starts first.

The game set up and play will continue just as the solo game with two exceptions: 1) During set up, both the player colored dice must start in a column. 2) When an opposing player makes a pattern with your color die, you will mark a bonus square on your board. Each marked square will gain you +2 points. Place the total of the bonuses squares under the B column when scoring at the end of the game. Alternate turns till the timer runs out.

When the two player dice is rolled, they will be treated as normal. Players may choose another player's die to place in a column.

**"Super Packed"** variant: This simple variant will add a challenge to the game. All matching patterns must have the bottom row included in that pattern. For example, pattern number one must be on the bottom row.

**Achievement** variant: Instead of a race against the clock, the game ends when a certain amount of patterns have been achieved. The game board has six patterns that are grouped in three different tiers. If players are trying to score from tier one, they have two options (1 or 2) to choose from. Each player (or individual if solo) will agree before the game starts on which tiers must be accomplished to end the game. The achievements may be altered unevenly to accommodate younger players.



For example, Levi may choose to try to complete one from tiers 1, 2, & 3. Luke, being younger, may try to score two from tier 1 and one from tier 2. Patterns may be repeated. Luke can choose to score two equals or two ascending order patterns from tier one.

**Note:** All patterns can be flipped vertically or horizontally. For example, you can have a straight with a row containing 4,3 and 2 or 2,3 and 4. But they can not be rotated 90 degrees. For example, pattern 1 cannot be rotated to a vertical.

# Sample Turn:

1. Luke rolls a 1, 2 & 3.
2. He chooses the 1 and places it in the second column
3. This shifts the entire column down
4. The 1 is kicked out of the second column and will be used to roll for the next turn.
5. With his choice, Luke makes two patterns.
6. He chooses one
7. And fills a circle beside the pattern. This will score him three at the end of the game.

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The Infamous Coop War at Gutterman's Gulch

The Infamous Gulch War at Gutterman's Gulch

Nightmare at the Rockport Caverns

Mayhem at the Rockport Zoo



Game Design, Artwork  
& Images: Amanda  
Dream On Images  
and Comics

<b>1</b> = = = (1)(1)(1) (1)(2)(2)	<b>2</b> > > > (1)(1)(1) (1)(2)(3)	
<b>3</b> = [ ] [ ] [ ] = [ ] (3)(3)(4) [ ] [ ] =	<b>4</b> > [ ] [ ] [ ] > [ ] (3)(3)(5) [ ] [ ] >	
<b>5</b> [?][?][?] [?][?][?] (7)(8)	<b>6</b> = = = (7)(9) = = =	

## Score Sheet

Game Design, Artwork  
& Layout: Frank  
Wildcard Six Game Design



