

TURN OPTIONS

Take one of these actions on your turn:

DRAW Draw three cards, then discard until you have no more than six cards in your hand.

GROW Replace one of your pieces with the next larger size.

SPAWN Add a small pyramid to a card you occupy.

BUILD Add a number card from your hand to an empty spot on the board next to a card you occupy.

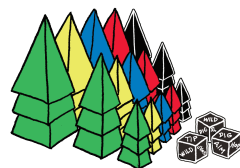
MOVE Slide one of your pyramids onto an adjacent card.

ATTACK The piece you are attacking must be on a card adjacent to (or the same as) a card you occupy. You must discard one face card to attack a small, two face cards to attack a medium, and three face cards for a large. You can either convert the piece to your color by exchanging it with one of the same size or smaller from your stash, or you may simply remove the target piece from the board.

HATCH If you have zero pyramids on the board, you may build a new card anywhere and then place a small pyramid onto it.

3HOUSE GAMES

A 3HOUSE set consists of 45 Icehouse pyramids and a trio of Treehouse dice. Games you can play with a 3HOUSE set include:



Zark City



TREEHOUSE



BLACK ICE



Martian Chess



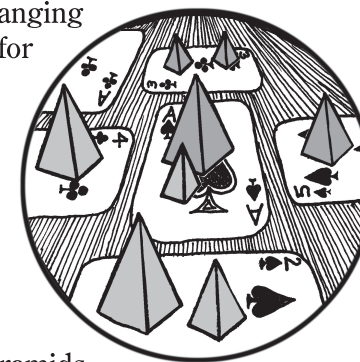
HOMEWORLDS



Zark City

Designed by Andrew Looney

The ever-changing gameboard for Zark City is made up of playing cards and is created during the game by the players.



Icehouse pyramids are used to indicate who's in control of which cards. The goal is to completely control a connected trio of three cards which are either Three-of-a-Kind or three consecutive numbers of the same suit.

SETUP

Each player gets nine pyramids of one color, which are called the player's Stash. Shuffle the deck and deal three cards to each player. Everyone chooses a number card from their hand and plays it face down.

Along with 3 Treehouse sets, you will need:



2-5 players



playing cards

To learn more, please visit:
LooneyLabs.com

Version 1.2

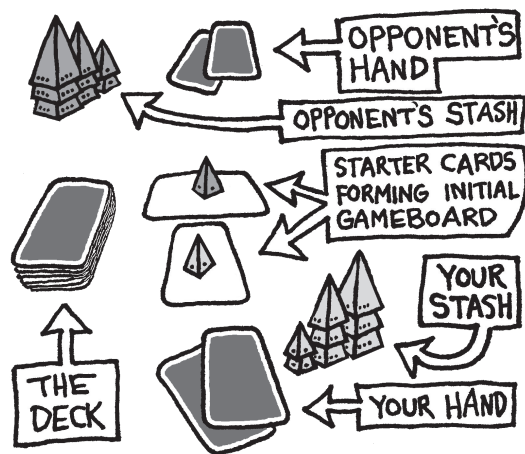
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WHO STARTS?

Once everyone has selected a card, these cards are all revealed. The player with the highest starter card goes first. (Aces are considered face cards, not number cards.) In the event of a tie, the tying player who first selected their starter card goes first.

FIRST ROUND

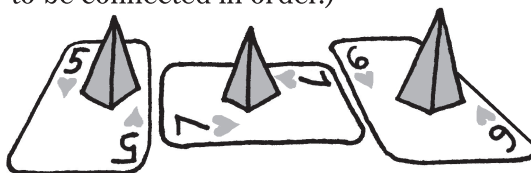
During the first round, all players will take the same action, known as Hatching. The first player's starter card goes in the center of the table, with one of that player's small pyramids being placed onto the starter card. The other players then add their starter cards to the board, also with small pyramids on top.



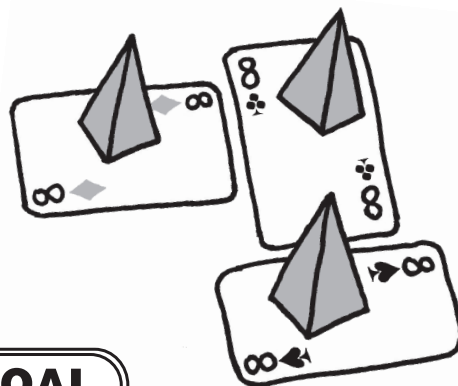
POWER BLOCKS

Special trios of connected cards are called Power Blocks. They are of two types:

SUITED RUN All three cards are of the same suit and together they form a consecutive sequence of numbers. (They don't have to be connected in order.)



3 OF A KIND All three cards have the same number.



GOAL

You win if yours is the only color occupying all three cards of a Power Block.

NOTES

Size Matters: You cannot Grow or Spawn if you don't have the right sized pyramid available in your stash. For example, you can't Spawn if all three of your smalls are already on the board.

Face Card Rules: Face cards cannot be added to the board. Therefore, if any player's initial hand contains nothing but face cards, all players draw an extra card, repeating until all players have numbers.

Expanding the Board: Any time you add a card to the table, place it at a 90° angle to the card next to it.



Re-shuffling: If the deck runs out, shuffle the discard pile and keep playing.

CREDITS

Designer: Andrew Looney

Prime Playtester: Kristin Looney

Inspirations: *Zarcana* by John Cooper and *Lost Cities* by Reiner Knizia (you can also play this game with a *Lost Cities* deck)