







Treehouse Die Actions:

-  **TIP** Totally Increase Points! Regardless of what your other roll was, you now have 7 Movement Points.
-  **SWAP** Two coasters of your choice are swapped. (However, their orientations are not changed.)
-  **HOP** One coaster of your choice is moved to another spot. You may also Aim the coaster as it "lands."
-  **DIG** You may move as many of your pieces as you wish to the tops of the towers they are in.
-  **AIM** You may freely rotate in place as many of the coasters as you wish.
-  **WILD** Your choice of the other five options.

Notes: You may not Hop in such a way as to cause any coaster to become disconnected from the rest of the group. It's OK to Hop to the same location, but in a new orientation (i.e. you can use your Hop to Aim a single coaster). Multiple Aim or Dig actions must be done at one time. Your Treehouse Action is optional.

Winning: The first player to build a nest in the center of their coaster wins! It doesn't matter if other players' pieces are in your way; you can just build your Nest on top of any obstructions. (But you can't have other colors between your pieces.)

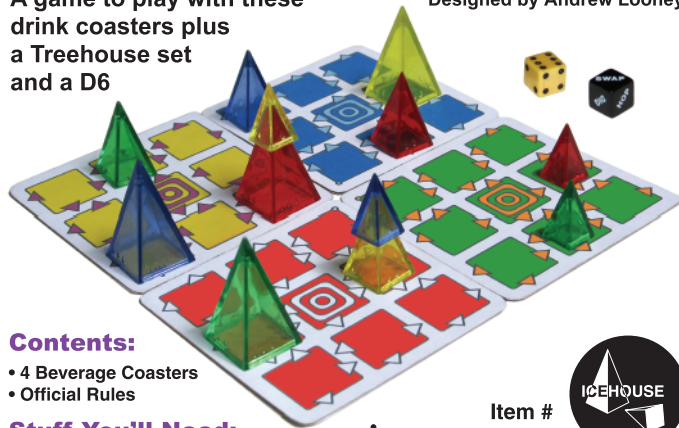


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MARTIAN COASTERS

A game to play with these drink coasters plus a Treehouse set and a D6

Designed by Andrew Looney



Contents:

- 4 Beverage Coasters
- Official Rules

Stuff You'll Need:

- 1 Treehouse game set
- 1 six-sided die
- 2-4 Players

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ICEHOUSE

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