

Extinction

Designed by Liam Bryan



Introduction

This is an Icehouse game for two players, designed to really make your mind bend. Strategy is key in this turn-based game.

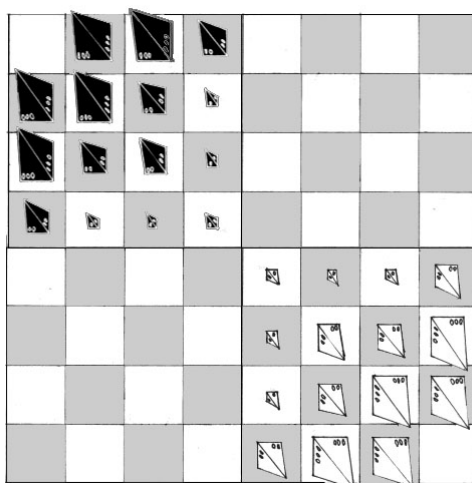
On a planet called Mars in a parallel universe, there exist two races of creatures: The Opaque and the Transparent. While superficially different, they are actually quite similar, in the fact that neither one really likes the other, and that each race is comprised of three species.

Materials

For this game, you will need a standard 8 × 8 chessboard, as well as a Black Ice set.

Setup

Find a nice, quiet place where the two players will be fairly undisturbed for up to an hour. Then, using all the pieces in the set, put them on the board as pictured, with each color occupying one corner.



How to Play

Pick a player to go first. Each player moves one piece, then play progresses to the next player. The pieces can move as follows:

- **Pawns (one-pip pieces):** Pawns may move one or two squares along any unobstructed diagonal. They may only capture Queens.
- **Drones (two-pip pieces):** Drones may move one or two squares along any unobstructed orthogonal. They may only capture Pawns.
- **Queens (three-pip pieces):** Queens move in an L-shape (like a knight in chess), skipping over any intervening pieces. They may only capture Drones.

To capture an opponent's piece, simply move into it and remove it from the board. Note the specific hierarchy: Queens capture Drones whom capture Pawns whom capture Queens.

How to Win

To win the game, simply capture all the pieces of your opponent's color that are of one particular species, i.e., all the Pawns, all the Drones, or all the Queens.