

Breakthrough

By Ken Leyhe

Ver 1.1 Revised 11/01

A game for 2 players using [Icehouse](#).

1. Objective

To be the first player to move one of his pieces to the opposite end of the board.

2. Equipment

- a. Chessboard
- b. 2 Icehouse stashes of different color.

3. Set-up

- a. Each player sets up his pyramids as desired on their back 2 rows of squares.

4. Play

- a. Chose a player to go first.
- b. On a players turn he may move one pyramid one space.
 - i. Small pyramids may move and capture diagonally forward.
 - ii. Medium pyramids may move forward or diagonally

forward, they capture diagonally forward.

iii. Large pyramids may move forward, backward or diagonally forward, they capture diagonally forward.

c. Captured pyramids are removed from play

5. Winning

To be the first player to move one of his pieces to the opposite end of the board.

Games Page

Copyright 2001 by Kenneth Leyhe Sr. Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.1 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover and/or Back-Cover Texts. A copy of the license can be found at www.gnu.org/copyleft/fdl.html.