

## Icbrg

2025, Ryan Moylan, <https://boardgamegeek.com/boardgame/446904/icbrg>

Players each have three pawns (*penguins*) in their color which are placed on ice tiles in the corners of the board.



*initial setup*

Each turn, a player will do the following actions:

- Slide one of their penguin pawns in a straight line, in any direction, through as many empty ice tiles as possible.
- Remove all ice tiles from the space they exited, and stack them on top of the smallest existing stack(s) of ice tiles on the board.
- When moving a penguin, you may only enter an ice tile stack that is the same height, or one tile shorter, or one tile taller than your penguin's current tile stack. If a penguin ever enters an ice tile stack of a different height, you must end their movement.

The player unable to move at the start of their turn, loses the game.



*example of end game*

The next text is a draft version of this game, [proposed](#) by the designer in Sep 2024



**ICBRG** is a 2 player abstract strategy game that uses stacking of pieces on a hexagonal grid. This is a simple game meant for children and families, and is a follow up to my previous abstract game [VLKNO](#). Players each have 18 stackable pieces that they will initially place on the board, and then slide in straight lines to stack on each other. The board is made of 7 tiles which include inaccessible hexes and are placed differently every game.

My main influences for this game are Battle Sheep and 9 Men's Morris. The game plays like a sort of inverse version of Battle Sheep where you start with scattered pieces and build up a stack, instead of starting with a stack which then depletes. The game resembles 9 Men's Morris in that you have an initial drop phase, followed by an active phase where pieces are moved.

During the drop phase, you may place one piece on any empty tile so long as it is not adjacent to any of your other pieces. When no such empty hexes remain, then you are allowed to place your pieces adjacent to each other. This creates an interesting scramble as you try to create a wide spread of pieces across the board, racing to touch all hexes so that you are the first one to gain access to adjacent placement.

After all pieces have been placed, whoever placed second takes the first turn. Players alternate turns sliding any piece or stack of pieces in a straight line through empty hexes, to another of their own pieces or stacks of pieces, and place the moved piece(s) on top. You alternate turns as such until eventually one player loses

by being unable to take their turn (i.e. no possible move where they can slide any of their pieces on top of another of their pieces)

In the eventual "real game" I imagine using black and white pieces with penguins on them. I'm also messing with the board and piece count and may reduce their number eventually.



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Decided to revisit this game and considering submitting to the 2025 BGG Children & Family Game Design Contest if I can get it ready in time. This is still a WIP prototype obviously, haven't finished making the tiles.



The main rule change I'm toying with so far is that you are required to move your smallest stack you have on the board when sliding to stack on top of another of your pieces. When multiple are tied for height, you may choose which to move. If none are able to move to stack on another of your pieces, pass. Once both players are unable to make a move, the game ends and whoever has the larger stack wins. If both players manage to stack all of their pieces, or are otherwise tied for stack height, second player wins.

Those are likely to change with more testing, and I've been messing with the placement for water hexes on the iceberg tiles too. Right now I'm using the blank discs to mark impassible water spaces. The starting tile has 2 water spaces on it, then you each alternate placing a tile with 1 at its center, then 1 in its outer ring, then a tile with 0 water spaces on it when creating the board.