

# MasterPiece Games™

## Distinctive Wooden Game Adventures

### **pin® FIRE and ICE™**

Designed by Jens-Peter Schliemann



**Only One Will Prevail**

*Heat up your game night with this entertaining and quick to learn game. Capture three islands in a row, and win!*



- Ages 8 to Adult
- 2 Players
- 20–30 Minutes per Game

### What's in the Box

- Wooden Game Board With 7 raised islands
- 25 Red “Fire” Pegs
- 25 Aqua “Ice” Pegs
- Rules

### Description of the Board

The board contains 7 raised triangular islands. Each island has 7 holes and the playing pegs fit into these holes. On each island, six lines and a circle connect the holes to make seven groups of three holes each. The islands themselves are also connected together in the same pattern.

The holes and islands are named according to their positions on the board: Top Corner, Left Ring, Center, Right Ring, Left Corner, Lower Ring, Right Corner.

## The Object of Fire and Ice

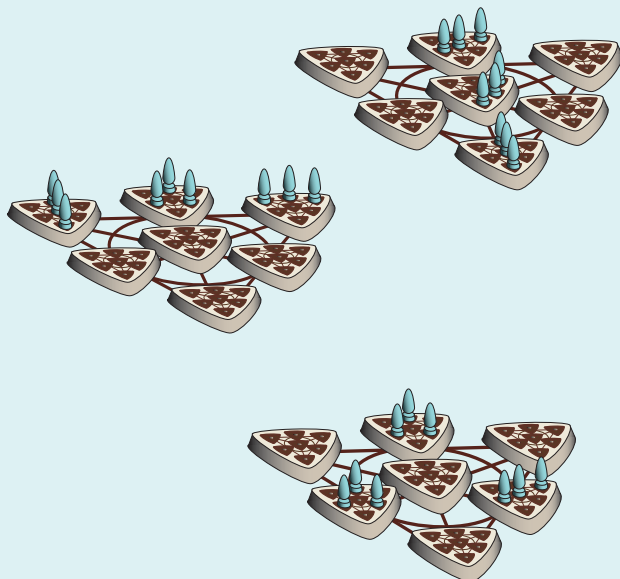
The first player to control three islands connected by a line, or the circle, wins the game. You control an individual island when, on that island, three of your pegs are connected by a line, or the circle.

### *The 7 ways to control an island.*



Note: The circle is just as valid as the lines.

### *Three different examples of controlling 3 islands to win.*



Note: The players will have other pieces on the board as well.

## Setting Up

Choose colors. One player takes FIRE (red pegs), the other takes ICE (aqua pegs).



Place the red pegs in the pocket at the upper left corner of the board under the word "FIRE." Similarly, place the aqua pegs in the upper right pocket under the word "ICE." Position the board so that you are near the pocket containing your *opponent's* pegs.

The player controlling FIRE puts a red peg in the middle of the center island.

## Playing the Game

FIRE, with the single peg in the center, moves first. Then ICE plays. Play continues with FIRE and ICE taking turns alternately. Each turn brings a new peg into play. Before long, the players gain control of the individual islands. Passing is not allowed.

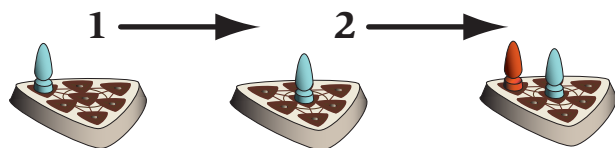
Each turn consists of two parts:

1. Move one of your pegs from an occupied hole to an allowed empty hole as explained under *Allowed Movements*.
2. Take one of your *opponent's* pegs from the supply pocket and place it into the hole your peg just vacated.

## Allowed Movements

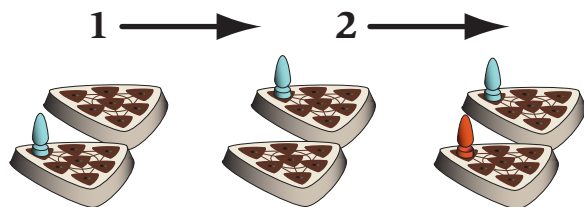
Only two kinds of movement are allowed:

**SAME ISLAND:** You may move your peg to any open hole in the same island.



*Example: 1. Within an island, ICE moves an aqua piece from the left corner to the center.  
2. Then ICE puts FIRE's red piece in the left corner position.*

**SAME POSITION:** You may move your peg to an empty hole in another island, keeping the same relative position the peg had on the island it just left.



*Example: 1. ICE moves an aqua peg from the left corner position on one island to the same relative position on another island.  
2. To complete the turn, ICE puts one of FIRE's red pegs into the hole just vacated on the original island.*

## Winning the Game

The first player to control three islands connected by a line or by the circle wins.

## Strategy and Tactics

- Only one player can control an island at one time. If you have three pegs controlling an island, your opponent can not simultaneously form a controlling triplet there. If you have additional pegs on such an island, you can safely move them to other islands knowing that you will remain in control of the original island.
- You generally want to control an island whenever you can, but controlling the right islands is just as important as controlling the most islands. Often, the critical island is one both players need to gain the upper hand. It is usually at the intersection of lines extending from the most strongly held pairs of islands.
- You must balance gains and losses in contested areas. If an island is not yet controlled, the player with the majority of pegs on that island usually has a sizable advantage there. If you are at a big disadvantage on one island, you likely will be better off conceding control there so that you can make gains in other areas of the board.
- Sometimes you can get an advantage by giving up control of an island, even allowing your opponent to gain control there. You may find it more important to gain control of a different island, and may need to move a peg away from an island you already control in order to do so.
- Always consider how any move will shift the focus of the game. You must balance your strategy between attack and defense, and keep alert to the situations all over the board. The advantage can change quickly.
- Handicap: If one player is better than the other, you can place a few of the weaker player's pegs on the board at the beginning of the game as a handicap. (No more than one per island.)

NOTE: The pattern of seven points, which are connected in triplets in seven ways, is called a Fano Plane, an example of the mathematical structure known as a "finite plane." Each point on the plane is mathematically identical to the others.

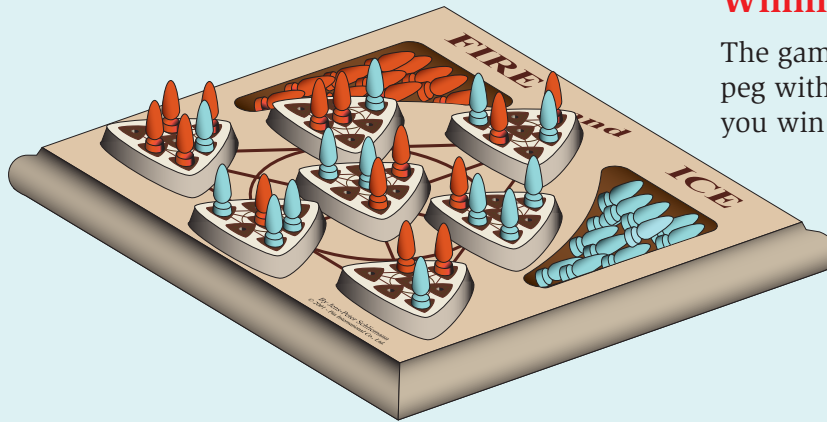
# Solitaire

## Setting Up

Place 14 pegs of each color randomly on the board.  
(See the diagram for an example.)

## Object of the Game

To eliminate all the pegs but one.



## Playing the Game

Play pegs of each color, in alternation. As in the two-player game, each peg move is limited either to the same island, or to the same relative position on another island.

However, *unlike* the two-player game, the moving peg must capture and replace a peg of the opposite color. You may not move a peg into an open hole.

## Winning the Game

The game ends when you can no longer capture a peg with a legal move. If only one peg remains, you win.

**MasterPiece Games™**  
*Distinctive Wooden Game Adventures*

**OUT  
OF THE  
BOX®**

*You can play!*  
**otb-games.com**

*Distributed Exclusively by—*

**Out of the Box Publishing Inc.**  
PO Box 14317  
Madison, WI 53708, USA

800.540.2304  
800.637.4201 FAX  
info@otb-games.com



is a trademark of Pin International Co., Ltd.  
www.pintoys.com

Made in Thailand. Copyright © 2001, 2003  
Pin International Co., Ltd. All rights reserved.  
Produced under exclusive license from the author.



**WARNING!**

Choking Hazard. Small parts. Not for children under 3 years.