

# PYRAMID PRIMER #1

Rules for 13 games for LOONEY PYRAMIDS™

IceDice



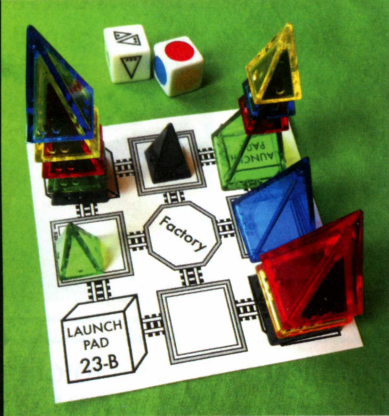
Treehouse



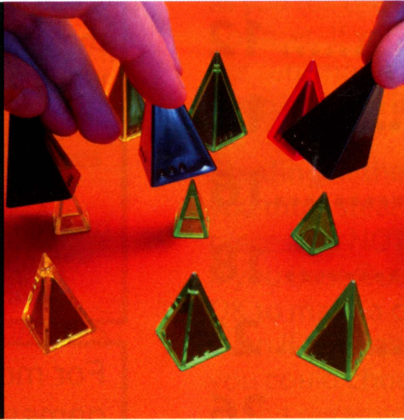
Pharaoh



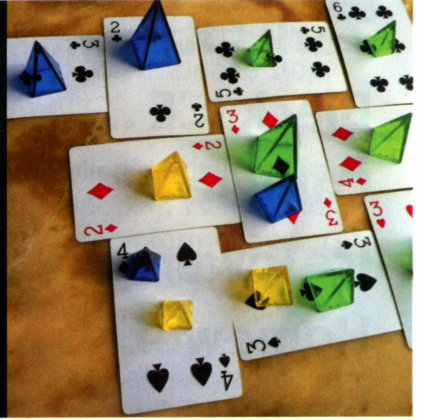
Launchpad 23



Black ICE



Zark City



Caldera



Martian Chess



Martian Coasters



World War 5



Ice Towers



Homeworlds



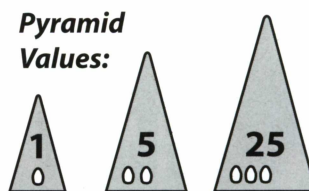
# TABLE OF CONTENTS

**IceDice** ..... 3  
**Launchpad 23** ..... 4  
**Pharaoh** ..... 5  
**Treehouse** ..... 6  
**Martian Coasters** ..... 8  
**World War 5** ..... 9  
**Martian Chess** ..... 10  
**Zark City** ..... 12  
**Black ICE** ..... 14  
**Caldera** ..... 16  
**IceTowers** ..... 18  
**Homeworlds** ..... 21  
**Icehouse** ..... 26

**Become a Starship Captain!** The biggest fans of the pyramids are known as Starship Captains. To gain this title, you must learn to play at least ten pyramid games, then make a list of your favorites, ranked by your desire to play each game. Sign up at our Fan Club site to connect with other Starship Captains!



**Scorekeeping:** Another cool use for Looney Pyramids is to keep score in traditional games. As poker chips they're wonderfully exotic, and they're a great alternative to paper & pencil when playing Hearts.



For more information and rules to other games, go to: **LooneyPyramids.com**

Greetings! I'm Andrew Looney. For over 20 years now, I've been inventing games for these cool little gaming pyramids.

These pages provide the complete rules for 13 of my favorite pyramid games. But this is just a sampling of the fun to be had with these pyramids. There are now literally **HUNDREDS** of other pyramid games to choose from, and more are being invented every day.

Except where noted, I designed all of the games in this booklet myself.

But I'm not the only one designing great games for these pyramids...

Many gamers choose as their favorite Zendo, an inductive logic game by Kory Heath. (I myself am more of a fan of his robot-programming game, called RAMbots.) Rules for these and tons of other fantastic games are available free on the Internet!

Perhaps the next great pyramid game will be created by **YOU!**



# HOW to PLAY

# IceDice



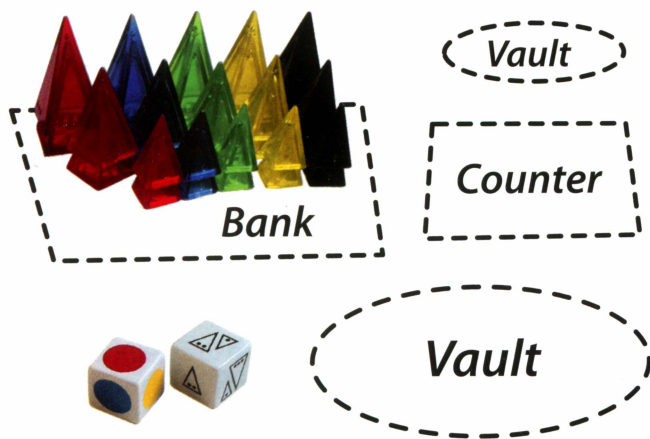
Designed by Andrew Looney

<b>Simple</b>	<b>2</b> players	
<b>Fast</b>		
<b>Rainbow Stash x 2</b>		
<b>+ IceDice dice</b>		

**Number of Players:** 2 (although more can play if you have extra pyramids)

**Equipment:** special dice and 2 Rainbow Stashes

**Zone Names:** IceDice uses an invisible gameboard. In the middle of the table is an area called the Bank, where all the pieces begin. Near this is a spot called the Counter. In front of each player is an area called their Vault.



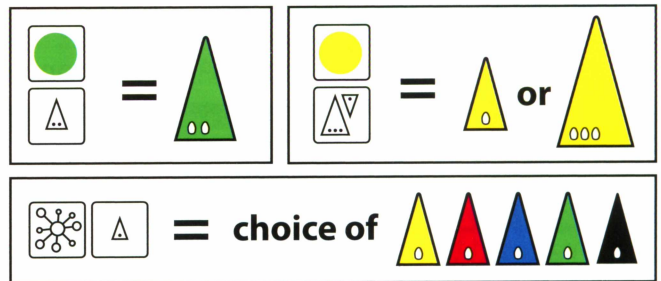
**Setup:** Stack up all the pyramids in the Bank, sorted by size and color.

**Who Starts:** Whoever is holding the dice goes first.

**How to Play:** On your turn, roll both dice. Choose a piece of the size and color indicated, take it from the Bank, and place it on the Counter. You may or may not get to put this piece in your Vault when your turn ends.

- If you roll the Atom, choose any color you don't already have on the Counter.
- If the pyramid die shows a pair of pyramids, choose between the two sizes shown.

**Examples:**



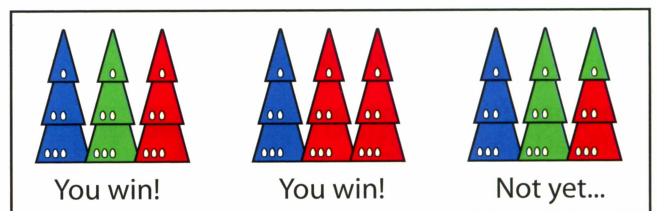
**Rolling Again:** You may continue rolling and moving pieces to the Counter until you either decide to stop, or Bust Out. You Bust Out as soon as you roll the same color as a piece on the Counter. If you Bust Out, all pieces on the Counter are returned to the Bank; if you decide to stop, the pieces go into your Vault.

**Stealing:** If the piece you rolled is not in the Bank, you must steal it from an opponent's Vault. (Stolen pieces are NOT returned to their former owners if you Bust Out.) If your roll gives you options, it's OK to make a choice that will require stealing even if the Bank contains the other pyramids you could choose. If your Vault already contains all the pyramids of the size & color you rolled, you get nothing for that roll, but may roll again.

**Rainbow Bonus:** If you collect all 5 colors without Busting Out, you get to move them to your Vault and continue rolling as if your turn just started!

**Goal:** You win by collecting 3 monochrome Trios. (Other pyramids in your Vault are irrelevant.)

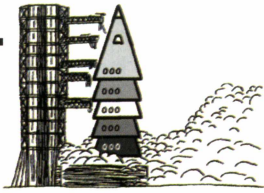
**Examples:**



**More Players?** We like IceDice best with 2 players, but bigger groups can play if you have more pyramids. You need to add one additional Rainbow Stash for each extra player joining the game.

# HOW to PLAY

# LAUNCH PAD 23



Designed by Andrew Looney

<b>Simple</b>	<b>2-4</b> players
<b>Fast</b>	
<b>Rainbow Stash x 2</b>	
<b>IceDice dice, 3x3 grid</b>	

### Introduction: The challenge:

Be the first to build a complete and balanced 5 stage rocket!

*The problem:* Rocket parts roll out of the factory on a random schedule and are often misrouted to other launchpads!



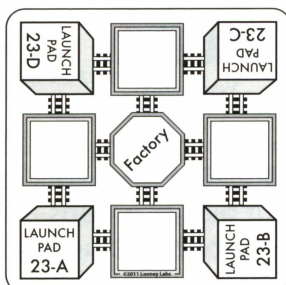
**Number of Players:** 2-4

**Equipment:** 2 Rainbow Stashes, IceDice dice, 3x3 grid

**Setup:** Assign each player a launchpad. Each player chooses a piece to start their rocket with, and all players reveal their choices simultaneously. To do this, have each player take a monochrome Trio and hide the leftover pieces behind them while concealing their chosen piece in a closed fist. Players then reveal their choices all at once, and add them to their Launchpads, returning the leftover pieces to the Bank.

**Goal:** Build a complete & balanced rocket on your pad. This will be exactly 5 pyramids, 1 of each color, all the same size. (You are NOT required to build your rocket using the size of piece you started with.)

**Gameboard:** If you don't have an official Launchpad 23 gameboard, you can play on any 3x3 grid. The center space is the Factory, the corners are the Launchpads, and the other squares are rocket part storage depots. (Unused pads are also treated as storage depots.)

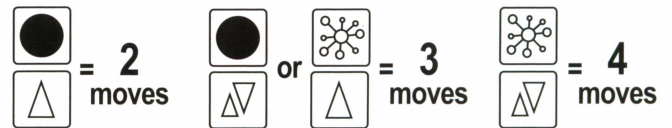


**Who Starts:** The player who can best make the claim of being a Rocket Scientist gets to go first.

**How to Play:** Players will take turns, first adding a new piece to the board (as determined by the dice) then taking 2, 3, or 4 actions (also depending on the dice), moving one or more parts from one spot in the launch complex to the next.

**Adding a Part:** On your turn, roll the IceDice. Add a piece of the type indicated to the Factory. If you rolled the atom, you choose the color. If you rolled a double-pyramid, you choose between the two sizes.

**Number of Moves:** You get 2 moves per turn, plus an extra move if your pyramid die shows 2 pyramids, and/or an extra move if your color die is wild. **Examples:**



**Moving Parts:** You can move any piece in any tower on the board, except for those on another player's corner. Just pick up the part you want from that location and move it to the adjacent space. (No diagonal moves.) Yes, you CAN move a part INTO another player's rocket. No, you are NOT required to use all of your moves. Also, you are NOT are you required to use the new part that appeared in the Factory during your turn.

**Auto-Sort by Size:** After you move, restack all rocket parts by size, with smaller pieces on top of larger pieces. (Note: This is just for visual convenience. It all of the pieces within each tower visible at once, plus it makes all the towers look like little rockets.)

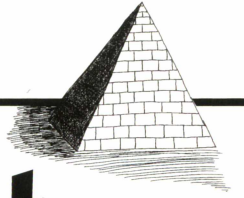
**Parts Shortage:** If a piece you have the option to add to the Factory is not in the Bank, you can either roll again or remove the part from another player's Launchpad. If you steal the part, it still gets placed on the Factory. If your roll gives you a choice of pyramid sizes, and only one size is available, you may choose to steal the unavailable size, or re-roll. If you re-roll, you must proceed using the 2nd roll for your number of moves, even if you can't add a piece.

**Total System Failure:** You may use one move to return ALL of the pieces on your pad to the Bank.

### Reminders and Clarifications:

- You can move ANY piece in a tower, not just the topmost piece.
- All pieces move one space at a time, regardless of size.
- Only the four corner spots are Launchpads – the board as a whole is called the Launch Complex.

# HOW to PLAY



# Pharaoh

Designed by Andrew Looney

<b>Simple</b>	<b>2-4</b> players	
<b>Fast</b>		
<b>Rainbow Stash x 1</b>		
<b>+</b> <b>5x5 grid, 1 regular die</b>		

**Equipment:** one Rainbow Stash, a regular six-sided die, and a 5x5 Grid with the corners blocked

**Number of players:** 2-4 (best with 3 or 4)

**Setup:** Assign a color to each player and set aside the unused colors (and the Treehouse die). Gather each player's pieces along a different edge of the board.

**Who Starts?** Players roll to see who goes first. Play then proceeds in the clockwise direction.

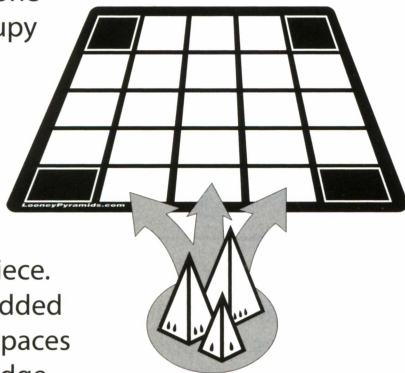
**Movement Points:** On your turn, roll the die. The result is the number of movement points you get. It takes one point to move a Small one space, two points to move a Medium one space, and three points to move a Large one space.

**Movement Rules:** Pieces may move forwards or backwards or sideways. They may also move diagonally, but it costs double the number of movement points. You may not pass over occupied squares.

**No Stacking:** Only one piece may ever occupy a single space.

### Bringing a Piece onto the Board:

Adding a piece to the board counts as a move for that piece. Pieces can only be added to one of the three spaces along that player's edge.



**Attacking:** When you move a piece into the same space as an equal or smaller sized enemy piece, that piece is removed from the board. You can never move into a space occupied by one of your own pieces, nor can a smaller piece move into a space occupied by a larger enemy piece.

**Splitting Moves:** You may divide your points between as many different legal moves as you wish, including moving more than one piece in the same turn. For example, with 3 points you can move:

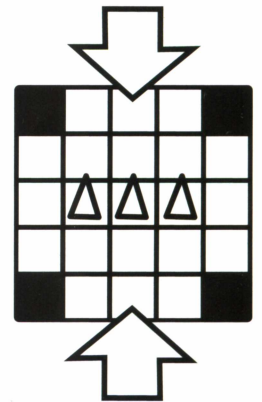
- A) a Large piece one space,
- B) a Medium one space and a Small one space, or
- C) a Small three spaces.

You are not required to use all of your movement points.

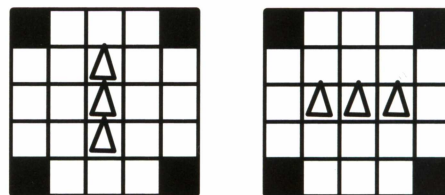
**Goal:** To win, you must occupy the 3 spaces of a goal-line with your 3 pieces (in any order). A goal-line is a line of 3 spaces whose center is the center of the board. The number of goal-lines increases with the number of players. With 2, there is a single goal-line, dividing the players. With 3, you can win on either axis, and when 4 are playing, you can also win on a diagonal goal-line.

### Examples:

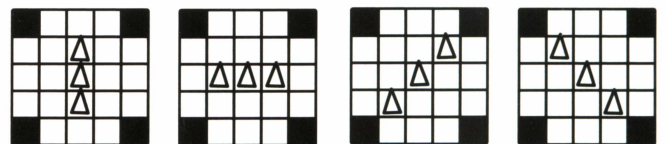
In a 2-player game, you must occupy the center line between the players:



With 3, you can win vertically or horizontally:



When 4 are playing, there are 4 ways to win:



**Why "Pharaoh"?** The struggle to control the middle square has a "King of the Hill" feeling to it, so we named it after the "King of the Pyramids" as you might say, i.e. the Pharaoh.

# HOW to PLAY

# TREEHOUSE



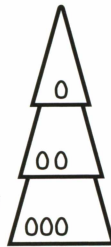
Designed by Andrew Looney

<b>Simple</b>	<b>2-4</b> players	
<b>Fast</b>		
<b>Rainbow Stash x 1</b>		
<b>Treehouse die</b>		

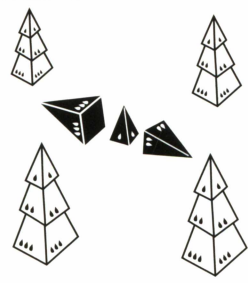
**Number of Players:** 2 - 4 (or more with more pyramids)

**Equipment:** one Rainbow Stash, Treehouse die

**Setup:** Each player gets three pyramids: a Small, a Medium and a Large. This is called a Trio. Stack your pieces in the "Tree" formation:



**Setup (for 4 players):**



Place one trio in the center of the table. This set is called the House.



The House pieces begin in this arrangement:

**Who Starts:** The player holding the die goes first!

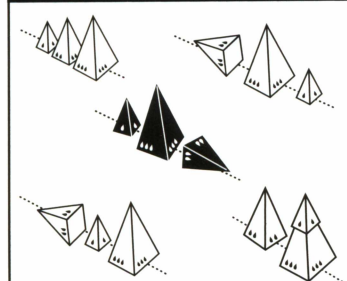
**How to Play:** On your turn, roll the die, then alter the arrangement of your trio of pyramids using the type of action indicated by your roll.



If you can use the action on your trio, you **must**.

If you **cannot** do it to your own pieces, you **may** do the action to the House, or pass.

**Typical Game in Progress:**



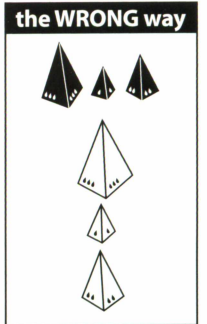
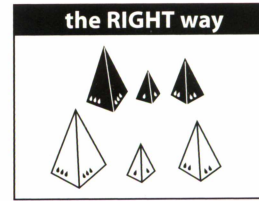
Imagine that all trios are on invisible parallel lines.

If you cannot use the action in either place, then you **roll again**.

6

**Arranging Your Trio:** Stacked pieces are *always* kept upright. Lying down pieces can *never* be nested.

Keep your trio arranged in a line parallel to the House. If your line isn't parallel, it will be confusing, as shown.

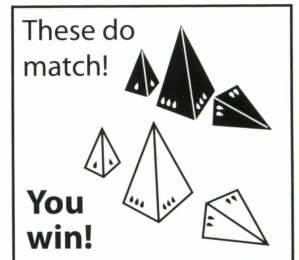
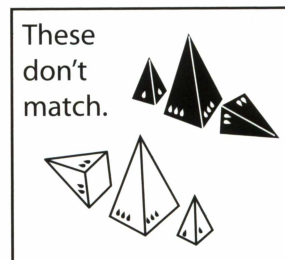


Pieces may be moved apart to make room for a piece to go in between them during a Hop or Dig. Close up the gaps in the line when your turn ends.

**Turn Options:** Here are how the six actions work:

<b>TIP</b> or	<b>AIM</b> or
Knock over a stack or an upright piece.	Reorient a solitary piece (pointing left, right, or up).
<b>HOP</b> or	<b>DIG</b> only
An upright piece jumps up, then lands upright. Hopped pieces land upright in any other spot in the line, or onto any other piece in your trio. A piece can Hop alone, or with a piece on top.	A lying down piece tunnels down, moving in the direction in which it points, and surfaces upright. The piece may surface upright in place, under another piece, at any spot between pieces, or at the end of the line.
<b>SWAP</b> any two	<b>WILD</b> You OR the House
Two of your pieces switch positions. Swapped pieces retain their orientation, except when a lying down piece enters a stack.	Perform any action on either the House or your own trio.

**Goal:** You win if you can rearrange your pyramids, or the House, so that your pieces and the House pieces match each other exactly.

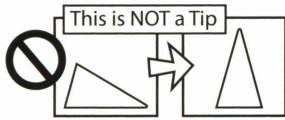
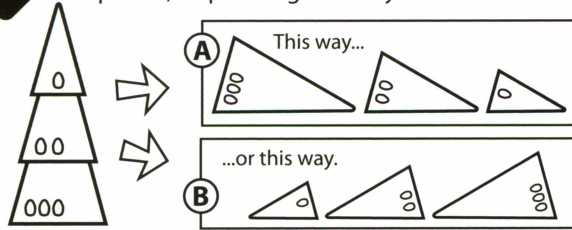


**Ties:** If more than one player matches the House at once, the player who caused the win is the winner. If one causes multiple others to win without winning themselves, it's just a tie.

## DETAILED EXAMPLES

### TIP

Tip turns an upright piece or stack of pieces sideways. After a stack is Tipped, the pieces separate, all pointing one way.

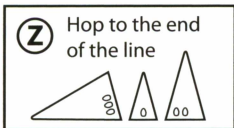
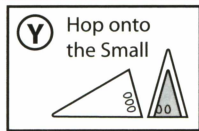
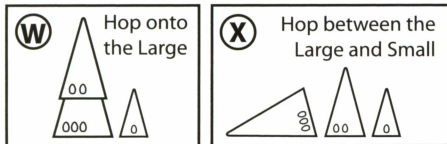
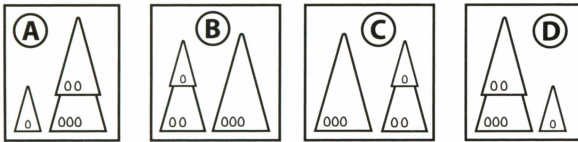
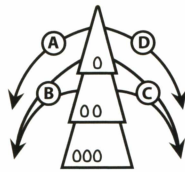


You can only Tip an upright piece (or a stack). You cannot Tip a lying down piece up. You cannot Tip just one piece in a stack.

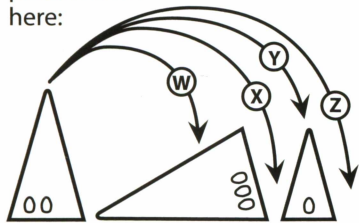
### HOP

Only upright pieces can use Hop.

When your pieces are stacked as a Tree, you can Hop 4 ways:



There are 4 ways to Hop the Medium piece shown here:



**No** You cannot Hop in place.  
You cannot Hop a lying down piece.

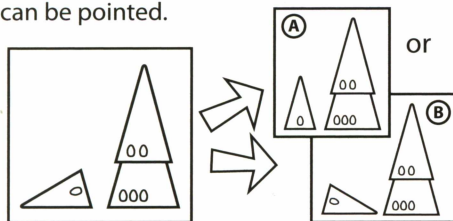
### AIM

Aim changes the direction of a single piece.

There are only 3 directions a piece can

ever be pointed in: Left, Upwards, or Right. Therefore, Aiming allows you to point a piece in one of the two other directions it can be pointed.

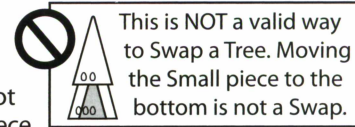
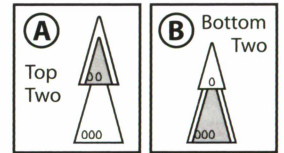
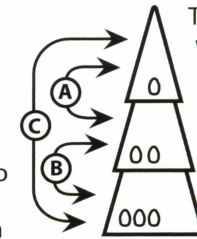
You cannot Aim just one piece in a stack. So in this situation, you can only Aim the Small piece.



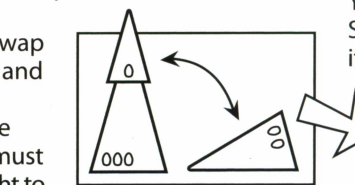
### SWAP

There are 3 ways to Swap when your Trio is a Tree:

It's always possible to Swap two pieces in a trio.

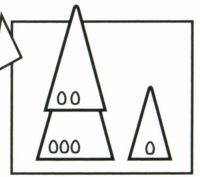


You cannot Swap a piece with a stack of pieces.



Here, to Swap the Small and Medium pieces, the Medium must turn upright to take the place of the Small, while the Small stays upright as they trade places.

You can ONLY Swap the House if you roll a Wild.

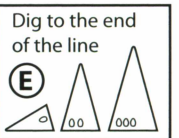
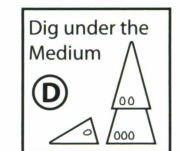
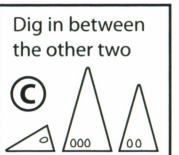
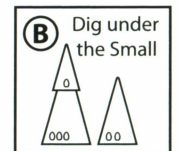
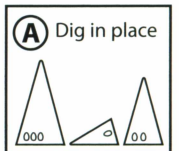
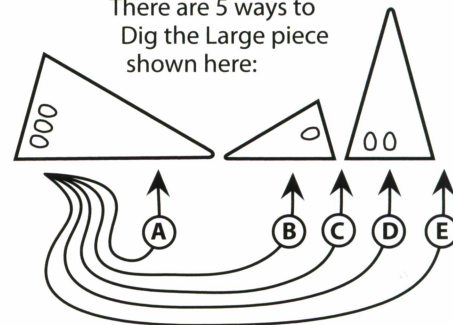


### DIG

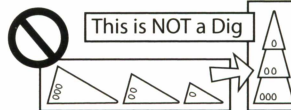
Digging always starts with a lying down piece and ends with that piece standing up.

When you Dig, the piece either stays in place or moves in the direction in which it points. After Digging, the piece stands up. The Digging piece goes on the bottom of the stack if you Dig under another piece. If your piece Digs under a lying down piece, both pieces are turned upright.

There are 5 ways to Dig the Large piece shown here:



**No** You can't Dig an upright piece.  
You can't Dig backwards (nor wraparound).



You can't Dig under more than one stack (i.e. you can't scoop up two separate pieces).

## Reminders and Clarifications:

- You can **only** Pass when you can't do the Action to your own Trio, and don't wish to do it to the House.
- You can **never** change the arrangement of another player's set of pyramids.

# HOW to PLAY

## MARTIAN COASTERS



Designed by  
Andrew Looney

<b>Simple</b>	<b>2-4</b> players
<b>Fast</b>	
<b>Rainbow Stash x 1</b>	
<b>special coasters,</b> <b>1 regular die,</b> <b>1 Treehouse die</b>	

**Introduction:** These colorful beverage coasters form a gameboard that changes during the game. Why the name Martian? Because the fictional origin of these pyramids is in the lost, ancient cities of the planet Mars.

**Number of Players:** 2-4

**Equipment:** 1 Rainbow Stash, 4 mini-gameboards, 1 regular die, 1 Treehouse die (if you don't have a Treehouse die, use another regular die plus the chart)

**Setup:** Arrange the four coasters in a square. (Notice the small dot in the corner of each coaster: to maximize fairness, place the coasters together with all of these circles in the center.)

Assign a color to each player. (Set the extra color(s) aside.) Place the pyramids onto the coasters thusly:

- **4 Players:** Build four mixed-color Trees and place each Tree in the center of the Coaster of the color not included in that Tree.
- **3 Players:** Make a stack with the three Drones and place it on the center of the coaster not assigned to anyone. Build three two-tone Pawn-Queen stacks, and place each one on the center of the remaining coaster of a color not included in the stack. (To maximize fairness, build the Drone tower in reverse turn order.)
- **2 Players:** Place the two Drones onto the center squares of the opponent's home coasters. Place each Pawn onto the opposite color Queen, and place these stacks onto the center squares of the remaining two coasters.

8

**Who Starts:** The highest roller goes first.

**Goal:** The object of the game is to assemble your three pieces, in a Nest, in the center spot of the coaster which features the color of your pieces.

**How to Play:** On your turn, roll both dice. The Treehouse die gives you a special Action (see chart), while the standard six-sider determines your Movement Points.

**Moving:** You may take your Action at any time during your turn, be it before, after, or in the middle of using your Movement Points. You may only move your pieces in the directions indicated by the arrowheads. How far your pieces may go is determined by each piece's pip count. It costs three Movement Points to move your Queen one space, but only two to move a Drone one space, and Pawns cost one Movement Point per space to move. You can only move your own color.

A piece may not be moved if another piece is sitting on top of it, but a piece may be moved to the top of the stack it's in by spending the Movement Points needed to move that piece one space.

You may spread your Movement Points over as many pieces as you wish, including using them on one pyramid, then taking your Action, then continuing to use them on the same pyramid again. You are not required to use all of your Movement Points.

	<b>TIP</b>	Totally Increase Points! Regardless of your other roll, you now have 7 Movement Points.
	<b>SWAP</b>	Two coasters of your choice are swapped. (However, their orientations do not change.)
	<b>HOP</b>	Choose any coaster and move it to another spot. You may also freely rotate the coaster.
	<b>DIG</b>	You may move as many of your pieces as you wish to the tops of the towers they are in.
	<b>AIM</b>	You may freely rotate in place as many of the coasters as you wish.
	<b>WILD</b>	Take 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.)



# HOW to PLAY

# WORLD WAR 5



Designed by  
Andrew Looney

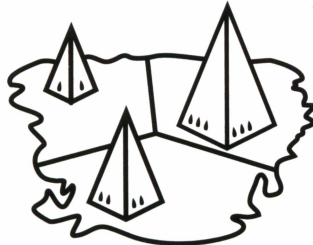
<b>Medium</b>	<b>2-4</b> players
<b>Medium</b>	
<b>Rainbow Stash x 3</b>	
<b>+</b> <b>special board, 6 regular dice</b>	

**Number of Players:** 2-4

**Equipment:** 3 Rainbow (or Xeno) Stashes, 6 regular dice, special gameboard

**Goal:** Conquer another continent while maintaining a base in your own. You are eliminated from the game if there are zero pieces of your color on your continent.

**Setup:** Each player chooses a home continent and is issued nine pyramids (three of each size) of the color most similar to the colors of their continent.



Place three pyramids (one of each size) onto the three territories of your continent. Only one piece may ever occupy a territory.

The starting pieces are placed in turn order, with all players taking turns placing their smalls, then adding their mediums, and finally their large pyramids.

**Who Starts:** The highest roller goes first.

**Turn Options:** Choose one of the following actions:

- **GROW:** Increase the size of one of your pyramids by replacing it with the next larger size, if one is available. You can only do this to a piece on your own continent.
- **BUILD:** Place a small piece of your color (if available) into an empty territory within your own continent.
- **MOVE:** Transfer one of your units to an empty territory that it is connected to.
- **INVADE:** Attempt to enter a connected enemy-held territory by using combat.

**Combat Rules:** Attacks are resolved as follows:

- Begin by placing the piece you are attacking with on its side, pointing at the territory you seek to move into.

Size of piece:	# of dice you roll:
<b>Large</b>	<b>3</b>
<b>Medium</b>	<b>2</b>
<b>Small</b>	<b>1</b>

- Battles are resolved with the two players rolling dice. The number of dice you roll is the same as the number of pips on your piece.

- If the attacker fails to get a better total dice roll than the defender, the battle ends and no pieces are moved. Ties go to the defender.

- If the attacker wins, the loser must flee into an empty, adjoining territory of their choice, while the winner's piece is moved into the disputed zone.

### Loser Must:

- **Retreat** (if possible)
- **Shrink** (if no place to go)

- If (and only if) there is no available territory for the loser to retreat to, then their piece is reduced in size by one.

- If a piece must shrink but there's no piece available of the size needed, the piece shrinks to the next smallest size. Smalls are destroyed, allowing the attacker to move in.

- If a player is eliminated, all pieces of that color are immediately removed from the board.

- After resolving combat, stand your piece up.

**Game Over:** You win if all three territories in another colored continent are occupied by pieces of your color -- provided you also have at least one piece of your color in your home continent.

**Q:** Suppose a player who controls two sectors of a foreign continent mounts a successful attack on the third, allowing them to move in and win. However, the loser also controls two sectors of a different foreign continent, and retreats to the empty sector to claim victory. Who wins? Is it a tie?

**A:** If two players meet the victory condition at the same time, then the player whose move caused the win is the winner.

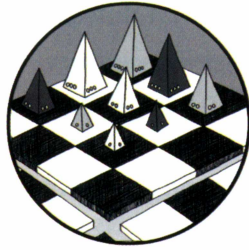
**Q:** Why can't 5 or 6 people play?

**A:** It's not recommended because someone must be eliminated from the game before anyone can win, which makes for a much longer game.

# HOW to PLAY

# MARTIAN CHESS

Designed by Andrew Looney



<b>Medium</b>	<b>2 or 4</b> players
<b>Medium</b>	
<b>Rainbow Stash</b> x <b>3</b>	
<b>+</b> <b>chessboard</b>	

**Introduction:** In Martian Chess, color means nothing. Instead, location determines which pieces you may move. As in Chess, each type of piece has its own way of moving, and you capture by entering an opponent piece's square. However, you can move only the pieces sitting in your sixteen-square section of the board, and you can only attack pieces in other zones. Thus, a piece changes ownership after it attacks. The game ends when a player has no pieces left in their quadrant.

**Equipment:** 6 Trios (for 2 players) or 12 Trios (for 4) of any color, Chessboard

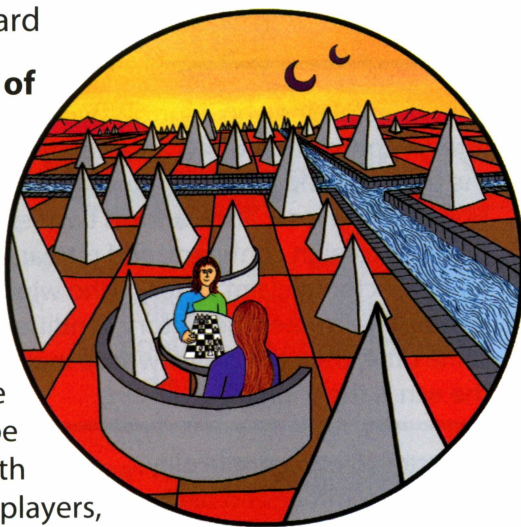
**Number of Players:**  
2 or 4

**Other groups sizes:**

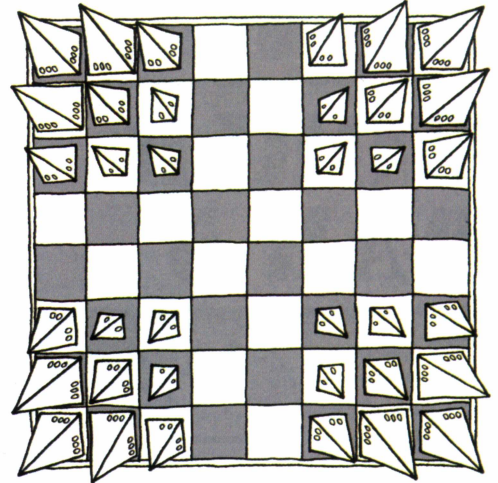
This game can also be played with 3, 5, or 6 players, but you will need

special wedge-shaped chessboard panels.

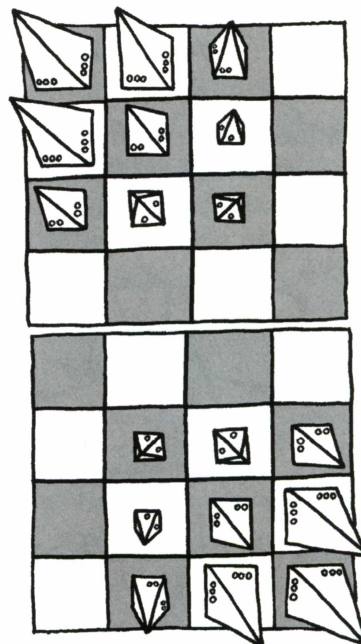
10 Look online: [www.eeOr.com/tri-chess/](http://www.eeOr.com/tri-chess/)



**Setup:** Each player starts by setting up nine pyramids, three of each size, in the corner of their quadrant of the board, as shown here.



**Randomize Colors:** Since color has no meaning, each player should select a variety of colors to start out with, in order to make it easier to disregard the color of the pyramids.



**Ignore Color!**

**Binary Setup:** For the two player game, a half-sized board is used. (The other half of the chessboard should be folded away or covered up.) The pieces are then set up in opposing corners as shown.

**Goal:** Get the most points. ("Checkmate" is an Earthly concept; the term has no meaning here.)

**Scoring:** Each piece you capture is worth its pip count in points; the winner is whoever has the highest score.

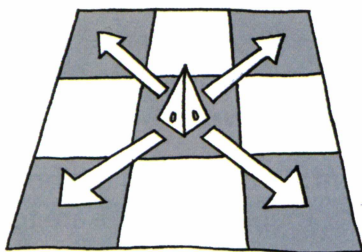
**Pawn = 1 point**  
**Drone = 2 points**  
**Queen = 3 points**

**Who Starts:** Place a Queen for each player into an opaque bag or hat, with just one being red (or orange). Each player draws a piece, and whoever gets the red Queen goes first.

**Turn Options:** On your turn, move one of the pieces in your quadrant as follows:

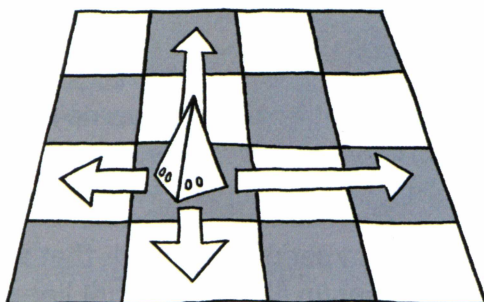
## PAWN

One space at a time, in any of the diagonal directions.

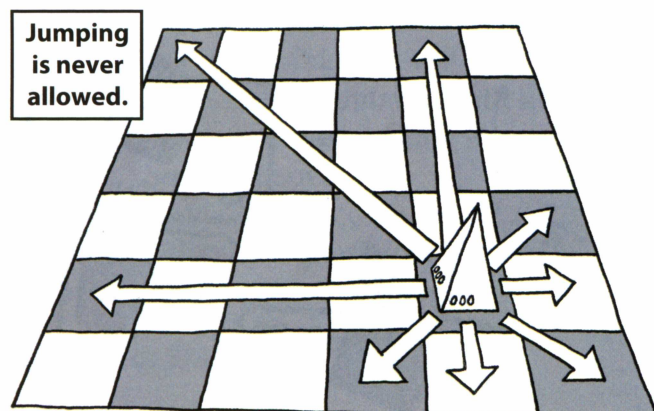


## DRONE

One or two spaces, on either the horizontal or vertical lines.

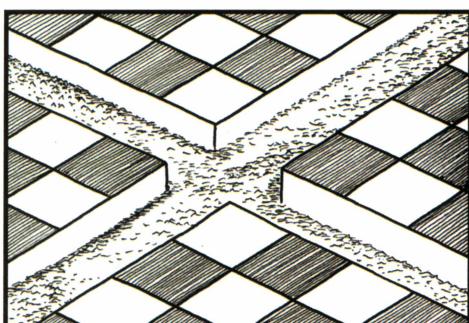


**QUEEN** Any distance, in any straight-line direction.



**Ownership:** You control ALL and ONLY the pieces currently in your quadrant of the board. After you move your piece into another player's quadrant, it stops being your piece.

**Canals:** It's helpful to imagine that the quadrants are divided by small canals.



**Capturing:** When your piece moves into a space occupied by an opponent's piece, remove their piece from the board and keep it for scoring.

**Field Promotions:** If you have no Queens, you can create one by moving a Drone into a Pawn's space (or vice versa) and merging them. Similarly, if you control no Drones, you can make one by merging two of your Pawns.

**No Undo With Two:** In a 2-player game, your opponent may not "reject" your move; if one player moves a piece across the canal, the other can't move it back to the same square it came from.

**Game Over:** The game ends as soon as one quadrant is totally empty. This means if you have only one piece left, you can force the end of the game by moving your last piece across a canal. Then, everyone totals up their captured pieces, and the high score wins!

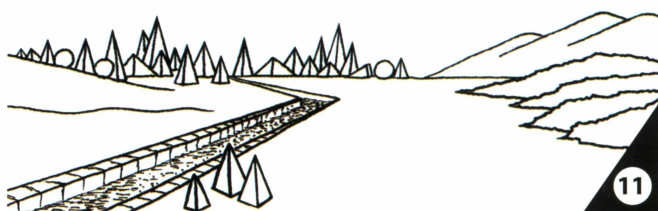
**Breaking Ties:** If the game ends in a tie, the player who made the move that caused the tie is the winner. This includes the case in which a third player with a lower score can win by causing the game to end in a tie between 2 other players.

## STRATEGY TIPS

**Beware the Double Whammy:** Whenever you capture a piece, make sure the piece you moved isn't in a position where it can immediately capture one of your own remaining pieces (unless you're happy enough making an exchange...).

**Remember the Bottom Line:** Keep in mind that the goal is points, not position. This is particularly vital in a four-player game, when two people can use the Double Whammy on each other to quickly trade pieces for points.

**Run for the Border:** If you're ahead on points and low on pieces, try to end the game quickly by pushing your last few pieces across a canal.



# HOW to PLAY

# Zark City

Designed by Andrew Looney



<b>Medium</b>	<b>2-5</b> players	
<b>Slow</b>		
<b>Rainbow Stash x 3</b>		
<b>standard playing cards</b>		

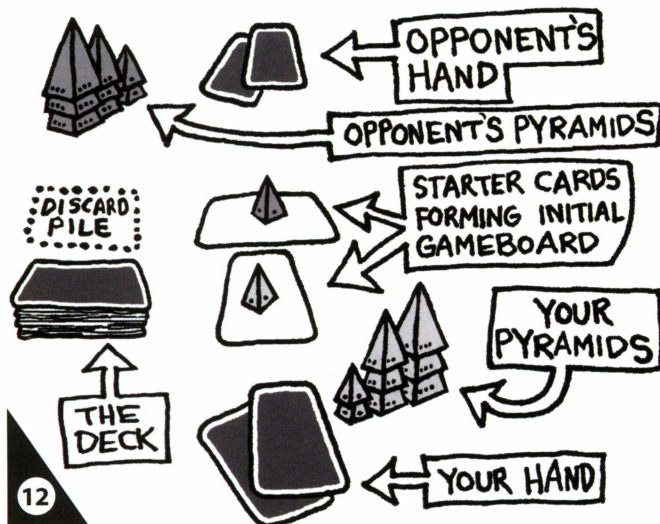
**Introduction:** In this game, a deck of cards is used to create an ever-expanding gameboard of numbered territories. Pyramids are used to indicate who's in control of which cards. The object is to exclusively occupy a group of three matching cards with pieces of your color.

**Number of Players:** 2-5

**Equipment:** 3 Rainbow Stashes, regular card deck

**Setup:** Each player gets three Trios of a one color.

Shuffle the deck and deal three cards to each player. If any player's hand contains nothing but aces and/or face cards, all players draw an extra card, repeating until all players hold number cards. (If you have no numbers, you must reveal your hand of cards to prove it.)



## TERMINOLOGY

**Gameboard:** The numbered cards on the table collectively form the gameboard. (Aces and face cards do not get added to the board; you get special actions when you use them.)

**Adjacent:** Two cards on the board are adjacent to each other if their sides are touching.

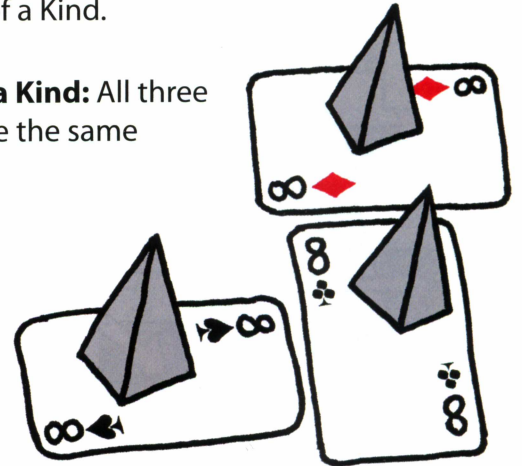
**Diagonally Connected:** When two cards are connected only at their corners, they are said to be diagonally connected.

**Occupy vs. Control:** You occupy a card if one or more of your pyramids is on it; you control a card if you are the only player occupying it.

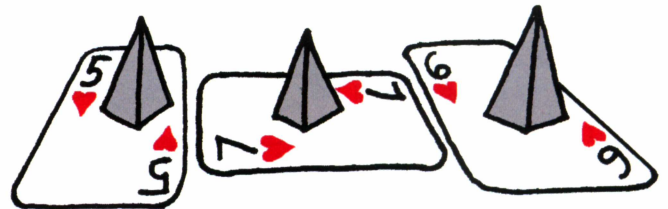
**Block:** Any set of three cards that are adjacent to each other (in either a straight line or an L-shape) is known as a Block.

**Power Block:** A Block is called a Power Block if the three cards it contains are either a Suited Run or Three of a Kind.

**Three of a Kind:** All three cards have the same number.



**Suited Run:** All three cards are of the same suit and together they form a consecutive sequence of numbers. (It is NOT required that they be arranged in numerical order.)



**Goal:** You win if you Control (not merely occupy) all three cards in a Power Block.

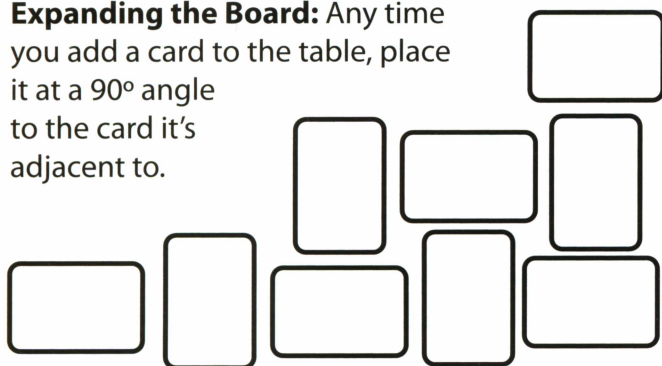
**How to Play:** On your turn, do the following:

- 1) Draw a card and add it to your hand.
- 2) Take one of the Turn Options listed in the column on the right.
- 3) Discard cards as needed to meet the Hand Limit of six.

**Who Starts:** Everyone chooses a number card (2-10) from their hand and plays it face down. Once all players have selected a card, everyone reveals. The player with the highest number goes first. In the event of a tie, the tying player who first selected their starter card goes first.

**First Round:** The first player sets their chosen card in the center of the table, and places a small pyramid on that card. In turn order, the other players then add their starter cards to the board, placing their cards adjacent to any card in play. Each also puts a small pyramid on their card.

**Expanding the Board:** Any time you add a card to the table, place it at a 90° angle to the card it's adjacent to.



**Hand Limit:** When it's not your turn, you can only hold a maximum number of 6 cards in your hand. You can exceed this limit during your turn, but you must discard to 6 when your turn ends.

**Size Matters:** You cannot Grow or Spawn if you don't have the right sized pyramid available in your stash. For example, you can't Spawn if all three of your smalls are already on the board.

**Re-shuffling:** If the deck runs out, shuffle the discard pile and keep playing.

**Author's Notes:** This game is based by one of the earliest hits for the pyramids, *Zarcana* by John Cooper. Minor inspiration also came from *Lost Cities* by Reiner Kinzia. Hence the name *Zark City*.

## TURN OPTIONS

**Draw:** Draw three additional cards, for a total of four this turn.

**Grow:** Replace one of your pieces with the next larger size.

**Spawn:** Add a small pyramid to a card you occupy.

**Build:** Add a number card from your hand to the board, placing it adjacent to a card you occupy.

**Move:** Slide one of your pyramids onto an adjacent card.

**Convert/Demolish:** The piece you target must be on a card adjacent to (or the same as) a card you occupy. You must discard one or more face cards, as many as needed to equal or exceed the value of the piece. Kings are worth 3 pips, and Queens are worth 2 pips. Jacks, Jokers, and Aces are all worth 1 pip. You can either convert the piece to your color by exchanging it with one of the same size or smaller from your stash, or you may simply remove the target piece from the board. If you spend more attack points than required, draw 1 or 2 extra cards, depending on the number of leftover points. (For example, if you discard 2 Queens to convert a Large, draw one card.) But you may not discard entirely redundant Face cards to get extra draws.

**Fly:** Aces have power beyond counting as Jacks. You can discard an Ace to move a card, like a flying carpet, from one spot on the board to another. You must occupy the card you wish to move (but need not control it). The pieces on the card ride along with it to the new location. You can move the card anywhere as long as you place it adjacent to another card, and provided your move doesn't leave one section of cards completely detached from another. Note that a diagonal connection IS adequate to prevent isolation.

**Hatch:** If you have no pyramids on the board, you may Build a new card anywhere, and then place a small pyramid onto that card.

*The ideal deck for Zark City has square playing cards. Ask for such a deck at your game store!*

# HOW TO PLAY

# BLACK ICE



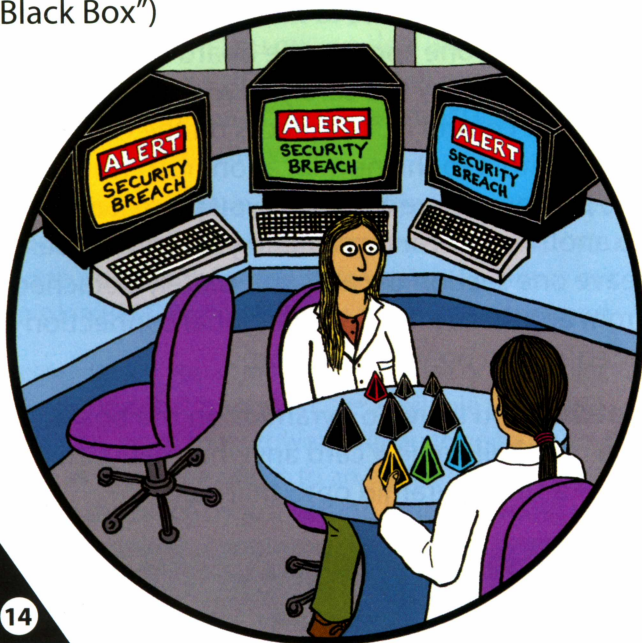
Designed by Andrew Looney

<b>Simple</b>	<b>2</b> players	
<b>Fast</b>		
<b>Rainbow Stash x 3</b>		
<b>a cloth bag, 3 Treehouse Dice</b>		

**Introduction:** You are a computer hacker trying to break into a secure system. To gain access, you need a three-color password. The secret codes are changed frequently, by the system's ICE (Intrusion Countermeasures Electronics), and if you try using the wrong password, the Black ICE will shut you down. So don't try to open the locks until you have the right colors programmed in!

**Number of Players:** 2

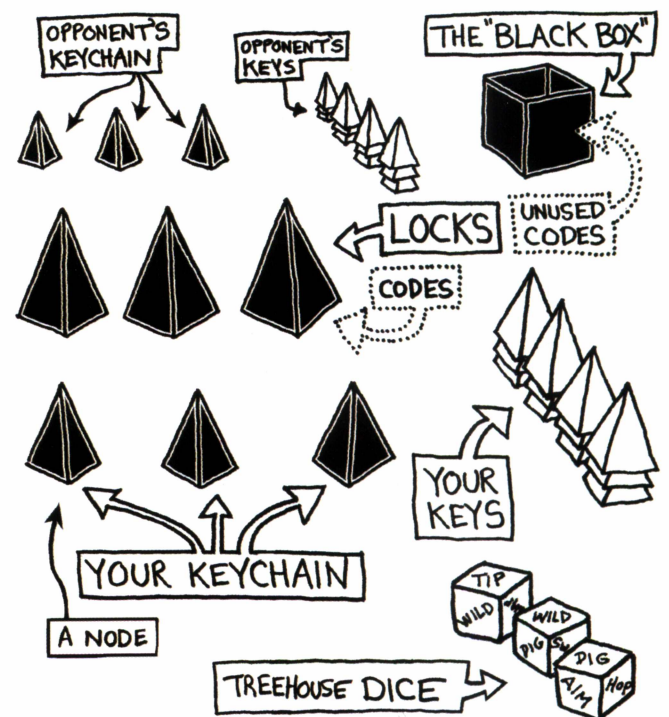
**Equipment:** 3 Rainbow Stashes, 3 Treehouse Dice, a cloth bag (which will be called the "Black Box")



**Setup:** Place the three Large opaque pieces in a row in the center of the table. Make two more rows of opaque pieces, one row in front of each player, running parallel to the center row. Sort out the other pieces by size.

Put all the Smalls into the Black Box. Give all the Mediums to the player who has the Small opaques, and give all the Larges to the player with the Medium opaques. (Your Keys will completely cover your Nodes.)

Hide a random Small pyramid from the Black Box under each of the three Large opaques. Don't let anyone see the hidden Smalls!



**Goal:** Match the 3 hidden pyramids with a row of 3 of your own in the same sequence.

To win, you must cover the three nodes in your row of base pyramids (your "Keychain") with three of your colored pyramids (your "Keys") which exactly match the colors and sequence of the three Small pyramids (the "Codes") hidden underneath the three Large pyramids (the "Locks") in the center of the table.

You also win if your opponent makes a guess and is incorrect.

**Turn Options:** On your turn, roll three dice, then perform three actions (in any order). Each duplicate turns into a WILD. Examples:

**SWAP** **TIP** **DIG** = **SWAP + TIP + DIG**

**TIP** **HOP** **HOP** = **TIP + HOP + WILD**

**DIG** **DIG** **DIG** = **DIG + WILD + WILD**

**TIP** **PEEK:** "Tip" open one of the Locks to take a peek at the Code inside.

**SWAP** **SWAP:** Trade the places of two of the Locks, or swap two of your Keys (but not your opponent's Keys).

**HOP** **SET:** Place a Key onto a Node of your Keychain. (Anytime you "hop" onto a Node, remove old Key first.)

**DIG** **RESET:** Open a Lock, take out the Code, and reload it with a new Code.

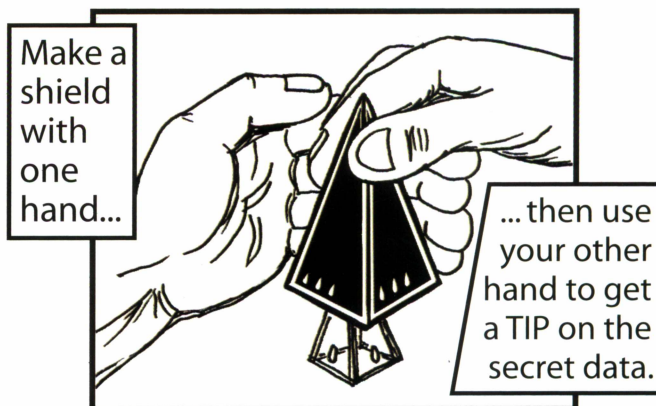
**AIM** **COPY:** Cap a Node with a Key of the same\* color as whatever your opponent has in that spot. \*rhymes with AIM

**WILD** **WILD:** Take your choice of any of the other 5 actions.

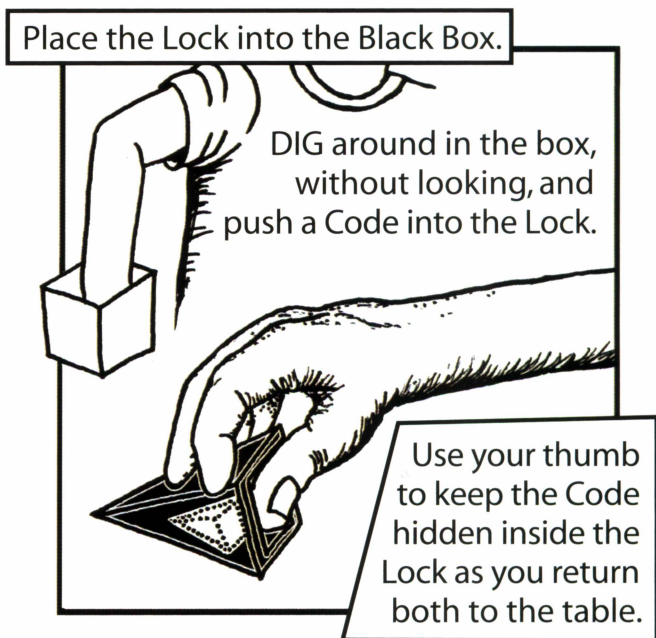
**Null = Wild:** If one of your actions is rendered meaningless because none of its options actually do anything, you get a Wild action instead. Thus, Copy becomes Wild if your three Nodes already match your opponent's, and Reset becomes Wild if the Locks are all un-Peeked by your opponent.

**Passing:** You can also Pass on any action.

**How to Peek:** The best way to look inside a Lock is to cup your hand around it, forming a little shield, and then lift the large piece and look underneath.



**How to Reset:** Lift the Lock to reveal the old Code on the table. As you reload the Lock, look the other player in the eye -- that way, you can both be sure neither of you sees the new color being loaded. Lastly, return the old Code to the Box.



**Who Starts:** Winner of the previous game goes first.

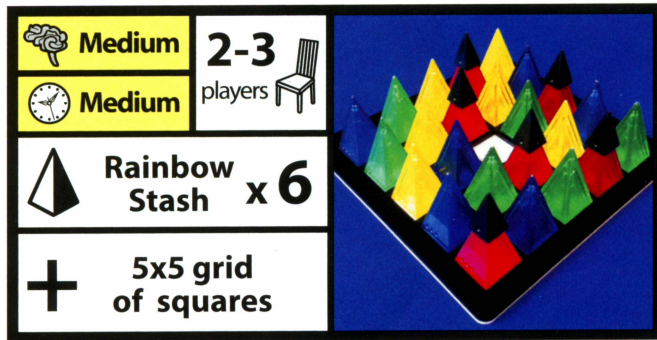
**Game Over:** The game ends as soon as someone declares it. If it's your turn, and you think you've got the correct Keys in place, declare "I win!" and reveal the Secret Codes. If you were correct, you win! If you were wrong, say "Wait, I'm wrong! You win!" and demand a rematch!

# HOW to PLAY



# Caldera

Designed by Kristin Looney



**Introduction:** This is a puzzle game inspired by the spewing eruptions of volcanoes. The setup leaves an empty space in the center of the board, akin to the caldera of a volcano.

**Number of Players:** 2 or 3

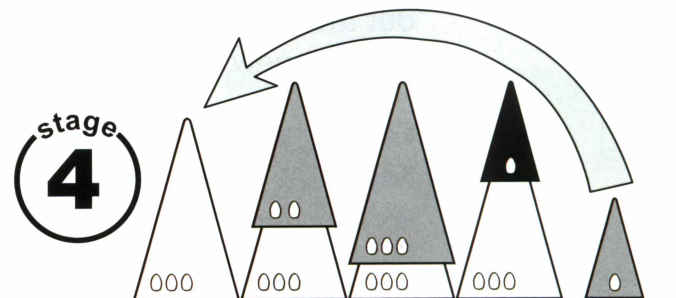
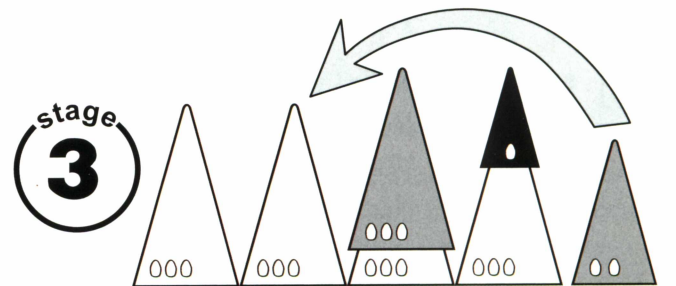
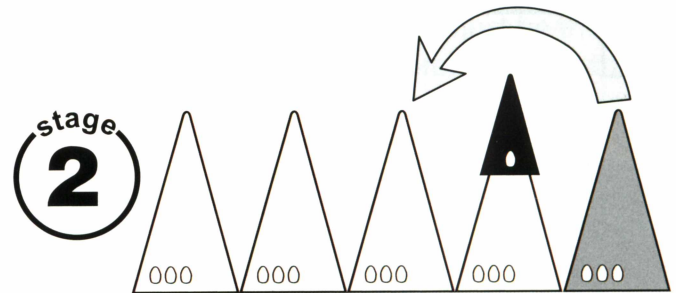
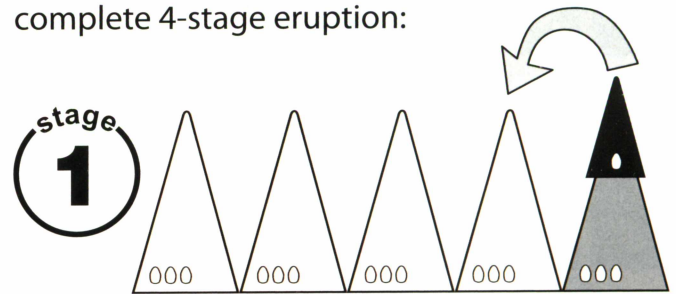
**Equipment:** 6 Rainbow Stashes, 5 x 5 grid

**Setup:** Begin by stacking all the red, yellow, green, and blue pyramids into single-color Nests (groups of Larges atop Mediums atop Smalls). Arrange these in a randomized way on the 5x5 grid, with the empty space being located in the center of the board. When randomizing the placement of the nests, avoid putting the same two colors any closer together than corner-to-corner (no direct side-by-side color matching). Place a small black piece onto each of the six red nests. (Set the other black pieces aside; they will not be used.)

**Who Goes First:** The player who has traveled the closest to molten lava goes first (and also gets to brag about the time they visited an active volcano). Or, use another method to select a start player.

16

**Eruptions:** The primary action of the game is called Erupting. The nests becomes mountain tops which explode, spewing molten rock in a specific direction. Shown here is a complete 4-stage eruption:



All eruptions begin when a small black piece (called a Cap) is moved onto another stack (as shown in Stage 1 above). The pieces under the cap then “flow” out in the same direction, each new piece landing farther away than the piece before it, continuing until the pieces run out or there’s nowhere for the next piece to land, either because it would go off the edge of the board, or because there’s a cap in the way (since nothing can **ever** be placed on top of a cap).