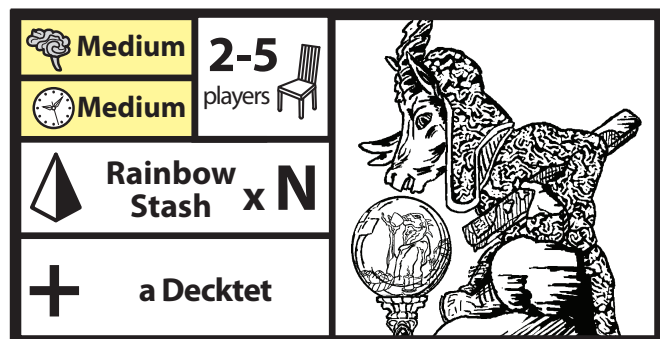


HOW to PLAY

Ziggurat Demolition Throwdown

Designed by P.D. Magnus



Introduction: *You are an ancient and powerful wizard living in a community for aged but powerful wizards. The guy across the way bubbles his cauldron much too loud, even though you have asked him to turn it down several times. There was a time when those who disturbed your afternoon tea would feel the force of your eldritch wrath. Perhaps this afternoon will be such a time.*

Cards represent spells you have in mind; in the game, this means attacks you can make. Pyramids are your circle of magical instruments; they are what you need to have in place to play cards. Your opponent will whittle away at your pyramids, and you at theirs. The goal is to destroy your opponents' pyramids and be left with some yourself at the end.

Number of Players: 2-5

Equipment: One Rainbow Stash per player.
One copy of the Decktet; see www.decktet.com

Setup: A stack of one or more upright pyramids is called a *tower*.

Each player starts with four towers: one red, one blue, one yellow, and one black. Each tower consists of a one-pip pyramid on top of a two-pip pyramid on top of a three-pip pyramid; all the pyramids in a starting tower are the same colour. (In a more touchy-feely, hug-your-neighbor game, these would be called *trees*.)

Place the green pyramids flat in the middle of the table. This area is called the *scrapyard*.

As the game progresses, pyramids in towers can be replaced with smaller pyramids of a different colour. When that happens, it is always the top pyramid in the stack which determines the colour of the tower. For example, a tower which is a 1-pip blue pyramid sitting on a three-pip red pyramid is a 'blue tower'.

Shuffle the Decktet and deal five cards to each player. The rest of the deck forms the draw pile.

Who starts: To determine the starting player, use the rule for determining start player from the game that one of you has played most recently. Turns then alternate.

GAME PLAY

On your turn, you may do one of three things: attack, draw cards, or remodel.

Attacking: You attack by playing a card. Which cards you can play for attacks depends on what colour towers you have; at the beginning of the game, you have a compliment of towers allowing you to play any attack.

The rank of the attack card you play determines the strength of the attack. The suits of the card determine the possible targets.

For details, see **ATTACKING** below.

Drawing cards: Draw until you have five cards in your hand. The only time you may draw cards is when you spend your turn to do so.

You are getting old, and you don't have as much stamina as you used to. When the draw pile is exhausted, each player must select one of their own remaining towers and deal one pip of damage to it; see **DOING DAMAGE**, below. Then the discard pile is turned over and shuffled to form a new draw pile.

Remodelling: Discard any three cards from your hand. You may exchange the pyramid on top of one of your towers for a pyramid of the same size from the scrapyard. This takes your entire turn.

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ATTACKING

The strength of an attack is determined by the rank of the card. In addition, each type of attack requires that you have a tower of a specific colour.

- Playing an Ace, 2, 3, 4, or 5 makes a 1-pip attack; you must have a red tower in order to play one of those cards as an attack.
- Playing an 6, 7, 8, or 9 makes a 2-pip attack; you must have a blue tower in order to play one of those cards as an attack.
- Playing a Crown ♔ makes a 3-pip attack; you must have a yellow tower in order to play one of those cards as an attack.
- Green towers can be used as wildcards to make any kind of attack, but the tower takes 1 pip of damage for being used in this way.

attack card	damage	tower required
A 2-5	1-pip	▲ red
6-9	2-pips	▲ blue
♔	3-pips	▲ yellow

The suits of the card determine which of your opponents' towers you may attack. A moon ☾ can be used to attack a black tower ▲, a sun ☀ or leaf 🍃 can be used to attack a red tower ▲, a wave 🌊 can be used to attack a blue tower ▲, a wyrm 🐉 can be used to attack a green tower ▲, a knot 🌀 can be used to attack a yellow tower ▲. This follows the closest color match between suits and pyramids, and it's summarized in the table below.

attack card	target tower
☾ moon	▲ black
☀ sun	▲ red
🌊 wave	▲ blue
🍃 leaf	▲ red
🐉 wyrm	▲ green
🌀 knot	▲ yellow

This can take a few turns to get straight, but remember: The rank of the attack card determines the strength of the attack and is constrained by the

colour of the attacker's towers. The suit of the card determines what can be targetted and is constrained by the colour of the defender's towers.

If your opponents have more than one tower that is an eligible target, pick one and announce boast that you will destroy it. If your opponents have no towers that are eligible targets, then you can't make the attack.

Example: 3☾ can be played to make a one-pip attack against a black tower ▲ or a blue tower ▲. You must have a red tower in order to play the card.

DEFENDING

When a player makes an attack, the target player may play cards to defend. In order to play a defense, the target player must have a black or green tower.

There are two ways to defend:

- 1 - The defender plays an Ace with a suit that matches the color of the target tower.
- 2 - The defender plays one or more cards with total ranks exactly equal to the rank of the attack card. Aces are 1; ♔s are 10.

• Either kind of defense nullifies the attack. Both the attack card and defense cards are discarded.

Example: Evan attacks with a 7. Maris could defend by playing a 7, a 3 and a 4, or any combination of cards with ranks adding up to exactly 7.

DOING DAMAGE

When a tower is damaged, remove one pip of pyramid for each pip of damage done. The damage is always done by starting at the top of the tower, and the pyramids removed are placed flat in the scrapyard.

If it is not possible to remove pyramids of exactly the right size, then 'make change' from the scrapyard. The player inflicting the damage selects a smaller pyramid from the scrapyard to be placed on top of the tower. This may alter the colour of the tower.

Example: Evan's blue tower is undamaged; it consists of a 1-pip pyramid on a 2-pip pyramid on a 3-pip pyramid. Maris makes a successful 2-pip attack against the tower. Evan moves the



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1-pip and 2-pip pyramids to the scrap pile, Maris picks a 1-pip green pyramid from the scrap pile, and the green pyramid is placed on the top of the tower. It is now a green tower.

- If a tower takes more damage than it includes pips worth of pyramids, the pyramids are placed in the scrapyards but the extra damage has no effect.
- When a player loses a tower for the first time, the attacking player gets 1 point; the second time, 2 points; third, 3; fourth, which eliminates them from the game, 4. If the player destroys their own tower, then no points are awarded for that tower.
- When a player loses their last tower, they are out of the game.

☆ We use white pyramids to keep score. If you just have the Rainbow sets, use pencil and paper.

GREEN TOWERS

A green tower allows to play an attack card or defense cards that would otherwise require a colour of tower which you do not have. When it is used in this way, the green tower is dealt 1-pip of damage.

If the green pyramid at the top of the tower is a 2-pip or 3-pip pyramid, then you may replace it with any pyramid from the scrapyards of the next size down. This is the usual rule, except that you are the one dealing damage to your own tower when you use a green tower in this way.

THE BATTLE ENDS

The battle ends when one player or no players remain. A player with pyramids remaining scores 1 point for each pip of pyramid they have left.

The player with the most points is the winner. This includes players who were knocked out of the game. Survival is no guarantee of victory!

If there is a tie, then an uninvolved wizard from down the hall claims the battle as a victory over all of you.

THE EXTENDED DECK

If you like, you can add some or all of the extended deck cards. Just shuffle them in.

- The *Excuse* may be played as a defense against any attack, although you must still have a black tower; it plays like an Ace of any suit. It can instead be played at the same time an attack is made, before your target decides whether or not to defend, and it makes the attack unblockable; that is, no defense can be made against such an attack.
- A *Pawn* ♠ may be played for a one-pip attack.
- A *Court* ♠ may be played for a two-pip attack.
- It is possible to defend against a Pawn or Court by playing an Ace (of the appropriate suit), cards with ranks adding up to 10, or a Court. Pawns and Courts may not be played as defenses.

attack card	damage	tower required
A 2-5 ♠	1-pip	▲ red
6-9 ♠	2-pips	▲ blue
10 ♠	3-pips	▲ yellow

STRATEGY AND STUFF

Some hints and ideas:

- Lots of the strategy centers on controlling the colours of your own and your opponents' towers. For your own towers: Once one of your towers has been destroyed and you only have three left, you can't have towers that do everything. For your opponent's towers: If you restrict the number of colours they have, you restrict their options; if you restrict it too much, it becomes hard to find attack cards that can target their towers.

- Suns ☀ and leaves 🌿 can both be used to attack red towers. This means that there are more cards in the deck that can attack red towers than there are for any other colour.

- You can destroy your own tower if it consists of a 1-pip green pyramid (and you use it for something) or if the draw pile is exhausted (and you take attrition to a 1-pip tower). In the two-player game, this is almost never a good idea. With more players, it's a way of denying your opponents points.

