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|  | **Pyramid Racing** | | } | 2 - 4 |
| \ | Moderate |
| Designed by Adam Boudreaux | 8~ 6r gjz( ZP# | ] | Moderate |

**Equipment**

* 8 Trios (1 each of Yellow, Red, Purple, Green, Cyan & 3 Trios of White)
* 6 Looney Ludo Boards
* Petal Battle Board
* 1 Lunar Invaders Board
* Zark City Cards
* Pyramid Die
* Color Die
* Standard Dice x3
* Pyramids, poker chips or play money (for betting)

**Overview**

*Centuries before Martians starting using sandships to fight each other, they would use them for racing, in friendly competition. Eventually, Pyramid Racing became a professional sport, played on official racing tracks. This game simulates what this "day at the races" might have been like. RACERS, START YOUR ENGINES!*

**Goal**

Whoever has the most money after three races, is the winner.

**Setup**

**Assembling the Board:**

1. Place a Lunar Invaders board on the left side of the table; this is the "Starting Gate", where the pyramids will begin the race.

2. Place 6 Looney Ludo boards, in a 2x3 grid, in the center of the table; this will be the Racing Track the pyramids will race on.

3. Place the Petal Battle board on the right side of the board. Place 3 Standard dice on it, lined up side by side, like this: !@#. This is the "Winner's Circle", where the first three winners will end the race. The Color Die & the Pyramid Die are placed on the table, off to the side.

4. Take the 3 White trios & place them on the top row of the racetrack, placing one pyramid on each square, like this: sssmmmlll. This will let the betters know how much it will cost to buy a Betting Ticket, during a betting cycle.

5. Take one trio of pyramids in Red, Yellow, Green, Cyan and Purple, and set them aside; they will be placed in the Starting Gate, as they are called.

**Assembling the Betting Tickets & the Pyramid Roster:**

1. Take the Zark City deck & separate the face cards (J-K) from the rest of the deck (A-10).

2. Shuffle the face cards together; this deck will be the Pyramid Roster deck. You will use this deck, to announce which pyramids will be racing in the next race.

3. Take the rest of the cards & separate them by suit. Then, take each suit and arrange the cards in number order, with the 10 as the top card and the Ace as the bottom card. Place each number deck face up onto the table, setting each deck side by side to each other. These will be the Betting Tickets players will buy during the race. It will be easy keeping track of how many tickets in each suit are left, because the denomination will tell you.

Once all of this has been done, the entire layout should look like this:

**AN EXAMPLE OF AN ASSEMBLED PYRAMID RACING TRACK**



Image credit: Adam Boudreaux

And with that, it's finally time to start playing!

**Who Starts**

All players roll a die; whoever rolls the highest number, goes first.

**How to Play**

Each player is given 18 Pyrabucks to bet with (three trios of one color per player). The value of each pyramid equals the number of pips on it. If you are using poker chips or play money, then each player is given $20.

**pre-race setup**

Take the Pyramid Roster deck (J-K) and deal a card one at a time, announcing which pyramids are going to race. The suit will determine what color the pyramid will be; the denomination will determine size.

**Jacks** are small pyramids.

**Queens** are medium pyramids.

**Kings** are large pyramids.

If you draw a suit that has already been revealed for this race, place that card at the bottom of the deck & draw the next card. Continue in this manner, until one card of each suit has been dealt.

Place the corresponding pyramids onto the Starting Gate; the five cards drawn are removed from play. The rest of the Pyramid Roster is put aside, until the next race.

Finally, just before the race, each player buys a Betting Ticket(s) (The A-10 decks, under the racetrack). Each ticket is worth $1, with a limit of five tickets per player; this will be true for all the betting cycles that will take place throughout the race, only the price will change.

Each player in turn buys their tickets & places them face down in front of them. The players may look at the tickets they've bought as many times as they like during the race, to keep track of what they've bought.

**the race begins!**

The starting player takes the Pyramid Die and the Color Die and rolls them.

The Color Die indicates which pyramid moves. If the y symbol is rolled, then all pyramids move an amount of spaces indicated on the Pyramid Die.

The Pyramid Die indicates how many spaces the pyramid will move along the track; one pyramid equals 1 space, two pyramids equals 2 spaces.

The first pyramid that moves onto the track, is placed in the topmost lane of the racetrack. The second pyramid onto the track gets the lane under that & so on. If the very first roll of the race moves all pyramids, then it becomes player's choice. Pyramids may not change lanes during th race; they must stay in their lane, for the duration of the race.

Play continues, until all players have rolled the dice once.

After that, another betting cycle occurs. The lead pyramid(s) indicate how much Betting Tickets cost.

**Small white pyramid = $1**

**Medium white pyramid = $2**

**Large white pyramid = $3**

The race continues in this manner, until three pyramids move into the Winner's Circle space, at the end of the track. If more than one pyramid enters the Winner's Circle at the same time, then the larger pyramid crosses the finish line first. If there is a tie for size, then the pyramid that was moved first crosses the finish line. Each pyramid that finishes, should be placed next to the die that indicates in which place it came in (1st place, 2nd place, or 3rd place).

**after the race**

Once the race is over, it's time to for the players to cash in their tickets.

**Every 1st place ticket a player has, wins them $3.**

**Every 2nd place ticket a player has, wins them $2.**

**Every 3rd place ticket a player has, wins them $1.**

**Any other tickets a player has, is worth nothing.**

When all tickets have been cashed out, the Betteing Ticket stacks are reassembled, the pyramids used in the race are removed from play, and five new pyramids are called for the second race.

After that, a final race is played.

**how to win**

After the third race has been played, the players add up their money. Whoever has the most money, is declared the winner!

**other ways to play**

* One way to make the game a little more interesting, is by raising the cost of the tickets for every race. (EXAMPLE: In race #1, the tickets are worth $1-3; in race #2, they're worth $2-4; in race #3, they're worth $3-5.)
* You could also increase the amount of money everybody receives at the beginning of the game, in order to play a "high stakes" version of the game; don't forget to increase tickets prices accordingly.
* Give each "leg" of the race (which is the length of one column of Ludo boards) a special ability, by rolling & placing a Lightning Die, one at a time, above each column of Ludo boards on the racetrack, before each race starts. Re-roll Lightning Dice before each race.

**meaning of the lightning dice**

1 **Leader of the Pack - If** **the pyramid rolled is not in 1st place, advance it along the track, until it is & the Pyramid Die is ignored. Otherwise, play as normal.**

2 **Re-roll - You may re-roll one or both dice this turn.**

3 **Speed Boost - Take another turn.**

4 **Power Surge - Double the Pyramid Die roll this turn.**

5 **Split - If you rolled two pyramids this turn, then advance the pyramid rolled & another pyramid of your choice one space.**

6 **Mini Advance - All pyramids in this leg of the race move this turn.**