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|  | Ziggurat Demolition Throwdown | | } | 2 – 5 |
| \ | Medium |
| Designed by P.D. Magnus  "Orange Pyramid" rules designed by Adam Boudreaux | 6T x }  Decktet cards | ] | Medium |



Image credit: P.D. Magnus

**Equipment**

* 6 Trees (one each of Black, Orange, Blue, Red, Green, Yellow) per player.
* A deck of Decktet cards. To learn more about the Decktet, visit: [http://www.decktet.com](http://www.decktet.com/)

**Overview**

*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.

**Setup**

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

Each player starts with five towers: one red, one blue, one yellow, one orange, 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 color. (In a more touchy-feely, hug-your-neighbor game, these would be called *trees*.)



Image credit: Adam Boudreaux

Place the green pyramids at 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 color. When that happens, it is always the top pyramid in the stack which determines the color 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 color towers you have; at the beginning of the game, you have a compliment of towers allowing you to play any attack.

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 color.

• Playing an Ace, 2, 3, 4, 5, or Pawn 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, 9, or Court makes a 2-pip attack; you must have a **blue tower** in order to play one of those cards as an 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 Crown. Pawns and

Courts may not be played as defense

• 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 it in this way.



Image credit: P.D. Magnus

The suits of the card determine which of your opponents’ towers you may attack. This follows the closest color match between suits and pyramids, and it's summarized in the table below.



Image credit: P.D. Magnus

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 color of the attacker's towers. The suit of the card determines what can be targetted and is constrained by the color 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:* The 3 of **moon/waves** can be played to make a 1-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 tower** 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; Pawns are 5; Courts are 9; Crowns are 10.

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

• The Excusemay 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.

*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.

***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. Then the discard pile is turned over and shuffled to form a new draw pile.

**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 color 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 1-pip and 2-pip pyramids to the scrapyard,

Maris picks a 1-pip green pyramid from the scrapyard, 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 scrapyard 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 points; fourth, which eliminates them

from the game, 4 points. 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.

✩ Use white pyramids to keep score or just use pencil and paper.

***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.

**GREEN TOWERS**

A green tower allows to play an attack card or defense cards that would otherwise require a color 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 scrapyard 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.

**how to win**

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.

**strategy and stuff**

Some hints and ideas:

• Lots of the strategy centers on controlling the colors 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 colors they have, you restrict their options; if you restrict it too much, it becomes hard to find attack

cards that can target their towers.

• 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.

**other ways to play**

\* To make the game shorter, remove the Pawns and/or Courts from the deck prior to gameplay.