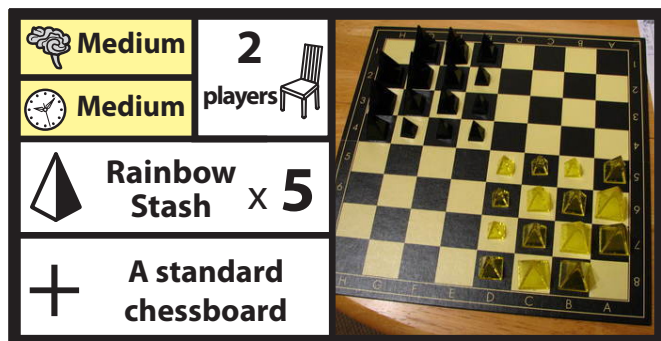


# HOW to PLAY

## EXTINCTION

Designed by Liam Bryan



**Introduction:** On a planet called Mars, in a parallel universe, there exist two species of creatures. While superficially different, they are actually quite similar, in the fact that neither one really likes the other, and that each species is comprised of three sub-species.

**Number of Players:** 2

**Equipment:** You will need a standard  $8 \times 8$  chessboard, as well as 5 trios of pyramids of one color, for each player.

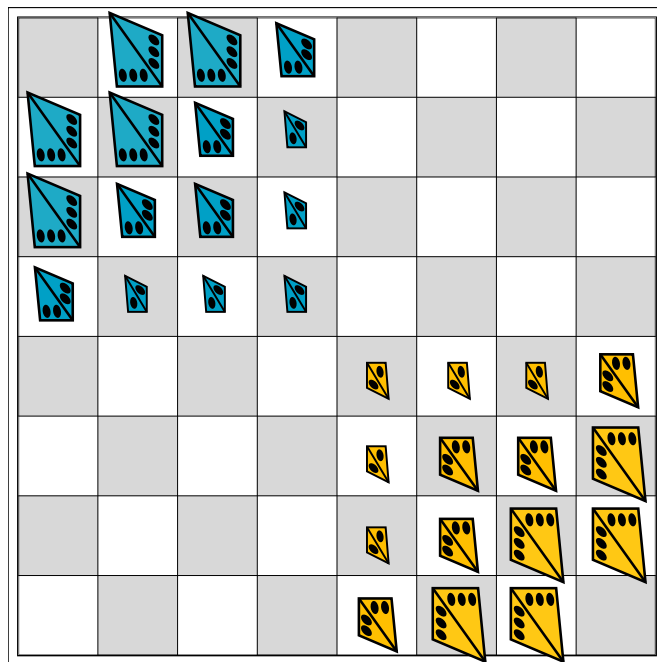
**How To Play:** Pick a player to go first. Each player moves one piece, then play progresses to the next player. The pieces can move as follows:

- **Pawns** (*one-pip pieces*): Pawns may move one or two squares along any unobstructed diagonal direction. They may only capture Queens.
- **Drones** (*two-pip pieces*): Drones may move one or two squares along any unobstructed orthogonal direction. They may only capture Pawns.
- **Queens** (*three-pip pieces*): Queens move in an L-shape (like a knight in chess), skipping over any intervening pieces. They may only capture Drones.

**Capturing:** To capture an opponent's piece, simply move into it and remove it from the board. Note the specific hierarchy: Queens

capture Drones whom capture Pawns whom capture Queens. Pawns and Drones cannot move through pieces they cannot capture.

**Board Setup:** Players should setup their pieces on the board at opposite corners of the board, as shown below.



**How to Win:** To win the game, simply capture all the pieces of your opponent's color that are of one particular type, i.e., all the Pawns, all the Drones, or all the Queens.

**Historical Notes:** This game was designed in the year 2000, when Looney Pyramids were being produced as the game "Black Ice." This package included monochrome sets of Black and Clear Pyramids, and a cloth Chess Board. This game used all the pieces in that set very nicely. In more recent times, getting 5 monochrome trios is a bit harder. However, players could use 3 Rainbow stashes, with one player using Red and Yellow pieces, and the other player using Blue and Green pieces, and setting aside unused bits

**Credit:** Rules by Liam Bryan, 2000  
Photograph by Spencer C, 2009  
Layout & Edits by Scott Myers, 2011

Looney Pyramids were created by Andrew Looney in 1987. If your friendly local game store doesn't sell them, please visit: [store.LooneyLabs.com](http://store.LooneyLabs.com)

