

HOW to PLAY

Pink Hijinks



Designed by Andrew Looney

Simple	2 players	
Fast		
Mono Trios x 3		
IceDice Pyramid die, 3x3 grid		

Introduction: This is an elegantly simple yet surprisingly deep strategy game for 2 players. The special die determines which piece(s) you get to move each turn. Can you be the first to fill the row on your side with 3 of the same-sized pyramids?

Number of Players: 2

Equipment: 3 monochrome trios (or you can ignore color and use any 3 trios), 3x3 grid, the pyramid die from IceDice (or you can use a regular die)

Setup: Arrange the pyramids into three Trees (a Small on a Medium on a Large) and place them in the center row of the board, as shown in the logo above.

Goal: There are two ways to win:

1) Fill your Home Row (the row nearest to you) with all three pieces of a given size, one in each spot, with no extras.



2) Push all 9 pyramids into the other player's Home Row.

How to Play: On your turn, roll the die. Choose a pyramid of the size shown, and move it one space orthogonally (non-diagonally).

If the die shows two sizes, pick one.

Pieces may be stacked, but ONLY onto pieces of the same size or larger.

You may move any piece in a tower. All pyramids on top are carried along with it.

You may move pieces INTO your opponent's Home Row, but once they are there, only your opponent may move them.

No Passing: If you CAN make a move, you MUST. If the die roll indicates no legal moves, you must roll again until you have a legal move.

- Move a Small.
- Move a Medium.
- Move a Large.
- Move a Small or a Medium.
- Move a Small or a Large.
- Move a Medium or a Large.

Author's Note's: This game was created for pink pyramids, but it can be played with pyramids of any color. Even so, the name of the game is always Pink Hijinks.

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



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