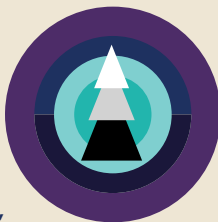


HOW TO PLAY NOMIDS

SETUP

Place all the pyramids in the center of the table, i.e. the Bank. Each player, in turn, then takes a set of three pieces from the Bank, each one a different size and color, i.e. a three-color tree.



GOAL: To get rid of all your pyramids

NUMBER OF PLAYERS: 2 to 10

WHO STARTS: The player holding the die.

TURN ACTIONS: On your turn, roll the Lightning die and take the Action shown.

MONOCHROME LIQUIDATION

After taking your turn action (but only then), if you have a single-color trio, you may return all three of its pieces to the Bank. This bonus action is called Liquidation.



DEPOSIT: Return one of your pyramids to the Bank.



WITHDRAW: Choose any pyramid in the Bank and add it to your collection. (If the Bank is empty, take any action.)



DISPENSE: Give any pyramid in the Bank to any player other than yourself. (If the Bank is empty, take any action.)



TRANSFER: Move any pyramid from any player's collection to any other player's collection (but not the Bank).



EXCHANGE: Swap any pyramid held by any player with any pyramid held by any other player (but not the Bank.)



WILD: Choose any action.

HOW TO WIN

If you have no `mids, even if it's not your turn, you win!

STARSHIP CAPTAINS

The biggest fans of these pyramids are known as Starship Captains. To gain this title, you must learn to play at least ten pyramid games, then make a list of your favorites, ranked by your desire to play each one. With this list you'll be ready when another Starship Captain challenges you to a game. It won't take long to choose a game when you each know exactly what you most want to play.



INVENT YOUR OWN GAME

As we continue to discover new ways to play with the pyramids, we're always excited to hear that others have been inspired to invent their own pyramid games. We always encourage this, and challenge you to try it too!

If you come up with a great new game for the pyramids, please let us know! Check out this website filled with rules for hundreds of new pyramid games: IcehouseGames.org.

NOMIDS



INSTRUCTIONS

OVERVIEWS OF OTHER GAMES FOR THIS SET

Nomids was designed as a very simple game meant to introduce new players to the system. Once you've mastered Nomids, you'll be ready to explore some of the other games you can play with these pieces.

Think of this as a set of pyramid-shaped building blocks. There are many other games you can play with this set — you just need to download the rules (for free!) from our website.

Listed here are three more games you can play with this set, although you will also need a few other easily found items, such as regular dice.

You will find the rules for many other games online, although many of those will require more pyramids of each color than are included with this set. To play those games, you will need to combine multiple copies of Nomids or other games featuring Looney Pyramids.

We hope you have fun playing with pyramids!

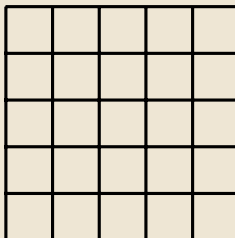
PHARAOH

OVERVIEW: A simple strategy game which focuses on control of the middle square of a 5x5 grid along with the two on either side of it. The struggle for this central point has a "King of the Hill" feeling to it, so we named it after the "King of the Pyramids" i.e. the Pharaoh. The number of moves you make is determined by rolling two six-sided dice, and using the higher value.



NUMBER OF PLAYERS: 2-4

YOU WILL ALSO NEED: Two regular dice and a simple 5x5 grid. You can use part of a chessboard, or make your own board just by drawing 12 lines on a piece of paper.



WHERE TO DOWNLOAD THE RULES:
[LooneyLabs.com/rules/pharaoh](https://looneylabs.com/rules/pharaoh)

PYRAMID SHAMBO

OVERVIEW: A tournament style game based on the classic challenge known as Roshambo or Rock-Paper-Scissors. The pyramids serve as scoring markers, like chips in a poker tournament. Losing a round of RPS will cost you one or more pyramids, and when you run out of pyramids, you are knocked out of the game. The action becomes increasingly exciting whenever a tie occurs, as the stakes get raised each time.



NUMBER OF PLAYERS: 5 to 10

YOU WILL ALSO NEED: Color indicators for each player, plus a Turn Token. Because of the way the pyramids are moved around in this game, you will need a way to remind players of which color each player started with. As for the Turn Token, you can use the Lightning die or any other small object, such as a coin.

WHERE TO DOWNLOAD THE RULES:
[LooneyLabs.com/rules/pyramid-shambo](https://looneylabs.com/rules/pyramid-shambo)

TREEHOUSE

OVERVIEW: A pattern is established by a trio of pieces in the middle of the table, called the House. Each player has a Tree, and to win, you must rearrange your trio of pieces so that they match the House. The moves you are allowed to make are determined by a die roll.



NUMBER OF PLAYERS: 2 to 9

YOU WILL ALSO NEED: This list for converting Lightning die icons into Treehouse actions:



= HOP



= SWAP



= DIG



= AIM



= TIP



= WILD

WHERE TO DOWNLOAD THE RULES:
[LooneyLabs.com/rules/treehouse](https://looneylabs.com/rules/treehouse)