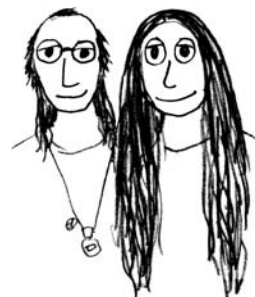


# HAPPY HOLIDAYS FROM LOONEY LABS!

Each year (since 1989) the Looneys have been creating a Holiday Gift for their fans. Some big, some small, some given just to a few, and some mailed out to thousands. This year it was not in the cards to do a physical mailing out to everyone - but we do have a Holiday Gift for you! It's one of several new pyramid games Andy has been creating recently!



Check out our *Holiday Newsletter*: [www.looneylabs.com/Newsletter/101125.html](http://www.looneylabs.com/Newsletter/101125.html)

## Pharaoh

Designed by Andrew Looney

**Equipment:** 1 Treehouse set, a standard D6, and a Volcano board with corners blocked

**Number of players:** 2-4

**Setup:** Assign a color to each player and set aside the unused colors and the Treehouse die. Place each player's pieces on a different edge of the board. Players roll to see who goes first.

**How to Play:** Begin by rolling the die. The result is the number of movement points you get. You need as many movement points as the pip-count of the piece to move a piece one space.

Pieces begin off the board. Players can only bring their pieces onto the board from their edge. However, they can bring each piece in any of their 3 squares.

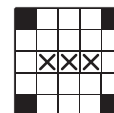
Pieces may move forwards or backwards or sideways. They may also move diagonally, but it costs double the number of movement points. Hopping is not allowed.

Only one piece may ever occupy a single space. (No stacking allowed.) You can never move into a space occupied by one of your own pieces, nor can a smaller piece move into a space occupied by a larger enemy piece.

When you move a piece into the same space as an equal or smaller sized enemy piece, that piece is removed from the board.

You may divide your points between as many different legal moves as you wish. You are not required to use all of your movement points.

**Goal:** To win, you must occupy the 3 spaces of a goal-line with your 3 pieces (in any order). A goal-line is a 3 space line whose center is the center of the board. The number of goal-lines increases with the number of players:



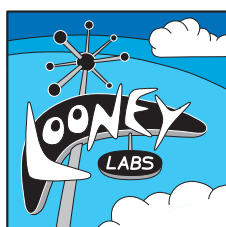
• **2 players = 1 goal-line:** With 2, you must occupy the center line between the 2 players.

• **3 players = 2 goal-lines:** With 3, you can win with a goal-line on either axis.

• **4 players = 4 goal-lines:** When 4 are playing, you can also win by occupying a diagonal goal-line.

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Simple to play, just a few moments to learn, and it's great for all ages! And you only need one Treehouse set worth of pyramids to play. The struggle for control of the middle square has a "king of the hill" feeling to it, so we named it after the "king of the pyramid" as you might say, i.e. the Pharaoh.



