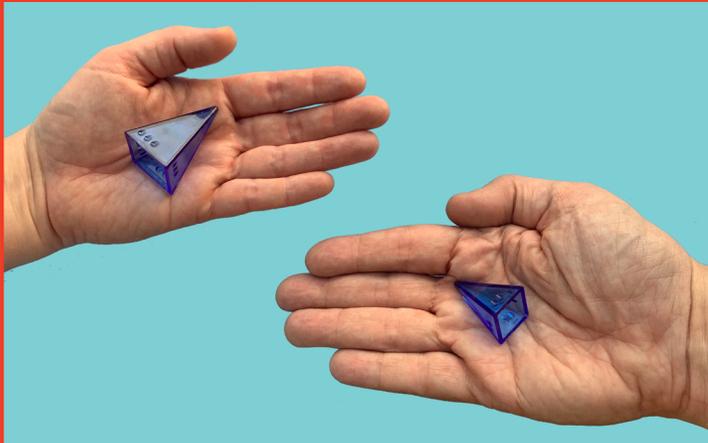




NOTHING BEATS A LARGE

DESIGNED BY ANDREW LOONEY



2
 FAST
 SIMPLE

EQUIPMENT

- Two Trios, any color
- Three Goal cards (such as an Ace, Two, and Three from a deck of regular playing cards)



OVERVIEW

This game is akin to Rock Paper Scissors. Each round, players choose one of their pyramids – or nothing – and they compare. The larger pyramid wins... except nothing beats a Large! Winner gets to take a piece from the loser, or dump back onto them a piece they do not want.

GOAL

Change the pyramids you are holding until they match your Goal card, which will require you to have exactly two pieces: Two Smalls, Two Mediums, or Two Larges.

SETUP

Each player starts with a Trio and a random Goal card.

TERMINOLOGY

Casting: This game consists of brief challenges, in which both players each conceal a piece – or nothing – in one hand, while hiding their other pieces behind their backs. When both are ready, the players simultaneously reveal what they're holding. See chart for results.

this:	beats these:	but loses to:
	or	
	or	
		or
		or

HOW TO PLAY

During each round, players Cast and compare. The winner of the round then takes their choice of any of the loser's pieces, OR gives any of their pieces to the loser. If it's a tie, simply Cast again.

HOW TO WIN

If the pieces listed on your Goal card exactly match the pieces you are holding, reveal your card and win!

OTHER NOTES

HISTORICAL NOTES

The first version of this game, released in 2009 as the Looney Labs holiday gift for that year, was rather different from this version. It was originally designed as a new game for a classic Treehouse set, and could be played with as many as five players. That version required a set of color cards (Twin Win cards were suggested) and had a longer structure, requiring players to collect two different color combos to win. This much better version was developed in 2021. Students of game design can find the original rules at our website.

