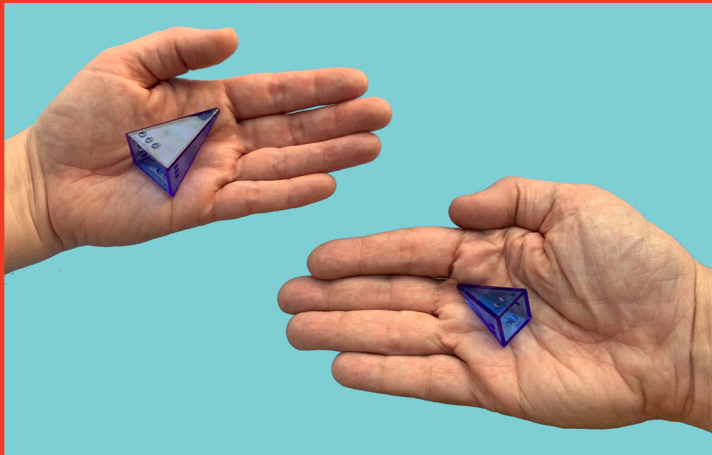




NOTHING BEATS A LARGE

DESIGNED BY ANDREW LOONEY



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FAST



SIMPLE

EQUIPMENT

- Two Trios, any color (but ideally the same)
- 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 a pyramid – or an empty hand – 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 Large.

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. However, you cannot leave a player with zero pieces.

If you don't have a Large, you can fake it by Casting a Medium together with a Small. Similarly, a Medium can be represented by Casting two Smalls.

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!

HISTORICAL NOTES

This game was first released in 2009 as the Looney Labs holiday gift for that year. That version, however, was quite different. It used a Treehouse set along with the cards from Twin Win. It also had a longer, two-stage structure, and could be played by as many as 5 people. This much simpler version was released in 2021, and tweaked in '23. The original rules are still available at our website.

