



# NOMIDS

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2-10



FAST



SIMPLE

## EQUIPMENT

- Ten Trios, one of each color
- One Lightning die



## OVERVIEW

This is a very simple game, designed as an introduction for the system. You begin with a mixed color tree and you're simply trying to give all your pieces away. Rolling the die determines your move options.

### GOAL

To get rid of all your pyramids.

### WHO GOES FIRST?

The player holding the die.

### 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.

## HOW TO PLAY

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



**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.)



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



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



**WILD:** Choose any action.

## MONOCHROME LIQUIDATION

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

## HOW TO WIN

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

