



GIVE OR TAKE



HOW TO PLAY

On your turn, roll the die. This indicates the size of piece that will be Given or Taken. (If a double pyramid is rolled, you choose between the two sizes.) You then choose any possible Give or Take action, for yourself, or for another player.

TRADES

If you roll a double pyramid, you have the additional option of making a swap, but only if the right pieces are available. This option allows you to trade one of the pieces in your set for any opponent's (or the Bank), as long as the two pieces being traded are the same as the two on the die. You can also make two other players trade pieces. If a trade causes two players to meet the winning conditions at once, the active player wins.

NO PASSING

You must cause some sort of Give or Take action to occur.

YES YOU CAN

Basically, any action is possible if it makes sense given the die roll and the situation. If it seems like you should be able to, you can!

EXAMPLES

If you rolled a Medium, here are some of the possible options you might have, depending on which pieces are still in the Bank and which are held by other players:

- Take a Medium from the Bank.
- Take a Medium from another player.
- Give a Medium back to the Bank.
- Give a Medium to another player.
- Require another player to Take a Medium from the Bank.
- Require another player to Give a Medium back to the Bank.
- Require another player to Give a Medium to a third player.

HOW TO WIN

You win if you have exactly three pieces and they're all the same size!



2-10



FAST



SIMPLE

EQUIPMENT

- The Pyramid Die
- At least three Trios (color doesn't matter)
- For two players you need three Trios; for more players use as many Trios as there are players.



OVERVIEW

Give or Take is a very simple game of either giving or taking a piece. All the pieces start in the Bank and you're trying to collect a matching set of three. You can take a piece yourself, or choose to make someone else take a piece. You can give a piece back to the bank, or you can make someone else give back a piece. You can give a piece to another player, or take a piece from that player. Sometimes you can even trade pieces. The trick is that a die roll determines the size of the piece that someone has to give or take.

GOAL

Collect exactly three pyramids, all the same size.

SETUP

Place all the pyramids in the center of the playing area. This will be called the Bank.

