



PYRAMID-SHAM-BO



HOW TO PLAY

Players sit in a circle. A table is not necessary, so long as everyone can see everyone else, along with the pieces they are currently holding and their color card. (It's crucial that all players remember their starting color.)

ACTIVE PLAYER MARKER

As players each take their turns, the Turn Token should be passed from one person to the next. (After a particularly intense duel, it can get difficult to remember who started it.) Turns are taken in clockwise order.

ESTABLISH RPS PROTOCOL

Before starting, agree on whether your group will be using the "1-2-3!" or the "1-2-3-go!" combat styles. Also, make sure someone is ready to keep track of the number of rounds as escalation mounts.

BASIC ACTION

On your turn, choose an opponent for a round of RPS. Winner takes a pyramid from loser.

TIE ESCALATION

If the RPS challenge is resolved on the first round, the winner gets a small pyramid. However, if the players tie, the fees increase. If they tie once, the winner gets two pips worth of pyramids. If the players tie twice, the winner gets a three pip prize, and so on.

MAKING CHANGE

The loser must always pay their fee using the pyramids they hold, if they can. If they must get change, someone at the table will provide it. The player being paid must make change if possible; if not, an uninvolved player must provide the required change.

ACTIVE PLAYER MAKES ALL DECISIONS

Any time a decision of any sort is required, the choice is made by the player whose turn it is. This means the active player chooses which players will exchange pieces as needed to make change, and what color of pieces will be used for all payments.

PLAYER ELIMINATION

When a player loses their last piece, they are out of the game. Moreover, the three pyramids of that player's original color are also removed from the game. Those who held them get nothing in return.



2-10



FAST



SIMPLE

EQUIPMENT

- One Trio of each color for each player
- Matching "Color Reminder Indicators" for each player (Twin Cards work well, as do Looney Ludo boards if playing with six or fewer)
- "It's My Turn" token



OVERVIEW

Pyramid-Sham-Bo is tournament-style Roshambo, also known as Rock Paper Scissors (RPS). The pyramids are used as scoring chips. Escalating penalties and knock-out bonuses add to the excitement. Pyramid-Sham-Bo is to RPS what a Texas Hold 'em Tournament is to a single hand of poker.

GOAL

Be the last player still in the game!

SETUP

Everyone chooses a color and picks up the three pieces of that color. They also place the Color Indicators of their color in front of them, as reminders to all of what their color is.

PYRAMID-SHAM-BO (CONT.)



KNOCK-OUT BONUS

After an eliminated player's pieces are removed, all remaining players must give a small pyramid to the winner of the challenge. The winner, being active player, makes all decisions about what colors are used for payment and change.

CASCADING KNOCK-OUTS

If a player is eliminated, not by losing a challenge, but from paying a Knock-Out Bonus or losing an exiting player's color, that player's pieces are removed as usual but no further Knock-Out Bonuses are paid.

SELF ELIMINATION

If it's your turn, but you lose the challenge and get knocked out, the challenge winner will briefly become the acting active player. This can be important because the active player makes all decisions. (Knock-Out Bonuses must still be paid.) The player who would have gone next still goes next.

SHOWDOWN SPEED UP

When the game is down to the last two players, payment amounts are doubled. Also, the Turn Token and Color Indicators can be set aside at this point, since neither are needed when only two are left.

HOW TO WIN

The winner is the last player left!

OTHER NOTES

PLAYING WITH SMALL GROUPS

Although we say this game is for 2-10 players, and it turns into a two player game at the end, we don't really recommend it for groups of four or fewer. This is a party game, intended for a crowd.

