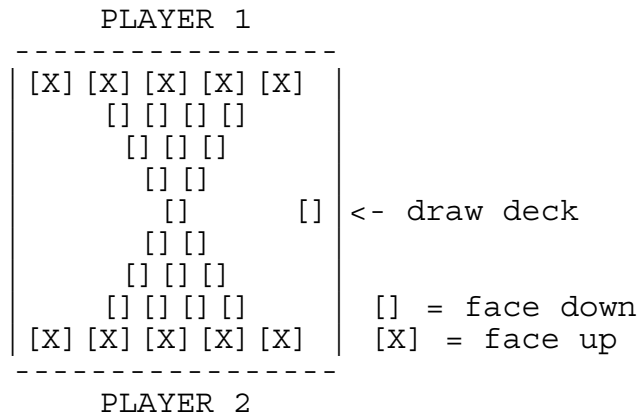


“Sabotage” – A Pyramids Mod

Aesthetic: This game is a play on human tendency to sabotage an opponent for personal gain.

Start of Game Rules:

- 2 players only. 1 deck of cards.
- Cards are set up as shown:



- Each player looks at their own pyramid to see if any cards can be paired to make 13.
 - Cards cannot be paired with opponents cards. Cards can only be paired within the player’s own pyramid.
 - See In-Game Rule #3.

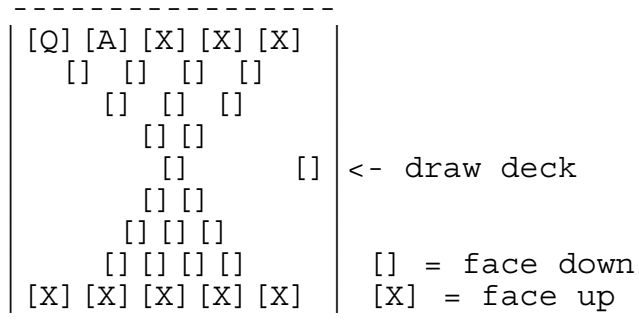
Objectives:

- Make pairs to equal 13 in order to clear your pyramid.
 - 2-10 = to their respective numerical value
 - A = 1, J = 11, Q = 12, K = 13
 - King can be removed without making a pair b/c it already equals 13.
- Be the first to clear the singular card in the center between you and the opposing player.
- **Win condition:** Be the one to clear the top card.
- **Draw condition:** no player can make a move through an entire round of a draw deck and top card has not been cleared.
- **Lose condition:** opponent wins.

In-Game Rules:

1. A player draws 1 card from deck and lays it down next to the draw pile.
2. Both players look at their own pyramids to see if they can make a pair equal 13 with the displayed card in the draw pile.
 - a. Pairs can only be made if the open-faced card is not blocked by another card below on either corner.
3. If player reveals a new card through pairing, player turns over the new card to reveal the face number. Player then draws a new card from the draw deck but instead of placing it next to the draw pile, the player selects an open space in the opponent's pyramid and places the card there. The opponent flips over the card to reveal the new piece of his pyramid.
 - a. If 2 new cards are revealed through card pairing, then flip both cards over and add 2 cards from the draw pile to the opponent's pyramid.
 - b. If the newly flipped over card can make a pair with another card in player's pyramid, player is permitted to combine the cards and remove them.
 - c. If a new card is revealed in the process, repeat rule #3. Keep going until player cannot make any more moves without drawing a new card.

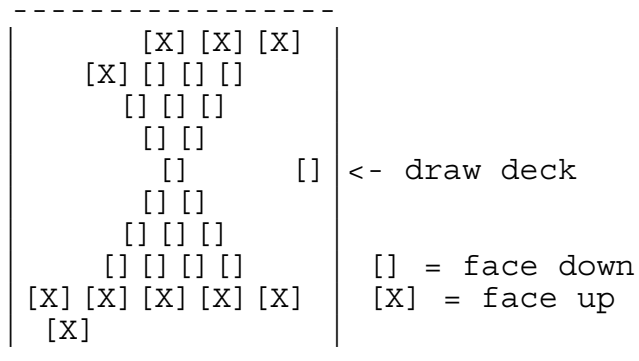
PLAYER 1



PLAYER 2

$$Q + A = 13$$

PLAYER 1



PLAYER 2

4. All removed cards go into the draw discard pile.
5. If no player can create a pair with the drawn card, draw again.

6. If the draw deck runs out of cards, shuffle the draw discard pile and continue play.
7. If both players reach the center card before either is able to clear it, place cards from draw deck as shown below and continue play until someone clears the center card.

