

**GNOSTICA
&
STAR WHEEL**

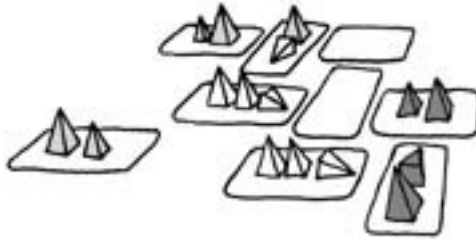
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Gnostica

Introduction

Gnostica is an abstract territory based war game. Tarot cards make up the often-changing board, and players use Looney Pyramids to represent minions that control those territories. Every tarot card has a power, and when a player has one of his pyramids on a territory, he or she may use the power of that territory through that pyramid. Players also have a hand of tarot cards which allow them to use those powers through any of their pyramids. Territories are worth points when occupied, and the game ends when one player challenges the other players and has 9 points on his or her following turn.

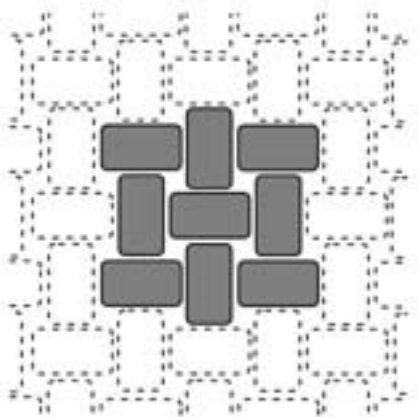
What You Need

- Two to six players (best with four)
- A standard Looney Pyramid stash (5 large pieces, 5 medium pieces and 5 small pieces) in a different color for each player
- A deck of tarot cards

- Playing time: approximately one hour

Board Setup and Deal

Each player starts with a complete stash of Looney Pyramids. Deal out 6 tarot cards to each player, then tile 9 cards in a 3x3 grid. These are the first 9 territories that compose the playing area.



Any empty space right next to a territory is a "wasteland" space. During the game,

pieces may be in a wasteland, and it is just like a territory but without any power. Any empty space not next to any territory is a "void" space. Pyramids in the void are immediately returned to the player's stash. No actions may be taken upon void spaces.

Draw Pile

Place the remaining cards face down as the draw pile. Reshuffle the discard pile whenever the draw pile is exhausted.

Winning

At the end of your turn, you may call a challenge to the other players that your next turn will be your last. You do not need 9 points to call a challenge but you may not call a challenge if another player has called a challenge but has not had their last turn yet.

Your score is the total value of territory occupied by only your pyramids. Major arcana territories are each worth 3 points, royalty are 2 points, numbered minor arcana cards (also called "spot cards") are 1 point, and wasteland spaces are 0 points.

If you have 9 points or more at the end of your next turn, you win. If not, you are eliminated from the game; remove all your pieces from the board and discard your hand.

Other players' scores are not taken into consideration after a challenge. If a player calls a challenge and has 9 points after his next turn, that player wins the challenge and the game regardless of the value of other players' scores.

Determining Who Goes First

To start the game, every player must select a bid card and put it face down. They are revealed and the player with the highest number major arcana card wins the bid. If nobody bid with a major arcana card, then the player with the highest minor arcana card wins the bid. Minor arcana are ordered, top to bottom, as king, queen, knight, page, ten, nine, eight, seven, six, five, four, three, two, and ace. If there is a tie, set aside the bidding cards and then every player must bid again, repeated until one player wins the bid. The player to the right of the winner draws from any of the bid cards until his hand has six cards again, as does each player in turn counter clockwise around the table. Finally, the winner goes first, turns proceeding clockwise. This compensates players who will go last by improving their hands.

Alternate Rules

Tournament Turn Order

In tournament play, after the bidding, players change seats so that the second highest bidder sits after the highest bidder, and thus goes second, and so on for all the players. If there are ties between the losing bidders, then whomever is first to the left of the winning bidder gets precedence. After everyone has his or her correct seat, then players pick up bidding cards, starting with the person who will go last, as usual.

Game Length

If all players agree before starting the game, you can play to 8 points for a shorter game, or 10 points for a longer game.

Orientation and Targeting

A pyramid on the board may point in any of the four cardinal directions or point straight up. A pyramid cannot be oriented diagonally. To "orient" a pyramid is to change its direction to any of the five legal directions. A pyramid of yours that is able to take an action is called your "minion". When pointing up, the minion can target the current space or any pieces in the current space. When pointing out, the minion can target the adjacent space or any of the pieces on that space.

The minion can always target itself, regardless of its orientation.

As a general rule, when you do something to one of your own pyramids, you may change its orientation; however, if you do something to an enemy's piece, you may not change its orientation.



Turn Options

If you have no pyramids on the board, you may only put a small pyramid in any orientation on any empty territory or wasteland. Otherwise, do one of the following, keeping in mind that all powers are optional:

- Activate a card on the board. All your pyramids on that card are "minions" and any one of them may use the power of that card, or even two of them if there are two powers on that card.
- Play a card from your hand to the discard pile. All your pyramids on the board are "minions" and any of them may use the power of that card, or even two of them if there are two powers on that card.
- Discard any of your cards to the discard pile and then take new cards from the draw pile until you have 6

cards in your hand. You may take fewer cards if you wish or discard and draw zero cards to skip your turn.

- Orient one pyramid.

Suit Powers

Cups – *Create*



Add one of your small pyramids to the target territory, but only if there are fewer than three pyramids of any ownership in that territory already. Place it in any orientation. You may instead create an enemy pyramid if you are targeting one, in which case you add one of the enemy's small pyramids to the target territory in the same orientation as the enemy's original pyramid, but again you may only add the new pyramid if there are fewer than three pyramids in that territory.

If no small pyramids are available to you or a targeted player, you may not create a new one.

Alternatively, you may create a territory by placing a spot card from your hand into a targeted wasteland (an empty space next to a territory) if the wasteland space is not occupied by enemy pieces. You may not create in the void (an empty space not next to a territory). Any pyramids that were on the targeted wasteland remain there in the same orientations, even though the territory under them has

changed. If you don't have a card in your hand that is worth exactly one point, you cannot create a territory.

Rods – *Move*



Move the minion in the direction the minion is pointing, or push a target pyramid in that same direction. It may be moved or pushed up to as many spaces as the minion has pips: small minions move or push one space; medium minions move or push one or two spaces; large minions move or push one, two, or three spaces. However, the moved pyramid may never end in a territory with three or more pyramids in it, nor may it end in the void (an empty space not next to a territory). You may not move a pyramid zero spaces. If the pyramid moved is yours then you may orient it, but if it is an enemy pyramid then it retains its original orientation. Note that a pyramid standing upright may not use a rod.

Alternatively, you may push a territory in the direction the minion is pointing, but only if the territory is not occupied by enemy pyramids. When a territory is pushed, all pyramids remain in their spaces, with their orientations intact; they do not move with the territory. The territory may be pushed up to as many spaces as the minion has pips. The territory may be pushed through any space, but must land in a wasteland (an empty space next to a territory) that is not

occupied by enemy pyramids. If a territory lands in a wasteland occupied by your own pyramids, place the territory under your pyramids. You may not push a territory into the void. Note that a pushed territory may have to change its orientation to fit the board's horizontal-vertical tile pattern.

Discs – Grow



When growing a pyramid, the minion or target pyramid is replaced by a pyramid exactly one size larger of the same color. If the pyramid is yours then you may orient it, but if it is an enemy pyramid then it retains its original orientation. If there isn't a pyramid of the size you need in the stash, you cannot grow that pyramid.

Alternatively, you may grow the target territory if it is not occupied by enemy pyramids. Discard the targeted territory and then replace it with a territory from your hand that is worth exactly one more point than the original territory. Thus a spot card can be grown to a royalty card, or a royalty card can be grown to a major arcana card. A major arcana card cannot be changed to another major arcana in this way, major arcana cannot be grown any larger. Any pyramids that were on the targeted space remain there in the same orientations, even though the territory under them has changed.

If you don't have a card in your hand that is worth exactly one more point than the original territory, you cannot grow that territory.

Swords – Attack



When attacking a pyramid, the minion shrinks the target pyramid, also known as the "victim", up to as many pips as the minion has, replacing the victim with the appropriately smaller pyramid from the victim player's stash in the same orientation as the original victim. Thus a small pyramid shrinks its victim by one pip; a medium pyramid by one or two pips; and a large pyramid by one, two, or three pips. If you shrink the victim down to zero pips, it is simply destroyed, but if the victim would be left with one or two pips and there is no smaller pyramid to replace it, you cannot shrink it. You may not attack a victim for zero pips of damage. You may allow the minion to attack itself, either shrinking it or even destroying it. If you attack one of your own pyramids and it is not destroyed, you may orient it after shrinking it.

Alternatively, you may attack a territory if it is not occupied by enemy pyramids. Shrink the targeted territory's value up to as many pips as the minion has by discarding the territory and replacing it with an appropriately lesser valued card from your hand, or no card if the territory is destroyed. If the territory is not

destroyed, and you do not have the required lower valued card in your hand, you cannot do this action. You may not replace the territory with one from your hand that has the same value. If you destroy a territory adjacent to the wasteland and it leaves any pyramids in the void, they are also destroyed.

Notes About Major Arcana

Many of the major arcana cards have two powers; the Devil has three. When the card is played from your hand, all of your pyramids are minions, and you may split the powers between several pyramids or use them all on one pyramid. For example, when playing Death from your hand, two different pyramids may attack with a sword, or any one pyramid could attack with both swords.

When the card is activated on the board then the pyramids that touch that card are minions for the duration of that turn, and they are able to use the power of the card. In addition, any of your pyramids that are directly affected by a minion become minions for that turn. For example, when activating the Lovers on the board, one of your pyramids could use the rod to move off of the Lovers and yet that pyramid could use the Lovers' cup action. Alternatively, one of your pyramids on the Lovers could use the rod to push away one of your pyramids, and that pushed pyramid could still use the cup.

Whenever the same pyramid or territory is being affected by two actions, you may take shortcuts that you would not be able to take if you had to do the two actions in two different turns. This will be clarified in each case below.

All powers are optional. For example, you may choose to use Temperance for one cup rather than two. You may use the Moon just to attack or just to move.

In no case may you reverse the powers of a major arcana that has two different powers. For example, the Sun is always a cup followed by a disc. You may not play the disc first and the cup second.

Major Arcana Powers

Fool



Turn over the next card from the draw pile and play it. Repeat once. As with all actions, using the powers of these cards is optional.

Magician



Use as a sword, rod, cup, or disc.

High Priestess



Discard any or none of your cards and then draw your hand up to 6 or fewer cards, then discard and draw again.

Empress



Orient a minion, and then use as a cup, ignoring the normal limit of three pyramids in a space.

Emperor



Orient a minion, and then use as a rod, ignoring the normal limit of three pyramids in a space.

Hierophant



Replace the target pyramid with one of yours of the same size, and then orient it. This may not be done if you do not have a pyramid of the same size in your stash.

Lovers



Use as a rod and then use as a cup.

Chariot



Use as a rod twice. If both rods move the same piece, it may pass through the void or through a territory that has three or more pyramids in it, but may not end there. For example, a small pyramid could move through a territory that has three pyramids in it and come out the other side to a territory that has only one pyramid in it.

Strength



Use as a disc twice. If both discs grow the same piece or territory, you may skip the intermediate step. For example, you may grow a spot card to a major arcana card without spending a royalty card.

Hermit



Move a targeted pyramid to any empty territory or wasteland space on the board, or move a targeted territory to any wasteland on the board not occupied by enemy pyramids. As with rods, if you move your own pyramid it may be placed in any orientation, but if you move an opponent pyramid it must remain in the same orientation it had before moving. When using the Hermit to move a territory, the targeted territory may not be occupied by enemy pyramids.

Wheel of Fortune



Use as a cup. When used to create territory you may optionally draw the new territory from the first card of the draw pile rather than from your hand, and thus replace the target wasteland with the randomly drawn card. This could potentially change a wasteland into a major arcana card if you are lucky.

Justice



Trade hands with the player who owns the pyramid that your minion is targeting, then use as a sword.

Hanged Man



Use as a rod, then trade hands with the player who owns the pyramid that your minion is targeting.

Death



Use as a sword twice. If both swords shrink the same pyramid or space, you may skip the intermediate step. For example, a small pyramid could kill an opponent's medium pyramid even if the opponent had no small pyramids in his or her stash.

Temperance



Use as a cup twice.

Devil



Orient a target pyramid, even if it is not yours. Repeat two times. Note that if you orient your minion as one of the three orientations, its targets change. For example, an upright pyramid on the Devil could orient to point at a nearby enemy, and then orient two enemies on that territory to point away. The Devil is the only card that allows you to orient an enemy pyramid and is the only card with three powers.

Tower



Orient a minion, then use as a sword. If used to shrink a territory, the new territory may optionally come from anywhere in the discard pile, rather than your hand.

Star



Orient a minion, then use as a disc. If used to grow a territory, the new territory may optionally come from anywhere in the discard pile, rather than your hand. When the Star is played from your hand, it goes into the discard pile, and if you are growing a territory from a royalty to a major arcana, you could grow it into the Star.

Moon



Use as a rod and then use as a sword. The Moon may be used to enter a territory containing three pyramids, as long as only three pyramids remain after the Moon's sword action.

Sun



Use as a cup and then use as a disc. If the cup and the disc create and grow the same

territory or pyramid, you may skip the intermediate step. For example, a minion using the Sun can place a royalty territory in a targeted wasteland without first creating a spot card territory.

Judgement



Draw cards from anywhere in the discard pile into your hand, drawing one card for each pip of the minion, but paying attention to the hand limit of 6 cards. For example, a medium pyramid on Judgement could draw two cards into your hand, but only if you have four or fewer cards already. When Judgement is played from your hand, any of your minions could be the active minion, and you could use one of the draws to draw back Judgement itself.

World



Has the power of any major arcana territory on the board.



Star Wheel

Introduction

Star Wheel is an expansion to Gnostica that uses a round wheel representing the twelve signs of the Zodiac.

What you need

- A Star Wheel Board (outlined below)
- A single one-pip pyramid from each player's stash to represent their Zodiac Pyramid
- A twelve-sided die or zodiac die

The Star Wheel Board

The Star Wheel board is a circle divided into 12 equal segments, colored, marked and numbered as indicated in the adjacent table.

	Color	Number	Symbol
Aries	Red	1	♈
Taurus	Green	2	♉
Gemini	Yellow	3	♊
Cancer	Blue	4	♋
Leo	Red	5	♌
Virgo	Green	6	♍
Libra	Yellow	7	♎
Scorpio	Blue	8	♏
Sagittarius	Red	9	♐
Capricorn	Green	10	♑
Aquarius	Yellow	11	♒
Pisces	Blue	12	♓

Setup

Lay out your board. Each player takes a single one-pip pyramid from their stash and places it near the board. This is referred to as the Zodiac Pyramid. Players do not need to choose their starting segment until the beginning of their turn.

Movement

On your first turn

Place your Zodiac Pyramid on any segment on the Star Wheel board.

On your subsequent turns

Move your Zodiac Pyramid one, two or three segments clockwise. You must move it, you can't stay on last turn's position. You can't move it four or more segments, only one, two or three. This means you should never be on the same colour two turns in a row.

Powers

Blue

If you're on a blue segment and you used a cup action during your turn, the same minion that used the cup power may perform an extra cup action at the end of your turn.

Yellow

If you're on a yellow segment and you used a sword action during your turn, the same minion that used the sword power may perform an extra sword action at the end of your turn, if that minion is still in play.

That action is considered to be only a single-point action, as if it had been done by the smallest pyramid, even if the minion performing the action is a two-pip or three-pip pyramid. If you use the sword actions on the same target there must still be the appropriate-ranked pyramid or card available to complete the initial action. (i.e. Your single-pip pyramid cannot shrink a 3-pip enemy pyramid to a 1-pip pyramid if they do not have a spare 2-pip pyramid.)

Green

If you're on a green segment and you used a pentacle/disk action during your turn, the same minion that used the pentacle power may perform an extra pentacle action at the end of your turn. If you use the pentacle actions on the same target there must still be the appropriate-ranked pyramid or card available to complete the initial action. (i.e. You cannot use the two actions to upgrade a territory from face to major arcana if you do not have a royalty card.)

Red

If you're on a red segment and you used a rod/wand action during your turn, the same minion that used the wand power may perform an extra wand action at the end of your turn. That action is considered to be only a single-point action, as if it had been done by the smallest pyramid, even if the minion performing the action is a two-pip or three-pip pyramid.

All of the powers above activate if the respective actions are performed by any card, including a Major Arcana card.

Rolling For a Bonus

At the end of your turn, roll the dice. If it matches the segment your Zodiac Pyramid is currently on you get to fill your hand up to six cards as a free action. You may not discard any cards as you would if you refreshed your hand as your turn's action – you just get to fill your hand back up to six cards.

