



2-4



20-30 min



10+

P YR AMID SCHEME

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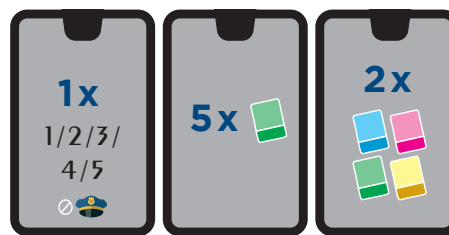
In **Pyramid Scheme**, you are a hustler trying to attract naive people to your get-rich-quick scheme. Of course this will eventually fail, as it gets harder and harder to attract new people and the police is on to you.

You'll have to select the best victims and place them in the right positions, so your pyramid lasts longer than all your opponents'. Last one standing wins!

Components:



64 Victims: select the best ones to fit in your pyramid



18 Goals: achieve goals to avoid the police



18 Police: they will make your scheme fall more quickly.



4 Founders: The top of your pyramid. In other words, you.



4 Player Aids




20 Tokens: Use them to manoeuvre your cards in various ways


Goal of the game:

Your goal is to build a pyramid scheme that outlasts the ones from your opponents. To do that, you'll select the Victims that fit best in your scheme to gain bonuses, fit within the restrictions that the previous Victims will create, and complete Goals to avoid the Police.

Setup

1. Shuffle the **Victims** and deal 2 to each player (hold them in your hand). Then, place the deck face up in the middle of table, and display the first 3 cards side by side below it.
2. Give each player one **Founder**. Place it in front of you, but far from the edge of the table.
3. Also give each player 1 **Player Aid** and 1  token.
4. Shuffle the **Goals** and open 6 of them on the table. You can return the rest to the box, they won't be used in the game.
5. Place the **Police** and the rest of the tokens within range from all players.
6. The player with the lowest sum in their hand starts. In case of a tie, choose one of the tied players.



Each player gets 1 Founder, 1 , 1 Player Aid and 2 Victims.

Your turn:

On your turn, you must do 2 actions. The actions can be:

- A. Take a Victim from the table to your hand
- B. Place a Victim from your hand in your pyramid.

You can do the same action twice, or do one of each, in any order. But if you can't do the 2 actions, your pyramid crumbles and you are out of the game.

A. Take a card from the table to your hand

Take 1 of the 3 Victims below the deck to your hand. You can have no more than 3 Victims in your hand.

! If your hand is full, you must first place a Victim in your pyramid.

After that, replace the one you took for the Victim at the top of the deck. It becomes immediately available for you to take, if you still have 1 action.

If the deck runs out, shuffle all the discarded Victims in a new deck. In the rarest of cases in which there are no Victims left to create a new deck, the game is over (see Game End, on page 4).

B. Place a Victim from your hand in your pyramid.

Place it below any other Victim or below the Founder, with the top of the badge pointing towards the Victim above it.

But you must follow 3 restrictions:

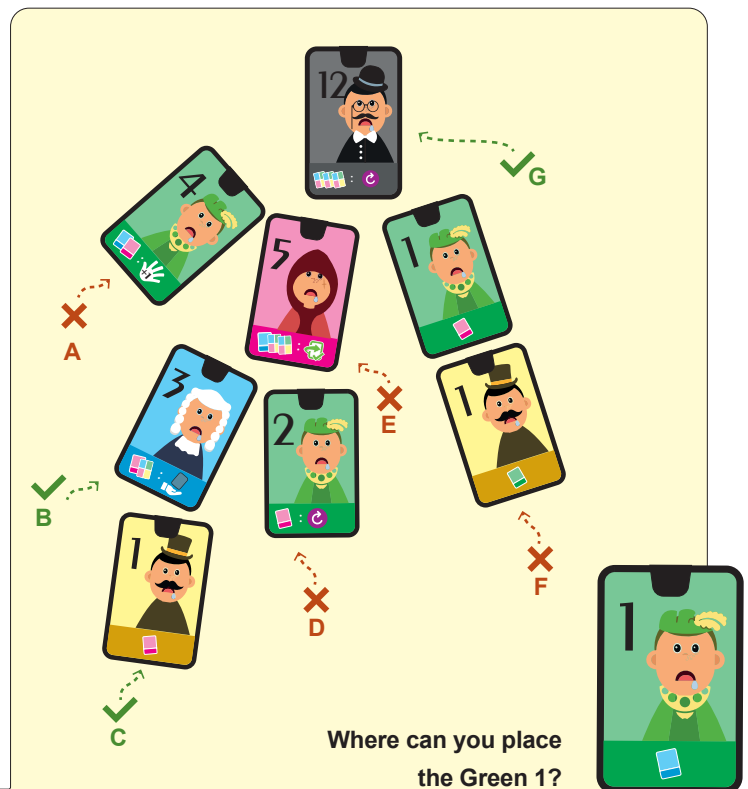
1. The sum of Victim numbers immediately below another Victim cannot exceed its own number.

! Victims that are not immediately below do not count in that sum.

2. You can't place a Victim of the same color as one that is on the same branch (no matter how high above the other Victim is).

! The Founder and the Police are considered to have no colors.

3. You cannot place a Victim below a police.



A. Not possible, because there's a green Victim above it.

B. Possible (the total below the 3 will be 2, and there is no green Victim in the same branch).

C. Possible (the total below the 1 will be 1, and there is no green Victim in the same branch).

D. Not possible, because there's a green Victim above it.

E. Not possible, because the Victims below the 5 are already adding up to 5.

F. Not possible, because there's a green Victim in the same branch (even if it's not directly above it).

G. Possible (the total below the 12 will be 10. The other green Victims are in different branches).

After placing a Victim in your pyramid, you may activate a few bonuses:

1. Victims' recover their investment

Every Victim can get a return of their investment if you place directly below them the types of Victims indicated at the bottom of the card. Now they are smart-asses - no longer victims. It's not mandatory to fulfill a condition, but if you do, you can do the following:

- Flip the Victim to the other side (revealing the evil smile of the smart-asses). Now this Victim is no longer a restriction for the placement of Victims of the same color in the same branch.
- Gain its reward, if there is one (all Victims have rewards, except 1s)

! Rewards for Victims with higher numbers are usually better.

2. Goals

If you fulfill one of the 6 open Goals of the game, claim it for you (you may complete more than one at the same time). You get nothing, but all other players must place a Police in their Pyramids. (more on each Goal on page 5)

Placing a Police

If one of your opponent's completed a Goal, you must immediately place a Police in your pyramid (it doesn't go to your hand).

All Police have the number 3 and don't have color. They follow the same placement rules as Victims, except you can't place a card below it.

If you can't place a Police, your pyramid scheme crumbles and you are out of the game.

Using the 🔄 token

You can use 1 or more 🔄 tokens at any time in your turn: before, after or inbetween your actions.

When you use it, discard the 3 available Victims at the table and immediately replace them with 3 more. They are already available for you to take, if you still have actions.

Spend the token, returning it back to its pile.

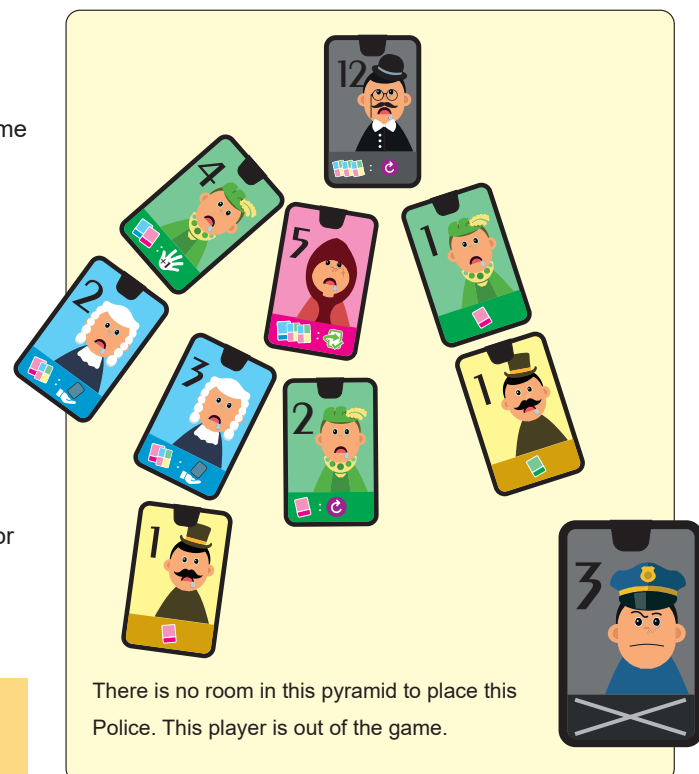
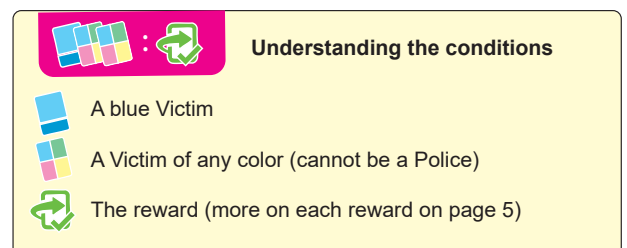
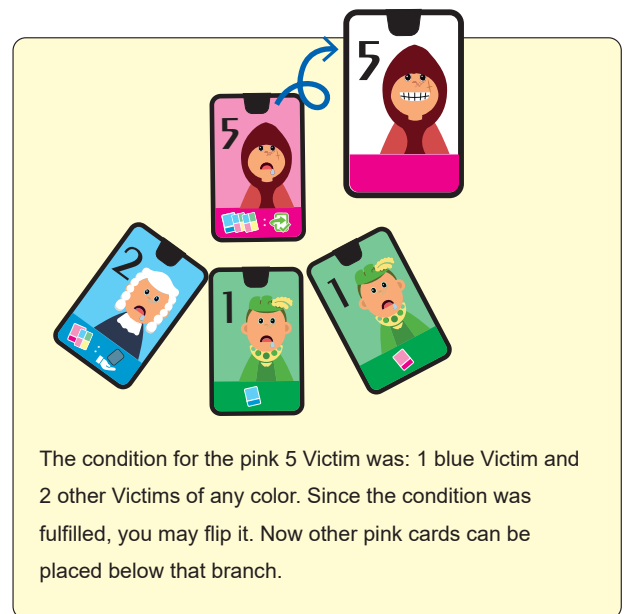
! You already start the game with 1 🔄, and you can gain more by flipping the Founder and some other Victims.

Game end

The game ends immediately when there's only 1 player left. That player is the winner.

In the rare cases that the deck runs out and there's still more than 1 player remaining, each one counts the number of Smart-asses (flipped victims, including the Founder and flipped Police) they have. The player with most flipped cards wins.

If there is a tie, all tied players win together.



Victim's rewards

Gain them when you satisfy a Victim's condition with cards directly below it..



When you gain it, immediately place it in a Victim, Founder or flipped Police. Increase the limit this card can support directly below it. Does not affect the Victims above.



Flip any other card and gain its bonus.



Flip any other card (do not gain its bonus).



Discard a Police in your pyramid.



Flip a Police in your pyramid to its smart-ass side. Now you can place Victims below it.



Reserve one of the 6 Goal cards. Only you can fulfill it now.



Your hand limit is increased in the amount shown.



Discard any number of cards from your hand.



Take a reset token to use at any time in your turn.

Goals

When you fulfill them, all other players must place a Police in their pyramids.

5x



5x



5x



5x



5 green / 5 blue / 5 pink / 5 yellow Victims

2x



2 Victims in each color

6 levels



A branch with 6 levels (including the Founder, except Police)

3x



3 placed tokens that increase the limit of a Victim.

! Flipped Victims still count to complete Goals, even if their color is no longer a restriction for placing new Victims.

5x 1

4x 2

3x 3



1x 1/2/3/4/5



5 1s / 4 2s / 3 3s (except Police) / One of each number (except Police)

3x



3 unused reset tokens



all colors

Smart-asses (flipped Victims) of all colors



4 = colors

4 Smart-asses in the same color



4 ≠ numbers

4 Smart-asses with different numbers (may include flipped Founder and Police)



4 = numbers

4 Smart-asses with the same number (may include flipped Police)



3 below 1 card

3 Smart-asses below the same card (may include the Founder and flipped Police)