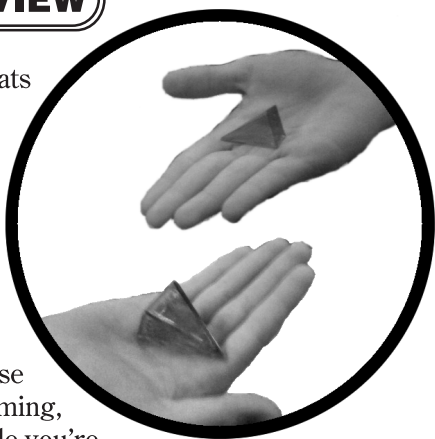


Nothing Beats a Large

Designed by Andrew Looney

OVERVIEW

Nothing Beats a Large is a quick and easy game designed to be a game you can play in situations not otherwise good for gaming, notably while you're standing in a long, slow moving line.



EQUIPMENT

- Players: 2 - 5
- Pyramids: 1 Treehouse set
- Extra Equipment: 10 "goal" cards

SUGGESTIONS FOR GOAL CARDS

To indicate your Goals, you will need a set of ten cards or markers, 2 of each of the colors in your Treehouse set. Here some options you can use:

- **Fluxx® cards:** 2 Actions, 2 Goals, 2 Keepers, 2 Creepers, and 2 New Rules
- **UNO® cards:** 2 of each of Red, Yellow, Blue, and Green cards, plus two Wild cards
- **Magic: the Gathering® cards:** Basic land cards, 2 of each type
- **Twin Win cards:** the goal cards needed for the Treehouse game called Twin Win are ideal
- **Poker Chips / Tokens:** with colored stickers or words marked on one side
- **Regular playing cards:** You can get the job done by using Sharpies to put the color names onto jokers and aces and twos (this is the best option for those with Xeno Treehouse colors)

SETUP

Choose as many colors as there are players, and mix those pyramids together. (Set aside the extra pyramids when playing with fewer than 5, down to a minimum of 3 colors.) Group them into sets of 3, one of each size but of 3 different colors. Give each player a mixed color trio.

With 2 players, use 3 colors, and divide the extra trio between the players, with one getting the Large and the other the Medium and the Small.

Shuffle up the secret goals (again, setting aside any unused colors), and deal 2 goal cards to each player. (Ideally, the players will have pockets to store their goal cards in.)

Owner of the pyramids makes the first challenge.

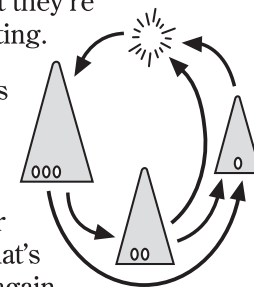
WHAT BEATS WHAT

this:	beats these:	but loses to these:
	or	
	or	
		or
		or

HOW TO PLAY

The game consists of brief challenges, in which 2 players each conceal a piece – or nothing – in one hand, while hiding their other pieces behind their backs. When both are ready, the players will simultaneously reveal what they're holding. This is called Casting.

Players compare the pieces they cast, and the winner steals any piece from the loser. Whenever there's a tie, the winner is the player with the fewest pieces. If that's also a tie, the players cast again.



Before casting, each player may look at all the pieces currently owned by the other player.

If a player has zero pieces, they immediately steal one piece of their choice from each other player.

The player who lost goes next, and must challenge a player from among those who didn't just cast.

WINNING

To win, you must first collect all 3 pyramids of the color of one of your Goals, and then you must collect the other color. When you get a full set of one of your colors, reveal your card; you win as soon as you complete your second goal (even when you no longer control your first color).

If your cards both show the same color, you must collect a trio of any other color as your second Goal.

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