



Balance Rule Set

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Basic Elements

Air, Earth, Fire, and Wind are considered basic elements.

Advanced Elements

Wild and Void are considered advanced elements.

Setup

Each player gets a Pyramid board.

Layout the Cycle Board.

Construct a deck of cards for each Cycle using the relevant card:

Single cards for the 1st Cycle,

Double for the 2nd Cycle

Dual for the 3rd Cycle.

Construct and shuffle the deck for each Cycle with 2 cards of each basic element per player.

[Advanced Game: Supply 2 cards of the advanced elements per player.]

[Long Game: Supply an additional (3 total) card of each element per player.]

Distribute the 1st Cycle cards evenly amongst the players to form hands.

Leave the other 2 Cycle groups on the Cycle board for the 2nd and 3rd Cycles.

Play

Drafting

Each player selects a card, placing it face down.

The players pass the remaining cards in their hand to the player on their left for odd cycles, to the player on their right for even cycles.

Repeat this until no cards remain.

Placement

The players pick up the cards from the current Cycle, and play them to their Pyramid board in the appropriate Ranks. Cards from previous Cycles may be rearrange as needed.

1 element can fill the first Rank of a Pyramid, 2 elements in the second, etc.

A Single element card will contribute a value of 1 to a Rank.

A Double element card will contribute a value of 2 to a Rank.

A Dual element card will either contribute a value of 2 to a Rank, or a value of 1 to a Rank and an optional value of 1 to an adjacent Rank.

Any elements played to a Rank past its value will not score.

(A total value of 4 Fire played to Rank 3, will only count 3 Fire.)

Advanced Elements:

A player may place wild elements as if they were any basic element.

A player may place a void in another player's Pyramid by targeting a specific card(s) of equivalent value. That card is removed from game along with the void element card.

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A Single Void card can only target a Single element card.
A Double Void card can target a Single or Double element card.
A Dual Void card can target 2 Single cards or 1 Double element card.

Scoring

Circles:

8 points for the initial circle of elements.

(All four elements in the 1st rank of their Pyramids).

Each circle past the first is worth 1 more point than the previous circle.

E.g. 1 Air, 1 Earth, 1 Fire, and 1 Water is worth 8 points.

E.g. 2 Air, 2 Earth, 2 Fire, and 2 Water is worth 9 points.

Only score the largest Circle completed per Cycle.

Previous Circles are not required to score a Circle.

Pyramids:

A Pyramid requires 2 or more sequential ranks completed to score.

E.g. Rank 1 has 1 Air, Rank 2 has 2 Air. This scores 8 points.

E.g. Rank 1 has 1 Earth, Rank 2 has 2 Earth, Rank 3 has 3 Earth.

This scores 9 points.

A Pyramid with incomplete Ranks between completed Ranks can score, but receives a -1 penalty for each incomplete Rank.

E.g. A Pyramid with Ranks 1-5 completed would normally score 11 points (1-2 gives 8pts + 1 for each additional level, $5-2 = 3$, $8+3 = 11$ pts), but if the 1st Rank is incomplete, then it would score $11-1 = 10$ pts.

A Pyramid can start on a Rank past 1.

E.g. A Pyramid with Ranks 3-5 completed counts as having 3 complete Ranks and is worth 7 points.

Collections:

A Collection is formed by grouping card(s) that did not play as part of a Circle or Rank.

The Collection does not include any card that is part of a Circle or Rank.

A Collection scores 1 point for each 3 cards in the Collection.

E.g. 3 or 4 cards are worth 1pt, but 6 cards are worth 2 pts.

Increase your score appropriately before moving onto the next Cycle.

End of Cycle

Distribute the next group of cards evenly amongst players.

After the 3rd Cycle, the game ends.

End Conditions

3rd Cycle is resolved.

Win Condition

The player with the most points wins.

Advanced Elements

There are 2 advanced symbols that represent directions on the board:

Wild: Counts as any other element.
Void: Play this to another player's Pyramid board to cancel a card.

Card Types

1st Cycle: Single Frame: This counts as 1 unit of the elemental type.
2nd Cycle: Double Frame: This counts as 2 units of the elemental type.
They cannot be split.
3rd Cycle: Dual Frame: This counts as 2 Single Frames of the elemental type which can be played to either 1 Rank or 2 adjacent Ranks.

Score Summary

Collection:

1 Element: 0
2 Elements: 0
3 Elements: 1
4 Elements: 1
5 Elements: 1
6 Elements: 2
7 Elements: 2
8 Elements: 2
9 Elements: 3

Circles:

1 of each 4 Elements: 8
2 of each 4 Elements: 9
3 of each 4 Elements: 10
4 of each 4 Elements: 11
5 of each 4 Elements: 12
6 of each 4 Elements: 13
7 of each 4 Elements: 14
8 of each 4 Elements: 15
9 of each 4 Elements: 16

Pyramids:

3 of one Element: 8
6 of one Element: 9
10 of one Element: 10
15 of one Element: 11
21 of one Element: 12
28 of one Element: 13
36 of one Element: 14