



KICKBACK

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HOW TO PLAY

Players will be bidding for the chance to use one of the next available colors to build a pyramid on their block.

Bidding: The First Bidder reveals the top card, then either makes the first bid, or passes. Bidding proceeds in turn order and continues until all but one player passes. That player becomes the Builder, and must pay the final bid amount into the center from their supply of chips.

If no one bids, the First Bidder becomes the Builder for free.

Passing Etiquette: To pass, give a thumbs up. Continue displaying the thumbs up sign until the bidding is over, to indicate to others that you're out, but feel free to pull your hand back if you change your mind before the bidding ends.

Building: The Builder now places one pyramid onto their Quad card. The color added must be one of the colors indicated on the card they won the bid for. As players add pieces to their Quads, they must go on the appropriate color spot. Each tower must start with the Large, then gain its Medium, and finally, be capped with a Small. Players may work on all four tasks simultaneously.

After each round, move the Turn Token to the next player.

Kickbacks: After a player adds their third piece to a tower, they receive a bonus from the money in the center. For the first tower, they receive 5 chips; for tower #2, they get 10.

No Hiding of Money: Players are not allowed to conceal the amount of money they still have.

Buying to Block: It is permissible to bid on and buy any card, even if you can't actually build with it. Doing this does not remove any pyramids from the supply.

DEPLETION PROCEDURES

- If the deck runs out of cards, reshuffle it and continue.
- If all pyramids of a particular color are gone, no further construction of that color can continue.
- If a player runs out of money, too bad, so sad.

Rezoning: If a player's goal becomes impossible, they may replace their Quad card. Buildings that match are moved over to the new Quad; other pieces go back into the supply.

HOW TO WIN

As soon as you complete your third tower, you win!


3-5

MEDIUM

SIMPLE

EQUIPMENT

- N-1 Trios each of 5 colors (where N = number of players)
- Aquarius (or Seven Dragons)
- Poker chips (or Monopoly money)
- Turn Token



OVERVIEW

Players are construction companies, each working on a block of four new skyscrapers. Players have a limited budget to spend in the auctions for building materials, but receive a bonus (or "kickback") each time they complete a building. The first to finish three skyscrapers wins!

SETUP

Remove and set aside the Goals and the Action cards; they will not be used. Create a side deck containing the 10 "Quads" (the 4 panel cards), and deal each player a random Quad card, face up. Each player also gets 50 million dollars, i.e. 50 chips. Shuffle the main deck.

Place the Turn Token in front of the player who will bid first.

COLOR ASSOCIATIONS

Depending on the pyramid colors you have available, you may need to adjust some of these assignments.

- Earth = Green
- Water = Cyan or Blue
- Fire = Red
- Space = Purple or Black
- Air = Yellow, White, or Clear (think of the sun & clouds)

GOAL

Build a full Tree for 3 of the 4 colors on your Quad card.

