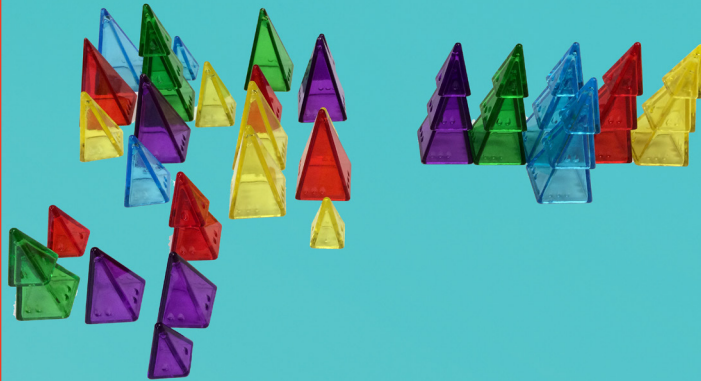


SOLOMIDS



DESIGNED BY ALEX OTTENSTEIN



SETUP

Place all 45 pyramids into the drawstring bag, mix them up, and draw out them one at a time to place onto the playing area.

The row farthest away from you begins empty.

Moving from back-to-front and left-to-right in each row, fill each space with a random piece, standing up. As you place these pieces, follow these two rules:

1. If you pull the same exact piece (size and color) as the one you just placed, redraw the repeated piece until you get something different.
2. As you draw the last two pieces for each row, ensure each row contains at least one of each size, redrawing as needed.

Lastly, establish an area to the side to hold completed Trees, known as the Bank.



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FAST



SIMPLE

EQUIPMENT

- Three Trios of five colors
- 5x10 grid (may be imaginary)
- Drawstring bag



OVERVIEW

"So you're ready to fly in my forces?" the Emperor said, sliding a scrambled Solomids setup across the table. "First you must prove your pyramidian prowess. Win without swapping and you shall command a cavalry! A one-swap victory, and you'll steer your own ship; swap two and it's cadet school for you! But lose..."

GOAL

The game starts by filling the grid with randomized pieces. You will then rearrange the pieces, by Stacking, Sliding, or Swapping, as you seek to create Monochrome Trees. You can "bank" completed Trees at any time, or leave them on the board for strategic reasons. The ultimate goal is to Bank all of the Trees before it becomes impossible to make any more moves.

Pro-Tip: If you have two Volcano boards, you can place them together to create an ideal Solomids playing area. A simple grid drawn or printed also works, or you can simply imagine the grid.

HOW TO PLAY

There are three ways to move pieces in the playing area: Stacking, Sliding, and Swapping.

STACKING

Move a piece one space forwards, backwards, left, or right, to stack onto another, larger piece, of the same color.

Specifically, you can move a Small onto a Medium, a Medium onto a Large, or a Small/Medium combo onto a Large piece. However, you can only stack such pieces if they are the same color.

As pieces get stacked, gaps will form on the board. Pieces can be freely moved across gaps of any size.

Once stacked, pieces cannot be unstacked. That said, if a Small/Medium stack is adjacent to a Medium/Large stack of the same color, the Small can be transferred to the top of the Medium/Large combo to form a Tree.

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SOLOMIDS (CONT.)

The same is true for a Medium/Large stack adjacent a single Large piece of the same color: the Medium can be transferred to the other Large if you wish.

Note that this also means you may move a Small or a Small/Medium combo off of a completed Tree still in play, provided you have the proper color and size piece available adjacently. However, you can *never*:

- stack diagonally or jump other pieces
- stack pieces of the same size
- stack pieces of different color
- stack a small directly on top of a large
- nest pieces by placing larger on top of smaller

SLIDING

Strictly viewing the playing area as five columns, at any time, you may close any column gap by sliding the next piece after the gap, and any pieces that are consecutively 'touching' behind it, forwards (away from you) until they reach the piece at the front of the gap. Gaps can never be closed by moving pieces left, right, backwards or diagonally, and pieces further back in the same column that are separated by more gaps do not move at all unless you choose to slide them in a separate move. The 'invisible' first row is available at any time as an extra space to slide pieces into.

SWAPPING

Besides Stacking and Sliding, the only other type of movement is the Swap, where you trade the piece(s) in any one occupied space with the piece(s) of any other occupied space in play. You do not start the game with any Swaps, but can earn up to two by banking rainbow stashes, as described next.

HOW TO WIN

BANKING

If you are able to form a Monochrome Tree, at any time you may remove it from the playing area and add it to the Bank, but it's not always wise to immediately do so. Once you have built up a complete rainbow stash (five Trios, one of every color) in the Banking area, you earn one swap which you may use at any time. Since there's a maximum of two attainable swaps, you should use them wisely.

Remember that Trees never need to be Banked until the player chooses to do so, but once pieces have been Banked, they cannot be returned to the playing field.

ENDGAME

If all of the pieces have been Banked as Monochrome Trees, you win!

If at any time you cannot Stack, Slide or Swap, the game ends.

