



Section A: Object of the Game

It's a race to the top of the *Ziggurat*! Outpace, outclimb and outwit your opponents to reach the pinnacle first!

Before you can advance to the next level, you must first arrange your dice to complete the level below. Employ timely and shrewd strategy to overcome a bad roll, gaining and playing tokens and game cards to sabotage the efforts of your rivals while advancing your own plans. Be careful, though, as you may find that you yourself are vulnerable to a cunning play by an opponent, snatching victory from your hands.

Ziggurat is easy to learn and fun to play. The race is on!

Section B: Game Pieces

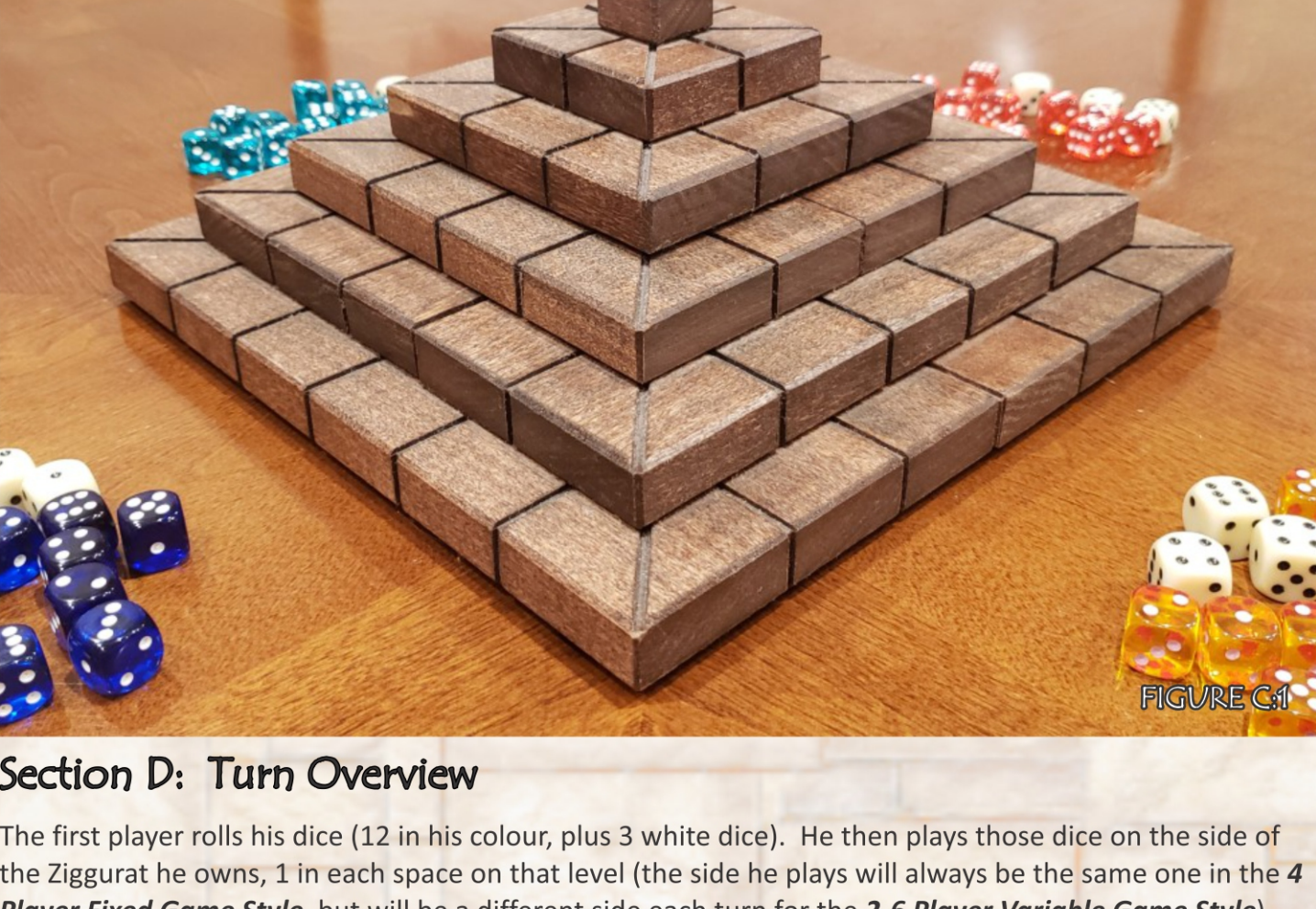
A) *Dice in Each Player's Colour* (x12)
 B) *White Dice* (x50)
 C) *Star Tokens* (x6)
 D) *Skull Tokens* (x6)
 E) *Deck of Game Cards* (x1)
 F) *Ziggurat Game Board* (x1)

Section C: Game Board Setup

Arrange the *Ziggurat* in the centre of the playing area. Players set up around the table with their 12 coloured dice and 3 white dice in front of them. These dice will be your playing pieces (see *Figure C.1*). The extra white dice are set aside as a reserve. The *Star* tokens and *Skull* tokens (1 per player) are set aside in an easily accessible pile. The *Game Cards* deck is shuffled and placed in an accessible area. For the *4 Player Fixed Game Style*, eliminate the *Rotate the Board* cards from the deck.

If playing the *4 Player Fixed Game Style*, each player "owns" their side of the *Ziggurat*, but if playing the *2-6 Player Free-for-All Style*, each player will play a different side of the *Ziggurat* on each turn, so it would be helpful to place the *Ziggurat* on a lazy susan for easy rotation.

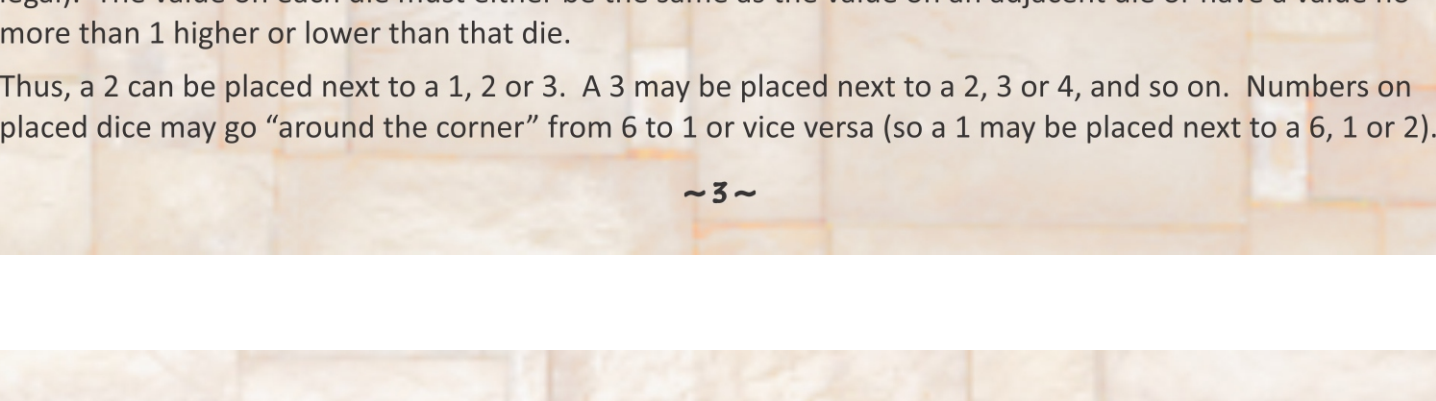
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Section D: Turn Overview

The first player rolls his dice (12 in his colour, plus 3 white dice). He then plays those dice on the side of the *Ziggurat* he owns, 1 in each space on that level (the side he plays will always be the same one in the *4 Player Fixed Game Style*, but will be a different side each turn for the *2-6 Player Variable Game Style*).

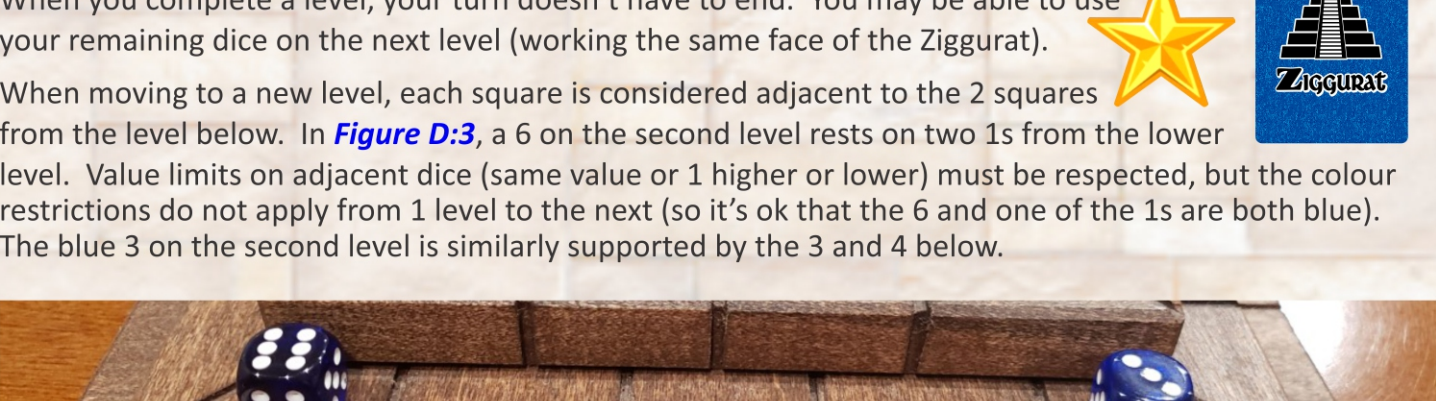
The lower the level, the more difficult it is to complete, since there are more spaces to be filled. Dice are played according to the following requirements and limitations:



Coloured dice may not be placed next to another of the same colour (*Figure D.1* shows a legal arrangement). This restriction does not apply to white dice (so the arrangement in *Figure D.2* is also legal). The value on each die must either be the same as the value on an adjacent die or have a value no more than 1 higher or lower than that die.

Thus, a 2 can be placed next to a 1, 2 or 3. A 3 may be placed next to a 2, 3 or 4, and so on. Numbers on placed dice may go "around the corner" from 6 to 1 or vice versa (so a 1 may be placed next to a 6, 1 or 2).

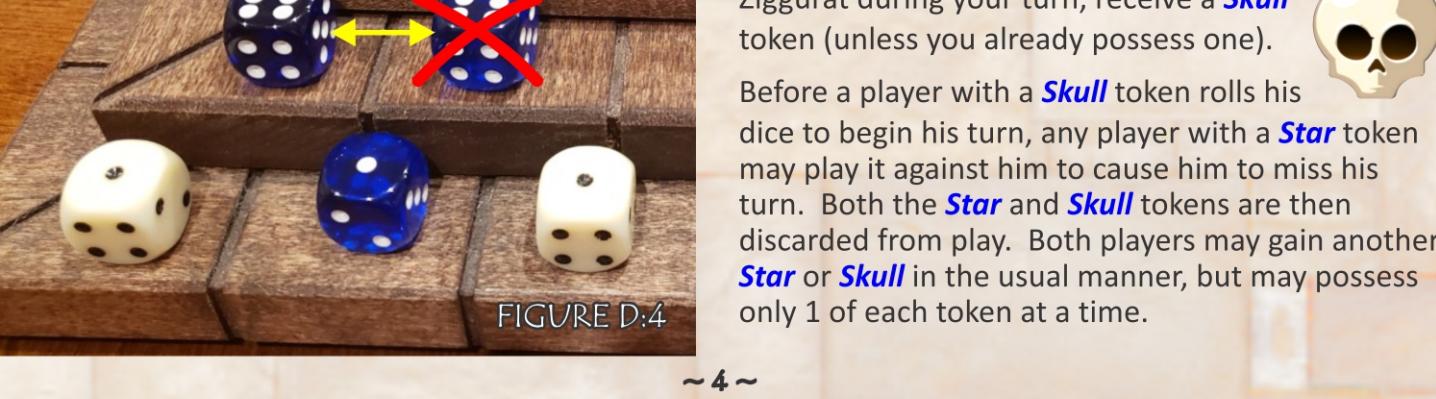
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Every time you complete a level, draw 1 *Game Card* into your hand and take 1 *Star* token, placing it on the table in front of you. If you complete a level but already possess a *Star* token, you still draw an additional *Game Card*, but you may possess only 1 *Star* token at a time, so don't draw another one.

When you complete a level, your turn doesn't have to end. You may be able to use your remaining dice on the next level (working the same face of the *Ziggurat*).

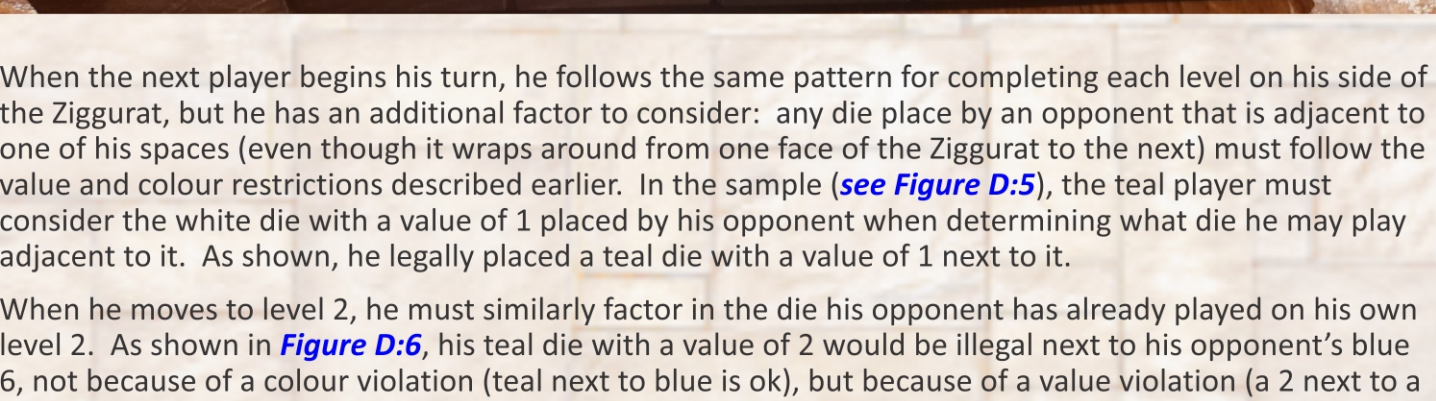
When moving to a new level, each square is considered adjacent to the 2 squares from the level below. In *Figure D.3*, a 6 on the second level rests on two 1s from the lower level. Value limits on adjacent dice (same value or 1 higher or lower) must be respected, but the colour restrictions do not apply from 1 level to the next (so it's ok that the 6 and one of the 1s are both blue). The blue 3 on the second level is similarly supported by the 3 and 4 below.



Another blue 6 on the second level (see *Figure D.4*) would be legal where value limits are concerned, but violates the restriction on playing two adjacent blue dice on the same level. Your turn thus ends when you have only dice remaining which cannot be placed for reasons of colour or value violations.

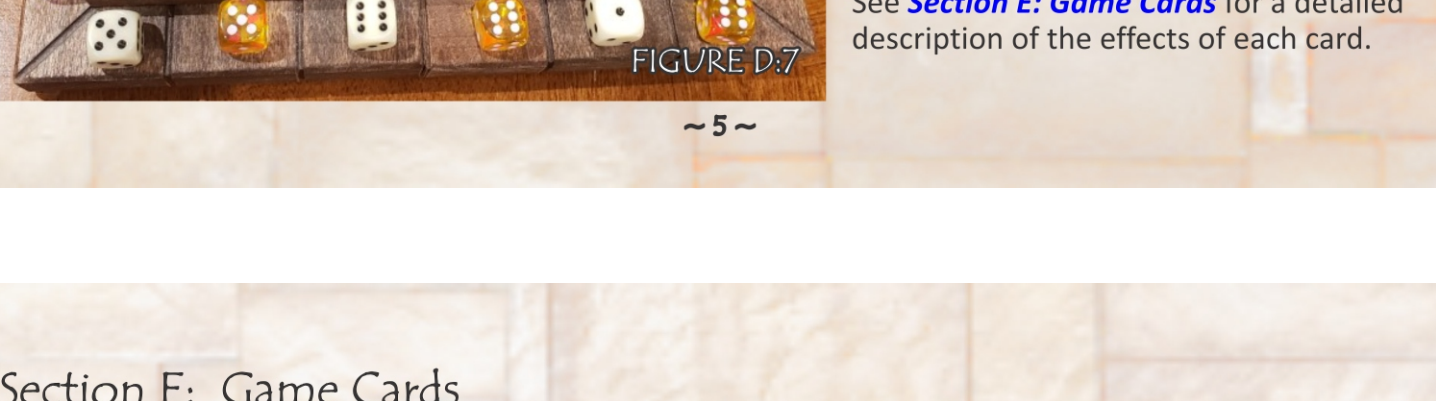
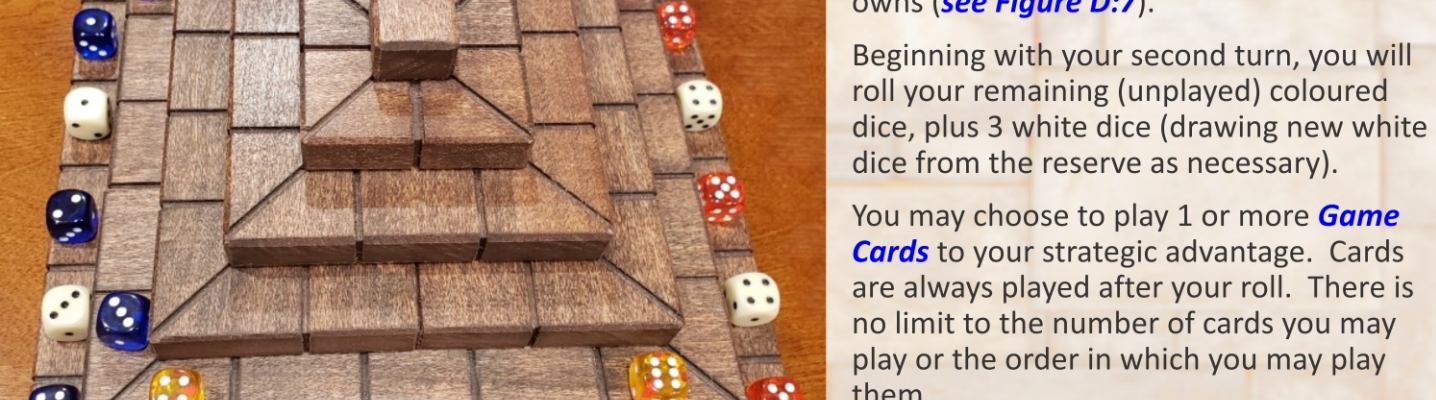
If you fail to complete at least 1 level on the *Ziggurat* during your turn, receive 1 *Skull* token (unless you already possess one). Before a player with a *Skull* token rolls his dice to begin his turn, any player with a *Star* token may play it against him to cause him to miss his turn. Both the *Star* and *Skull* tokens are then discarded from play. Both players may gain another *Star* or *Skull* in the usual manner, but may possess only 1 of each token at a time.

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When the next player begins his turn, he follows the same pattern for completing each level on his side of the *Ziggurat*, but he has an additional factor to consider: any die placed by an opponent that is adjacent to one of his spaces (even though it wraps around from one face of the *Ziggurat* to the next) must follow the value and colour restrictions described earlier. In the sample (see *Figure D.5*), the teal player must consider the white die with a value of 1 placed by his opponent when determining what die he may play adjacent to it. As shown, he legally placed a teal die with a value of 1 next to it.

When he moves to level 2, he must similarly factor in the die his opponent has already played on his own level 2. As shown in *Figure D.6*, his teal die with a value of 2 would be illegal next to his opponent's blue 6, not because of a colour violation (teal next to blue is ok), but because of a value violation (a 2 next to a 6 is not).



Play continues, turn by turn, each player working on the side of the *Ziggurat* that he owns (see *Figure D.7*).

Beginning with your second turn, you will roll your remaining (unplayed) coloured dice, plus 3 white dice (drawing new white dice from the reserve as necessary).

You may choose to play 1 or more *Game Cards* to your strategic advantage. Cards are always played after your roll. There is no limit to the number of cards you may play or the order in which you may play them.

See *Section E: Game Cards* for a detailed description of the effects of each card.

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Section E: Game Cards

Game Cards can be enormously important strategically, allowing you to finish 1 or more levels on the *Ziggurat* (which gains you more cards). You may also avoid having to take a *Skull* token for not completing a level, which would make you vulnerable to attach from an opponent.

Effects: After you roll, you may swap any 1 die (coloured or white) from your playable dice with one that has already been played on your side of the *Ziggurat*. The dice swapped do not have to be the same colour or show the same value, but the die you give away must fit legally on the *Ziggurat* in the same location as the one you take for yourself. The die you obtain does not get re-rolled, but may then be played during your current turn on your side of the *Ziggurat*. After performing the swap, proceed as normal with the rest of your turn.

Effects: After you roll, you may swap any 1 die (coloured or white) from your playable dice with one that has already been played on any opponent's side of the *Ziggurat*. The dice swapped do not have to be the same colour or show the same value, but the die you give away must fit legally on the *Ziggurat* in the same location as the one you take for yourself. The die you obtain does not get re-rolled, but may then be played during your current turn on your side of the *Ziggurat*. After performing the swap, proceed as normal with the rest of your turn.

Effects: After you roll, you may re-roll any white dice from your playable dice. These are not limited to the 3 with which you normally start your turn, but may include those obtained as a result of other cards played during this turn. After your re-roll, proceed as normal with the rest of your turn.

Effects: After you roll, you may re-roll any coloured (non-white) dice from your playable dice. These are not limited to those coloured dice with which you start your turn, but may include those obtained as a result of other cards played during this turn. After your re-roll, proceed as normal with the rest of your turn.

Effects: After you roll, you may re-roll any of your playable dice (whether white or coloured), provided you have at least 3 of them with the same value. These are not limited to the dice with which you start your turn, but may include those obtained as a result of other cards played during this turn. Any dice with a different value may not be re-rolled. If you have more than 1 set of 3-or-more-of-a-kind among your playable dice, you may only re-roll one group of them. After your re-roll, proceed as normal with the rest of your turn.

Effects: Before or after you roll, you may play this card to add an extra white die to your playable dice (so you get to roll 4 of them instead of the usual 3). Playing a second of these cards means you get to roll 5 white dice, and so on. Any white dice that are unused during this turn do not "carry over" to your next one.

Effects: You may take any opponent's die and play it on your side of the *Ziggurat* (according to normal colour and value placement requirements), provided that the die you steal is not part of a completed level. The stolen die does not get re-rolled, but must be placed "as is". Afterwards, proceed as normal with the rest of your turn.

REMOVE FROM THE DECK UNLESS YOU ARE PLAYING IN "FREE FOR ALL" STYLE

Effects: Play this card after rolling to rotate the *Ziggurat* randomly in an effort to give you a more favourable side on which to play. Roll another player's die to determine the number of counter-clockwise turns you will rotate the board (if you roll a 4, that means you'll end up on the same side where you started). Afterwards, proceed as normal with the rest of your turn.

Section F: Special Rule

If, (*before your roll* on your turn) you can demonstrate that the dice already played on the *Ziggurat* on previous turns (by you and/or your opponents) make it impossible for you to complete your next level, you may remove dice from as many of your top rows as necessary (all dice from a given row, never just some of them) until it is possible to proceed with your turn legally.

These dice are added to those you would normally roll on your current turn, possibly allowing you to complete several rows. Any dice left over at the end of your turn do not "carry over" to your subsequent turns, but are returned to the supply of white dice and/or returned to the player indicated by their colour.

Section G: End of Game

Play continues until 1 player places a die on the pinnacle of the *Ziggurat* before any opponents (see *Figure G.1*). As shown, the teal player wins, making his last placement on his side of the *Ziggurat* according to normal value and colour restrictions (the white 3 and teal 2 on the level below). For placement on the pinnacle only, normal value and colour restrictions do not apply where opponent's sides of the *Ziggurat* are concerned (so the 3 on the blue player's side and the 5 and 4 on the orange player's side are irrelevant for teal's final placement).

