

CREDITS

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LICENSING



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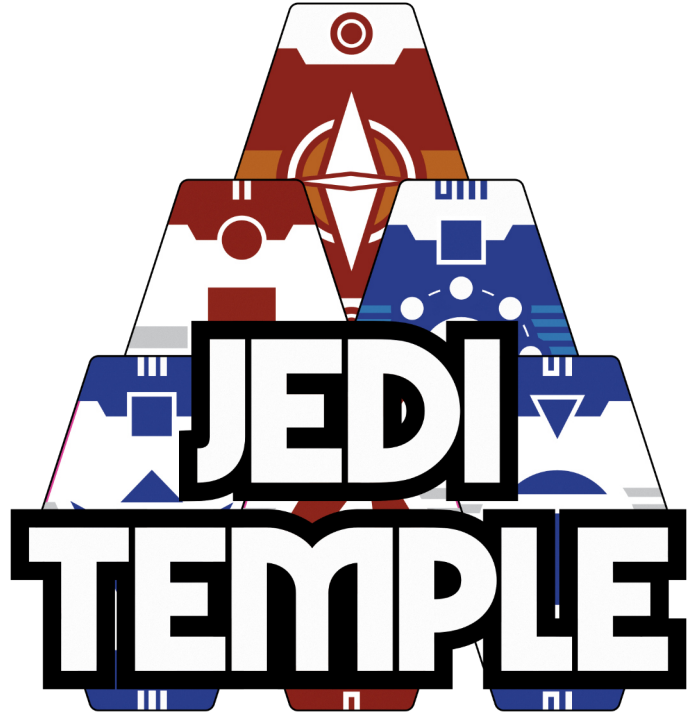
SOURCE

These rules were developed as part of the *Games of the Galaxy* project:

www.gamesofthegalaxy.com

Rules Link:

www.gamesofthegalaxy.com/jedi-temple



RULES FOR JEDI TEMPLE

Jedi Temple is an in-universe variant of Pyramid Solitaire played with a 62' Card Sabacc deck.

GOAL

The goal is to discard all cards in your Temple into a Discard Pile and thereby obtain all the Sacred Texts. The game technically is won once the Temple is gone, so not all of the 62 cards will always need to make it to the discard pile for you to win.

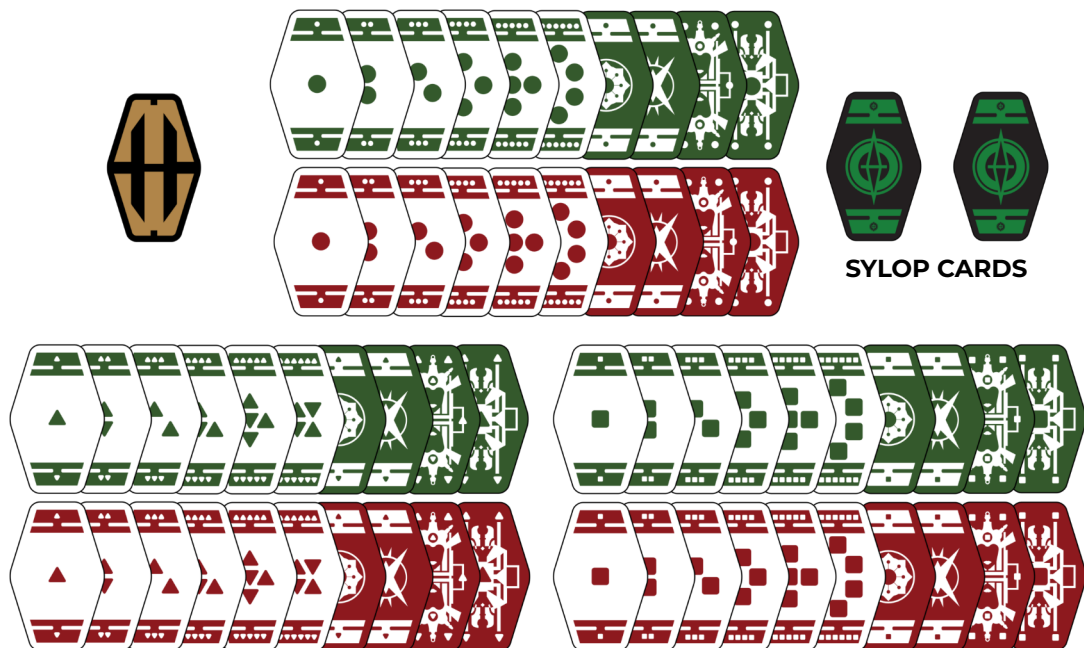
Discarding cards may only be done in a combination that equals 0. You must discard a set of cards totalling 0 in value to uncover more cards in the pyramid.

SETUP

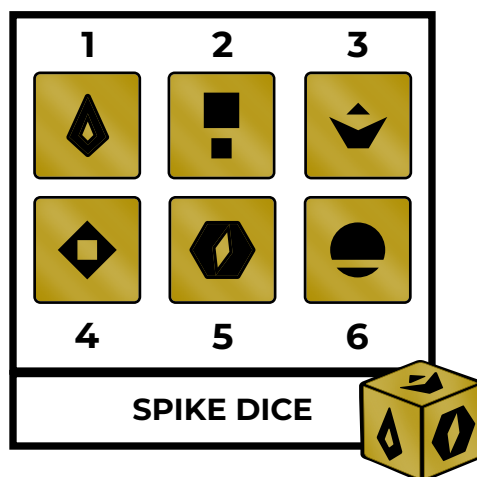
62 Card Sabacc Deck - The deck comprises 62 cards divided into three suits: Circles, Triangles, and Squares. Each suit contains:

- 10 positive cards: valued from +1 to +10.
- 10 negative cards: valued from -1 to -10.

Additionally, there are 2 special Sylop cards with a value of zero. Suits do not count for scoring in this game.



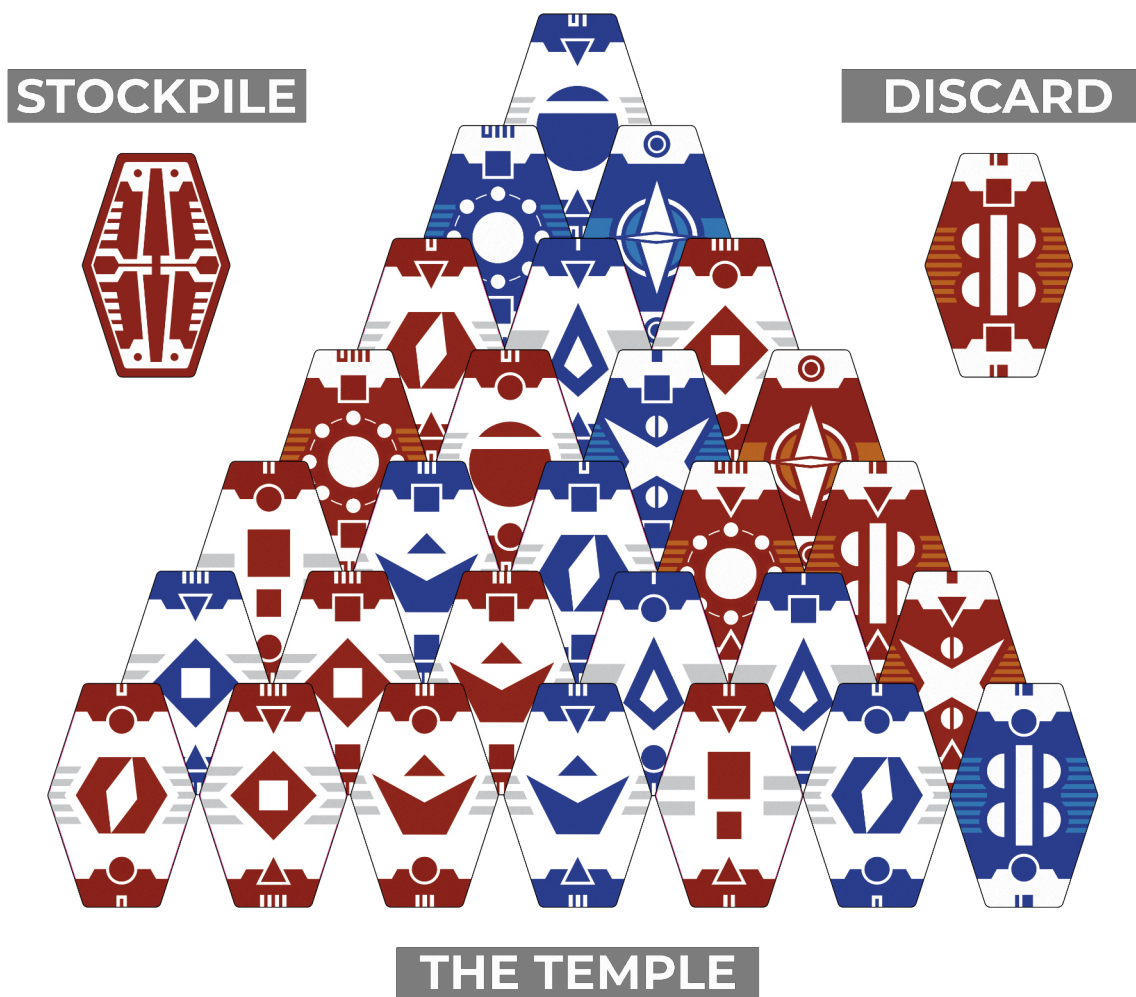
Corellian Spike Dice - Standard Corellian-style Spike Dice with symbols and values of 1-6. A pair of standard D6 dice can be used instead.



The Temple - To set up the Temple, shuffle the 62 card deck. Start the temple by placing the first card face up.

To start the second row, place two more face-up cards slightly overlapping the bottom corners of the top card. This pattern is repeated until you reach the bottom/seventh row which will have 7 cards in it.

alues of 1-6. A pair of standard D6 dice can be used instead.



Sacred Texts - A balanced grouping of cards whose values cancel to 0.

The Stockpile - The remaining cards of your Sabacc deck form the Stockpile or draw deck.

The Discard Pile - Discard the top card of the Stockpile to begin the Discard Pile.

GAMEPLAY

The game is played by grouping cards to a total value of 0 points (indicating balance in the Force) and discarding these cards (obtaining the **Sacred Texts**). Only cards that are **Available** can be used to create these balanced lessons in the force.

To play, flip the top card of the Stockpile one card at a time. You may then pair the card with **Available Cards** in your Temple and Discard Pile (see below) to retrieve **Sacred Texts** (a group of Available Cards that cancels out to 0).

If you cannot make a group that cancels to 0 with the current draw card, place it face up on the **Discard Pile**. Only the top card of the **Discard Pile** is available to pair.

Once you reach the end of the Stockpile, you can pick up the **Discard Pile**, turn it over (without shuffling), and use it again as a new draw deck. You may cycle the **Stockpile** in this way 2 times. Once you have cycled the **Stockpile** twice, you can no longer draw new cards.

AVAILABLE CARDS

At the start of the game, available cards include the bottom row of the pyramid, the top card from the stockpile, and the top card of the discard pile.

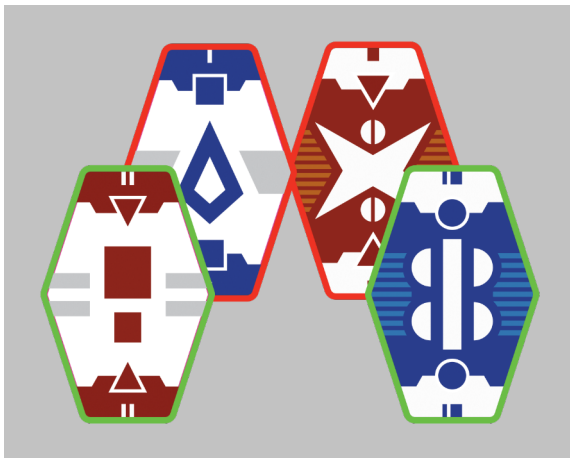


Any cards that are overlapped by another are **Blocked** and cannot be used to balance another card.



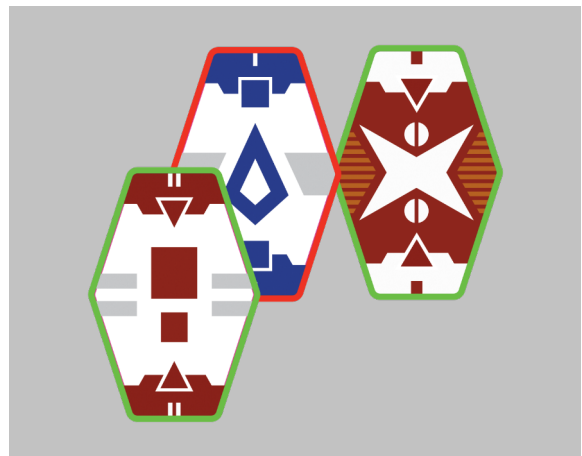
Available cards on the bottom row block the higher tier cards in the Temple at the game's outset - but you may also draw from the Stockpile and the top of the Discard.

To make a new card available in the Temple, both cards that overlap it must be removed. Once a card has no others overlapping it is available can be used to balance the Force (group to zero).



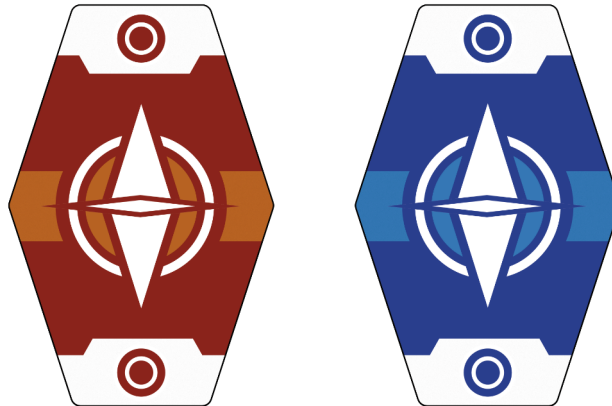
*Removing one card still leaves the two above **Blocked**.*

*Removing a second card frees one of the cards above - it is now **Available**.*



SYLOPS AND USING THE FORCE

As the **Sylop** card already has a value of zero (is already balanced in the Force), it has special properties. When available, either in the **Temple** or from the **Stockpile**, you may discard it and roll the dice. The face will have a value from 1 to 6 and can be used as either positive or negative to balance the force in your grouping of cards you are trying to discard. The values on the dice become the equivalent of a card of that value, and join your available pool of cards. Each thrown symbol can be used once.



ENDING THE GAME

The game is over once there are no more balanced groups to be made legally or until all of the Sacred Texts have been collected from the Temple.

If all the Sacred Texts have been collected from the Temple, you have won the game. If the game ends without collecting all the sacred texts from the Temple, you have lost the game.

GAME DIFFICULTY VARIATIONS

Padawan - To play as a Padawan, start the game with a roll of the dice so you have extra Force to help balance the groupings. You may cycle through the Stockpile 3 times.

Jedi Knight - To play as a Jedi Knight, follow the rules as written. You may cycle through the Stockpile 2 times.

Jedi Master - To play as a Jedi Master, set up the Temple with the cards face down, and only reveal their value when the card becomes available. You may cycle through the Stockpile 2 times.

Chosen One - To play as the Chosen One, set up the Temple with the cards face down, and only reveal their value when the card becomes available. You may cycle through the Stockpile only once.