LANDING ZONE
A Roll & Place Pyramids Game by Chris Cieslik
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The great space battle is over! What now?

Players: 1 to Many

Components: 1x Homeworlds Set (3 trios in each of four colors, preferably Red, Yellow, Blue, Green) per player.
1x 5x5 Volcano board per player (or paper with a drawn 5x5 grid, chessboard, etc).
3x Dice (normal six-sided). It's helpful for each player to have their own dice, but not required.

Time: 15-30 Minutes

Complexity: Medium. Scoring rules might be a bit too much for kids.

Objective: After the great battles among the stars, it's time to build! Create Landing Zones to convert your Armada to buildings to create a brand new city, arranging them cleverly to score the most points.

Landing Zone is played over a span of ten turns, each of which is shared by all players. At the end of the tenth turn, each player will score points for their new city's layout. Highest score wins!

Setup: Each player takes the 36 pyramids to form their Armada, arranged nicely, placing it near their 5x5 board.

Game Turn:

(1) Roll Dice: Someone (doesn't matter who!) rolls three six-sided dice. These three values will be used by all players this turn. If other players have dice, they can set them to the three rolled values to keep track of what they're doing more easily.

(2) Use Dice: Each player, independently and simultaneously, decides how to use each of the three values. The Place a Pointer, Land a Ship, Upgrade, and Zap actions all use the value of the die to indicate which row the action will happen in. A 6 can be used for an action in any row.

Place a Pointer: Take a small of any color, and place it flat (on its side) in the row indicated by the die's value. It can face in any of the 8 cardinal directions. Pointers create Landing Zones in all empty spaces they're pointing at.

A space is a **Landing Zone** if it is empty, and any Pointer is aimed directly at it (even if other pieces are in the way). If there is 1 pointer aimed at a space, only smalls can land there. If there are 2, smalls or mediums. If there are 3 or more, any size ship can land there. A ship can only use a Landing Zone aimed at by at least one pointer of its color.

Example Turn

On the first turn, we use a 2 to place a small green pointer in the 2nd row, then a 3 to place a small blue pointer in the 3rd row. This creates a Landing Zone that could be filled by a green or blue small or medium ship. We therefore can use the other 3 to land a blue medium in the third row.

Land a Ship: Take a ship from your Armada, and place it upright in a valid Landing Zone (as described above) in the row indicated by the die's value.

Upgrade: Choose a ship or pointer in the row indicated by the die's value. If it's a pointer, stand it up. If it's a ship, swap it for a ship one size larger from your Armada.

Zap: Choose a large ship in the row indicated by the die's value, and use the power associated with its color. Zaps can target pieces anywhere in play.
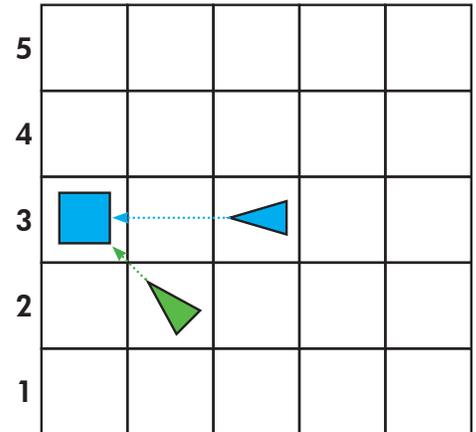
Red: Land up to two small ships in valid Landing Zones.
Yellow: Move (and reorient) up to two pointers.
Blue: Change the color (swap from Armada) of up to two pieces.
Green: Upgrade up to two pieces, as if using the Upgrade Action.

Reorient: The Reorient action does not target a specific row. Instead, it lets you change the direction of one or more (up to the value of the die) of your pointers, anywhere in play. Reoriented pointers can aim in any of the eight cardinal directions.

Game End and Scoring

After ten turns are completed, it's time to score your cities!

First, remove any pointers in play - they don't count as buildings for scoring.

Next, score points for each of the four colors' rules:

Red: Find the row, column, or diagonal (corner to corner) with the most valuable Red buildings (small = 1, medium = 2, large = 3). Score 10x the total value (ex: Two larges and a medium = 80 points)

Yellow: For each large Yellow building, count the number of adjacent pieces (in all 8 directions). Score 5x the number of pieces (ex: a Yellow large with 7 adjacent pieces = 35 points) It's possible to count the same piece multiple times, if it's adjacent to more than one large yellow.

Green: For each row, column, or diagonal containing a Green small, medium, and large, score 30 points.

Blue: For each row, column, or diagonal containing all four colors, score 15 points.

Highest value city wins. For solitaire play, a 200 point city is OK, a 250 point city is Fine, a 325 point city is Great, and a 400 point city is Amazing!

Scoring Example

What a city! Let's see how it did.

Red: The center column has the most red value (3 + 3 + 2 = 8). It's worth 8x10=80 points.
Yellow: The three yellow larges are surrounded by 20 total buildings (8 + 7 + 5). They're worth 20x5=100 points.
Green: The center-left column and top row each have a full green trio. They're worth 30x2 = 60 points.
Blue: Two rows, one column, and a diagonal each have all four colors in them. They're worth 15x4 = 60 points.

Adding it all up, we get 80+100+60+60 = 300 points! A fine city.

Landing Zones Example

The spaces marked A B C D E are all valid landing zones, since they're aimed at by at least one Pointer.

Each A space is a valid landing zone for a small Green.
B is a valid landing zone for any ship. It's aimed at by pointers of all four colors.
C is aimed at by 3 pointers (R R Y). It's a valid landing zone for any size Red or Yellow ship.
D is aimed at by 2 pointers (R B). It's a valid landing zone for a Red or Blue small or medium.
E is a valid landing zone for a small Red.