

<p style="text-align: center;"><u>DECTANA ~ Rules Summary</u></p> <p>Turn Options:</p> <ul style="list-style-type: none"> • Use one suit of card from hand • Use one suit of card on board • Reorient any/all of your pyramids • Discard your entire hand, draw that many plus one, then observe hand limit • If you have no pyramids on board, place small pyramid on any territory or wasteland space <p>Remember:</p> <ul style="list-style-type: none"> • Crowns are triples. Use their suit three times. • Maximum hand limit is 6. • Discard 3 aces after first deck to end game. • Crowns and Pawns have zero value. Aces worth one. • All others cards worth their number value. • Jointly occupied cards score no points. 	<p style="text-align: center;"><u>DECTANA ~ Rules Summary</u></p> <p>Turn Options:</p> <ul style="list-style-type: none"> • Use one suit of card from hand • Use one suit of card on board • Reorient any/all of your pyramids • Discard your entire hand, draw that many plus one, then observe hand limit • If you have no pyramids on board, place small pyramid on any territory or wasteland space <p>Remember:</p> <ul style="list-style-type: none"> • Crowns are triples. Use their suit three times. • Maximum hand limit is 6. • Discard 3 aces after first deck to end game. • Crowns and Pawns have zero value. Aces worth one. • All others cards worth their number value. • Jointly occupied cards score no points.
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Create small pyramid where you have an upright pyramid		Create new territory in wasteland from top of deck	Create small pyramid where you have an upright pyramid		Create new territory in wasteland from top of deck
Grow upright pyramid exactly one size larger		Improve empty territory using higher value card from hand	Grow upright pyramid exactly one size larger		Improve empty territory using higher value card from hand
Move a flat pyramid, up to pip count		Move empty territory in pointed direction to nearest wasteland	Move a flat pyramid, up to pip count		Move empty territory in pointed direction to nearest wasteland
Push rival pyramids, up to pip count		Take empty territory into hand, then observe hand limit	Push rival pyramids, up to pip count		Take empty territory into hand, then observe hand limit
Shrink rival pyramids, up to pip count		Destroy top card in empty territory	Shrink rival pyramids, up to pip count		Destroy top card in empty territory
Draw cards equal to upright pyramid's pip count, then observe hand limit		Draw cards equal to territory value, then sacrifice pyramid and territory, observe limit	Draw cards equal to upright pyramid's pip count, then observe hand limit		Draw cards equal to territory value, then sacrifice pyramid and territory, observe limit
Create small pyramid where you have an upright pyramid		Create new territory in wasteland from top of deck	Create small pyramid where you have an upright pyramid		Create new territory in wasteland from top of deck
Grow upright pyramid exactly one size larger		Improve empty territory using higher value card from hand	Grow upright pyramid exactly one size larger		Improve empty territory using higher value card from hand
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