

Pyramid **By Javier Quintero**

[2 Players]

Description

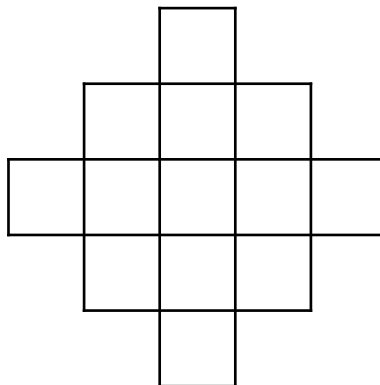
Pyramid is a two player strategy game where you are trying to trap your opponent by moving and crumbling the pyramid around them.

Components

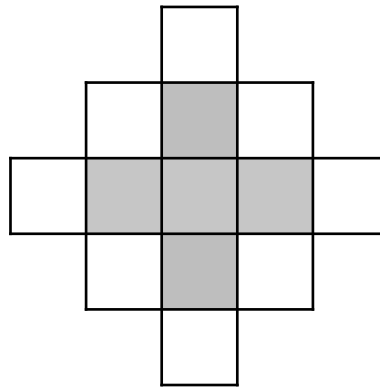
- 72 dice
- 8 tokens (small enough to place them one of your blocks) of two different colors

Setup

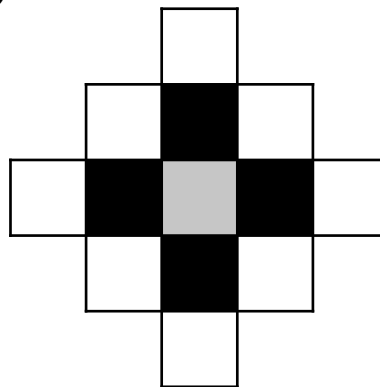
- Take 13 of your cubes and place them on the table as shown below:



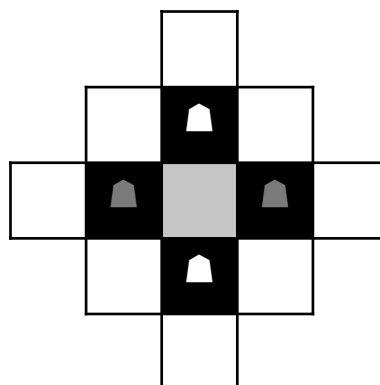
- Take 5 more cubes and place them on top of your previous cubes as shown below **(in grey)**.



- Now take your remaining four cubes and place them on top of your pyramid as shown below **(in Black)**.



- Each player places their two tokens on the top four cubes of the pyramid. Your opponent's tokens should be at either side of your own tokens.



Gameplay

- The objective of the game is to put your opponent in a position where he/she can't move.
- The game is played by turns.
- During your turn:

1. Move one of your tokens orthogonally (up/down/left/right).

- Movement limitations:

- You may not place your token on top of another token.

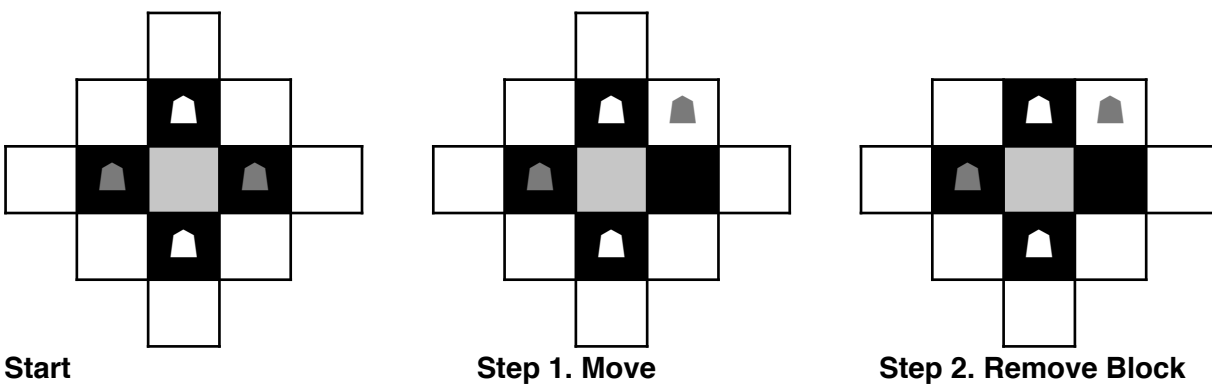
2. Remove a block from the pyramid.

- Removal limitations:

- You may not remove a block that is underneath another block.
- You may not remove a block that is touching three other blocks.
- You may not remove a block that has a token on top of it.

Turn Example:

The following is an example of a turn in Pyramid.

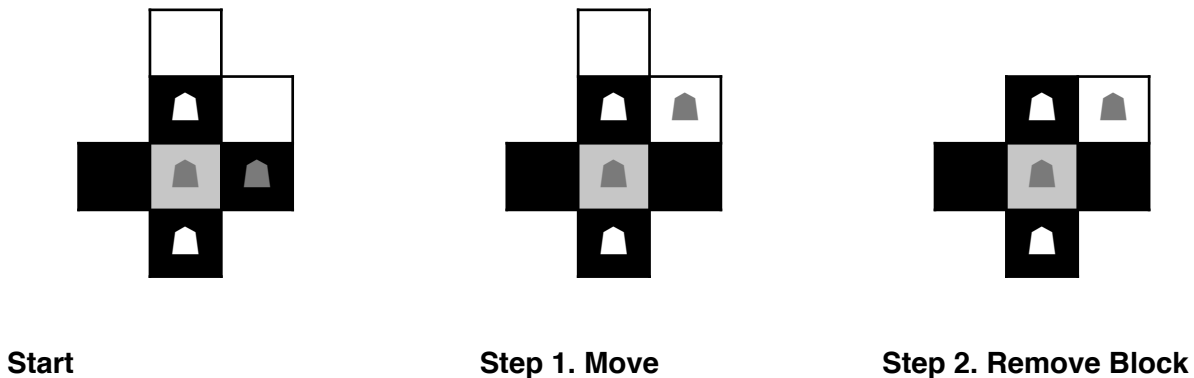


Endgame

If your opponent can't move, you win the game.

Endgame Example:

Below is an example of how the endgame works in Pyramid. In this example, grey wins the game because white has no valid moves.



Advanced Players

Looking for a bigger challenge? Would you like to play a longer game? Want to test the limits of what you can make the game into?

Now you can try taking your 72 dice and building the kind of board you would like to play on!

Examples of boards made by players:



THE ALEJANDRO

Tall central towers and long bridges that crumble down into exciting chases and an earthquake of fun!



THE BRAD

You will find yourself going for the center to save your life but, be careful! You may get trapped by your opponent along the way!



THE PATRICK

Not suitable for claustrophobic players! Try to move yourself into better positions in this small space but be careful, it's really easy to be trapped by your opponent when there's nowhere else to go!



KIRTHI AND JORGE'S MONSTER

No explanation required. Try it if you dare (or if you can figure out how to build it).