

Phil Walker-Harding Silver & Gold

PYRAMIDS



Even more treasures – even more gold!

Players: 2 - 4 **Ages:** 8+ **Duration:** approx. 20 min.

Components

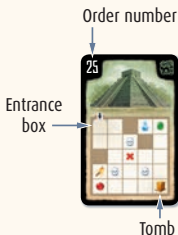
48 pyramid cards

There are 16 pyramids of each colour (green, orange, purple). There is a treasure chamber (5x5 grid) under each pyramid. The boxes of the grid are crossed off during the game. When you cross off your first box, it must be the **entrance box** on the top row (look for the small arrow). You must create a **continuous path** (including any branches) from here to the **golden tomb** on the bottom row. Crossing off the tomb earns you 10 victory points. On your way to the tomb, you can collect lucrative gems, torches, and potions. You can also cross off skulls, but these will count as minus points at the end of the game.

You may **never** cross off the **dark brown boxes** (walls). Next to each pyramid, there is a small number showing their order from 1 to 48 (used in case of a tie).

8 expedition cards

The expedition cards determine how many boxes must be crossed off, and in which pattern.



Each player must cross off exactly 3 boxes in a straight line.

4 score cards



4 whiteboard pens



Setup

Each player receives a score card. Place your **score card** face up in front of you. You also receive a **whiteboard pen** and a **paper towel** (or part of one), which you can use during the game to wipe off any **skulls** you have crossed off on your score card.

Shuffle the **48 pyramid cards**. Each player takes **4 pyramid cards**. Select **2** of your cards and place them face up next to each other in front of you. Return the other 2 pyramid cards to the deck.



Score card



Sarah takes 4 pyramid cards and selects 2 of them to play with.

Now shuffle **all** remaining pyramid cards and place them face down in the middle of the table to form the pyramid deck. Reveal the top **4 pyramid cards** and place them face up next to the deck to form the **display**.

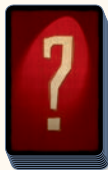
Also shuffle the **8 expedition cards** and place them as a **face-down expedition deck** next to the display.



Pyramid deck



Display



Expedition deck

How to play

Game overview: Reveal 1 expedition card. This card applies to all players. Everyone must cross off boxes on 1 of their 2 pyramid cards according to the expedition card. In any given round, only 7 of the 8 expedition cards will be revealed and used. The round then ends. The 8th card will not be used. Repeat this until 4 complete rounds have been played. After the 4th round, each player adds up their victory points.

The following **4 actions** are always carried out one after the other:

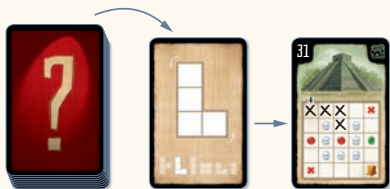
1. Reveal an expedition card:

Any player reveals **the top card of the expedition deck** and places it face up next to the deck where everyone can see it.

2. Crossing off boxes:

All players cross off boxes on **1** of their 2 pyramid cards, according to the pattern on the revealed expedition card. The pattern may be rotated 90° (left or right), 180°, or mirrored. Otherwise, the pattern must be kept completely unchanged. You must cross off all the boxes in the pattern. Crossing off fewer boxes is not allowed.

You may cross off each box only **once**. The first pattern you cross off on a pyramid card must contain the entrance box. Each subsequent pattern must always connect **horizontally or vertically** to an already crossed-off box, and thereby create a continuous path back to the entrance box.



Linus crosses off the L-shape on his pyramid card (rotated 90° and mirrored). The entrance box is one of the boxes in the crossed-off pattern.

Very important note: If you **cannot or do not want** to use the pattern on the revealed expedition card, you can **instead** cross off any 1 box on 1 of your 2 pyramid cards. For each expedition card, you **must always** cross off either the pattern or 1 box of your choice.

The following rule applies without exception: If you choose to cross off only 1 box, this box must also connect **horizontally or vertically** to at least 1 box that is already crossed off. You are allowed to use the 1 box to cross off the entrance box on 1 of your empty pyramid cards. You can also use the 1 box to reach (cross off) the golden tomb.

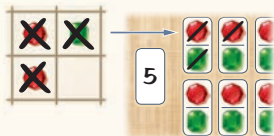
If you cross off an icon on your pyramid card, the following happens:



Red cross: You must immediately cross off another box on 1 of your 2 pyramid cards (either the entrance box, or next to an already crossed-off box). If the additional box is another red cross, you must cross off yet another box, etc.



Gem: For each gem you cross off on a pyramid card, cross off the next available gem of the same colour on your score card, starting from the left on the top row. When all 10 gems of 1 colour have been crossed off, the maximum for this colour has been reached, and any additional gems of this colour do not count.



Torch: Immediately cross off the torch on your score card for the **current round**. **Note:** In each of the 4 rounds, **only 1 torch** can be crossed off on the score card. The first torch on the score card can only be crossed off in the 1st round, the second torch only in the 2nd round, etc. In any given round, you can cross off multiple torches on your pyramid cards, but you can still only cross off 1 torch on your score card.



Tim crosses off a torch on his pyramid card during the 1st round, as well as the corresponding box on his score card. He can only cross off the next box if he crosses off another torch in the 2nd round.



Skull: For each skull you cross off on a pyramid card, cross off the next available skull on your score card, starting from the left on the top row. When all 10 skulls on both rows have been crossed off, the maximum has been reached, and any additional skulls do not count.



Potion: Immediately wipe off 2 skulls already crossed off **on your score card** (always those with the most minus points). If you have only 1 or no skulls crossed off on your score card, wipe off 1 or no skulls respectively.



Tomb: If you cross off the golden tomb on a pyramid card, that pyramid card is complete.

3. Pyramid card complete! Announce this **loudly and clearly** if, during action 2, you have completed 1 (or both) of your pyramid cards (by crossing off its tomb). Place the completed pyramid card face up next to you, away from your uncompleted cards. It remains here, visible to all players, until the end of the game. Then, to replace it, take 1 new pyramid card from **either** the display **or** the top of the face-down pyramid deck. If you have completed both of your pyramid cards in the same round, make this choice again to replace the 2nd completed pyramid card.

Note: Only refill the display to 4 cards at the end of your action. To refill the display, reveal the necessary number of cards from the pyramid deck.



Linus has completed his right-hand pyramid card. He places the completed card to the side and takes a new card from the display in the middle of the table. He then refills the display to 4 cards.

Note: If, during action 2, several players have completed a pyramid card, the **order number of their pyramids** determines who replaces their card first. If you have the **lowest order number**, you replace your card first. The player with the next lowest number then replaces their card, etc. In the rare event that the pyramid deck is empty, continue playing as normal. You will simply not be able to refill the display as cards are taken from it.

4. Collecting pyramid points! Announce this loudly and clearly, whenever you have completed the **2nd, 4th, or 6th pyramid** of 1 colour, in order to collect the next available set of pyramid points for that colour (if there are any left).

The first player to earn pyramid points for a certain colour crosses off the **10-points box** of that colour on their score card. All other players immediately black out the same box on their own score card. **The second player** to earn pyramid points for a certain colour crosses off the **6-points box** of that colour. All other players immediately black out the same box on their own score card. **The third player** to earn pyramid points for a certain colour crosses off the **3-points box** of that colour. All other players immediately black out the same box on their own score card. After this, no one can earn any more pyramid points for that colour.

Linus has just completed his 2nd green pyramid, and Tim his 2nd purple pyramid. Linus crosses off his green 10-points box. Everyone else blacks out their green 10-points box. Tim crosses off his purple 10-points box. Everyone else blacks out their purple 10-points box.

Note: If, during action 4, several players have all completed a 2nd, 4th, or 6th pyramid card of the same colour, the **order number of their pyramids** determines who scores the points first. If you have the **lowest order number**, you score your points first. The player with the next lowest number is second, etc.

Sarah has just completed her 2nd purple pyramid, and Tim his 4th purple pyramid. The order number on Sarah's pyramid is 33, and Tim's is 15. Tim therefore crosses off the still available 6-points box. Sarah must then cross off the remaining 3-points box. After this, no one can earn any more purple pyramid points.

End of a round

When **7 of the 8 expedition cards** have been revealed, and used by all players to cross off a box or a pattern, the round ends. The **8th** card is **not** revealed and not used. To start the next round, shuffle all 8 expedition cards and place them face down in the middle of the table as the new expedition deck.

End of the game

The game ends after 4 rounds. You do not earn any points for uncompleted pyramid cards, so put these aside. Add up your victory points on your score card as follows:

- Each torch crossed off on your score card is worth 5 points.
- Add up all your pyramid points (10, 6, 3).
- Each pair of gems (1 red and 1 green) is worth 5 points. Any remaining single gems are worth 1 point each.
- Skulls are worth minus points. **Note:** Only count the crossed off skull with the most minus points – ignore the others.
- Each completed pyramid card (tomb crossed off) is worth 10 points.

The player with the most victory points wins! In case of a tie, the player who has completed the pyramid with the lowest order number is the winner.



Linus has completed 7 pyramid cards, giving him 70 points. He crossed off a torch in the 1st and 4th round, giving him 10 points. He has earned 19 pyramid points from his 2 orange and 4 green pyramid cards. He also has 3 pairs of gems and 3 single red gems, giving him 18 points (5+5+5+3). The highest-value skull he has crossed off is worth 6 minus points. In total, Linus has 111 victory points.

