

Dice Pyramid

Overview

Welcome to Dice Pyramid, a solo game of exploration and skill!

Journey deep into the heart of an ancient Egyptian pyramid, where each room does present a new challenge that will test your luck and strategy.

Roll the dice and match the challenges you face, from Unstable Stairways to Hall of Hieroglyphics, get powerful relics as you complete rooms and climb your way to the top of the pyramid and the ultimate prize: the Treasure Chamber containing the final riddle.

Are you ready to accept the challenge and conquer the pyramid?

Game Contents

- 15 Pyramid Cards
- 5 dice
- Rulebook

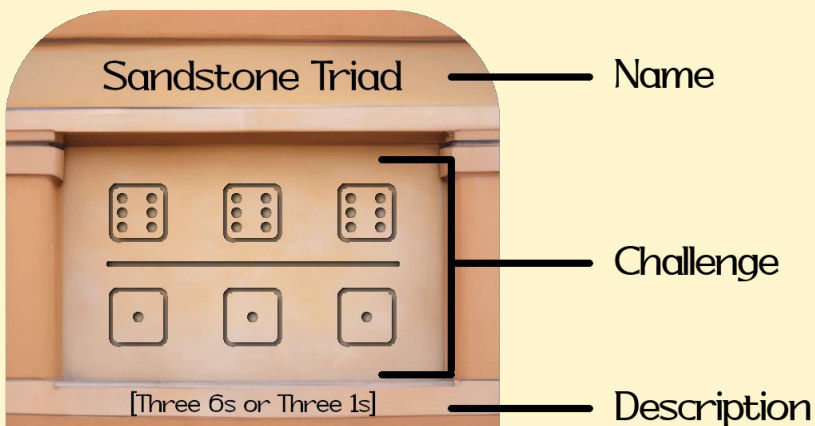
Structure of a Pyramid Card

Each card is split into two parts: a room and a relic. Only one part -the one on top- is active at a time.

The cards are placed in the pyramid as rooms. When you complete a room, you place it on your side and rotate the card, so the relic side is on top.

Room side

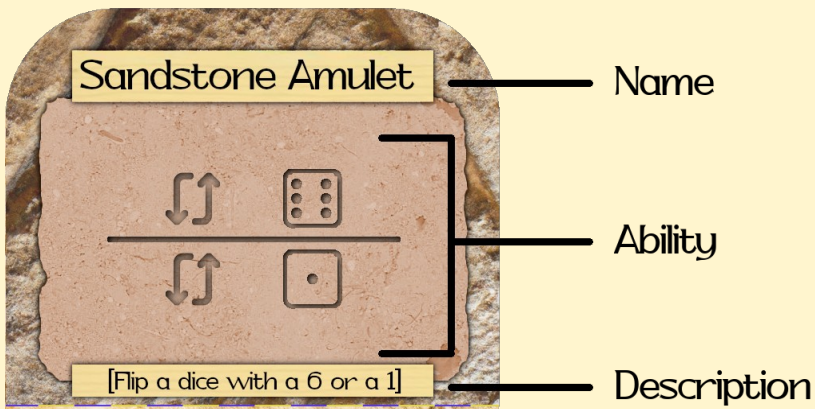
A room has 3 sections: name, challenge and description.



The challenge is what you need to do to complete the room. It is displayed using images (see “Reading the cards” for details). The description is a readable version of the challenge

Relic side

A relic also has 3 sections: name, ability and description.

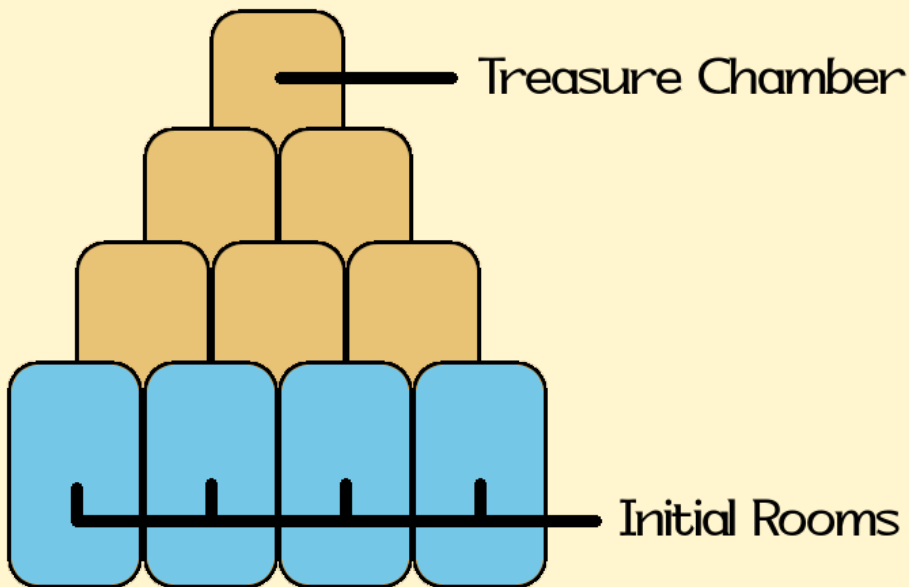


The ability is the effect that this relic provides. It is displayed using images (see “Reading the cards” for details). The description is a readable version of the ability

Game Setup

Take out the **Treasure Chamber** and **Entrance** rooms. Shuffle the remaining cards.

Place the **Treasure Chamber** on the table, face down. Build 2 rows under it with 2 and 3 cards respectively in the shape of a pyramid like this:



The rooms on the last row are the Initial Rooms that are available at the beginning of the game. To build this row, take 3 cards and shuffle them with the **Entrance**. Place them face up.

For optional rules and alternative setups, check the section "Optional Rules".

How to play

You play turns until you obtain the **Golden Ankh** (complete the **Treasure Chamber**) or fail to complete a room with no relics left.

Turn Structure

Roll all 5 dice.

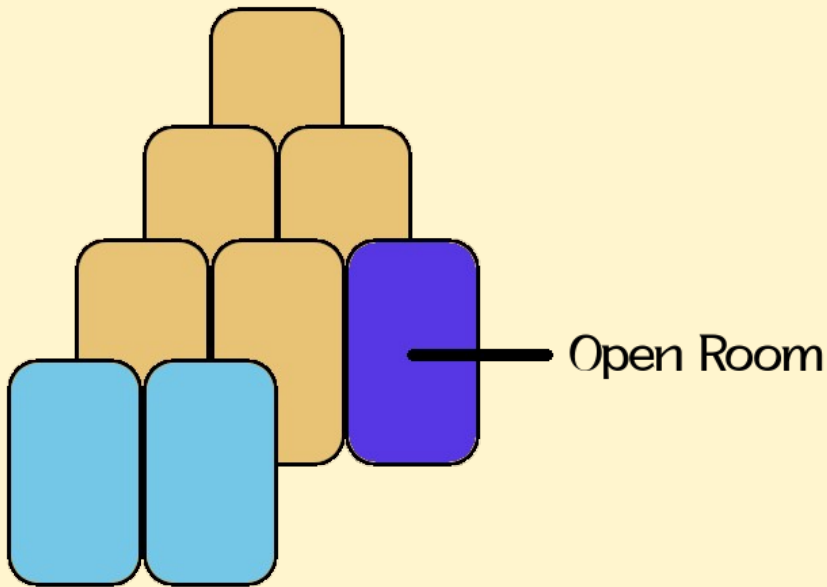
Twice per turn, you can re-roll any number of dice.

You can use the ability of any relic you own anytime.
A relic is discarded when used.

If your dice match the challenge of a room, you can take the pyramid card to your side and rotate it so the relic part is up. **You can't have more than 5 relics.** If you obtain more, choose and discard down to 5.

If your dice match several challenges, you chose which one to complete.

When you take a pyramid card, if it was the last card covering a room, that room is now open. Flip it face up. Next turn you can also attempt its challenge.



If at the end of the turn your dice do not match any challenge, discard a relic to start a new turn. If you don't have any relics to discard, **you lose**.










When (if) you match the challenge of the **Treasure Chamber**, obtaining the **Golden Ankh** relic, **you win**.

Reading the cards





While both the rooms and the relic have a description that explains what the cards does, most of the card is used by the hieroglyphics that represent both the challenge and the relic ability.

They are easy to decipher, and the game is more fun when you use them. Here is how to read them:

Dice Values

- , , , , , and  means one dice with exactly that value.
-  means one dice with any value. If it appears multiple times, each of them can be any value.
- ,  mean a dice with a specific value. If it appears multiple times, all of them must have the same value.

Actions

- : Re-roll: pick a dice and roll it again
- : Flip: turn a dice upside down, a 1 becomes a 6, a 2 becomes a 5, etc.
- : Add 1. A 6 does not become a 1
- : Subtract 1. A 1 does not become a 6

Optional Rules

Power Relics, Small Backpack

You can use the relics every turn without discarding, but can only carry 2 of them

Exploring the Great Pyramid

This game plays a pyramid with 5 rows where the Treasure Chamber can be anywhere (except on the initial row).

Separate the Treasure Chamber and the Entrance, shuffle the remaining cards and separate 4 of them for the initial row, add the Entrance to them.

Shuffle the Treasure Chamber into the deck. Use the deck to build the 4 levels of the pyramid, then make the initial row with the cards you separated initially.

I know the way

Play with the pyramid cards face up. You can plan ahead knowing the challenges ahead of you.

Credits

Game design: Raul Portales

Art generated with Dall-E 2