

Sandstone Triad

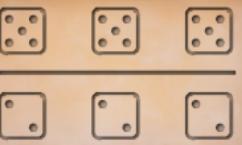


[Three 6s or Three 1s]



Sandstone Amulet

Basalt Triune



[Three 5s or Three 2s]



Basalt Sigil

Granite Triptych



[Three 4s or Three 3s]



Granite Idol

Entrance



[Any Combination]



Phoenix's Feather

Descending Passage



[A 3, a 2 and a 1]



Onyx Beetle

Ascending Passage



[A 4, a 5 and a 6]



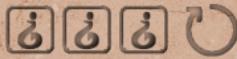
Marble Beetle

Grand Gallery



[Three of a Kind]

[Reroll 3 dice]



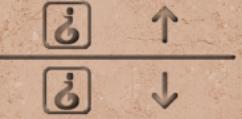
Jackson's Fang

Royal Chamber



[Four of a Kind]

[Add or subtract 1 to a die]



Crook and Flail

Treasure Chamber



[Five of a Kind]

[Win the Game]

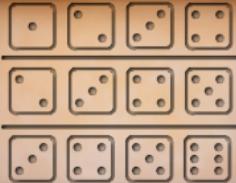


Golden Ankh



Dice
Pyramid

Unstable Stairway



[Short Straight]

[Flip 1 die]



Cat Statue

Antechamber



[Two Pairs]

[Reroll 2+0 dice]



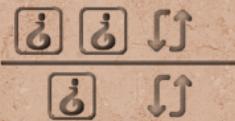
Cobra's Fangs

Hall of Hieroglyphics



[Long Straight]

[Flip 1 or 2 dice]



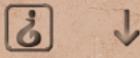
Sphinx's Ring

Altar of the Sky



[All 5 dice higher than 3]

[Add 1 to a die]



Scepter of Nut

Inner Sanctum



[Full House]

[Reroll 3 or 2 dice]



Grimm's Feather

Altar of the Depths



[All 5 dice lower than 4]

[Subtract 1 to a die]



Scepter of Ged



Dice
Pyramid

Dice
Pyramid

Dice
Pyramid

Dice
Pyramid

Dice
Pyramid

Dice
Pyramid

Dice Pyramid



1 player **min age 8+** **10 minutes**

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?

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Game Contents:

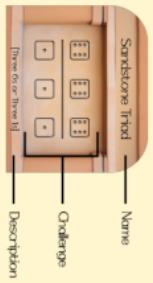
- 15 Pyramid Cards
- 5 dice
- Rulebook

Structure of a Pyramid Card

Each card is split into two parts: a room and a relic. Only one part is active at a time. The cards are placed in the pyramid as rooms. When you complete a room, you'll rotate the card -so the relic side is on top- and place it on your side.

Room side

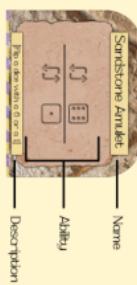
A room has 3 sections: name, challenge and description.



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.

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Initial Rooms

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".

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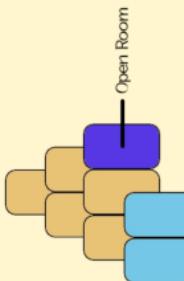
Roll the dice and match the challenges you face, from Unstable Stairways to Hall of Hieroglyphics, get powerful relics as you complete rooms and climb your way to the top of the pyramid and the ultimate prize: the Treasure Chamber containing the final riddle.

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



PlattyGames

1 player **min age 8+** **10 minutes**

<h3>How to play</h3> <p>You play turns until you obtain the Golden Ankh (complete the Treasure Chamber) or fail to complete a room with no relics left.</p> 	<h3>Turn Structure</h3> <p>Roll all 5 dice.</p> <p>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.</p> <p>If your dice match the challenge of a room, take the pyramid card and rotate it to your side as a relic. You can't have more than 5 relics. If you obtain more, choose and discard down to 5.</p> <p>If your dice match several challenges, you chose which one to complete.</p> <p>When you take a pyramid card, if it was the last card covering a room, that room is now open. Flip it. Next turn you can also attempt its challenge.</p>	<h3>Optional Rules</h3> <p>Power Relics: Small Backpack You can use the relics every turn without discarding, but can only carry 2 of them</p> <p>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.</p> <p>I know the way Play with the pyramid cards face up. You can plan ahead knowing the challenges ahead of you.</p>	<h3>Dice Values</h3> <ul style="list-style-type: none"> • 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. <p>Actions</p> <ul style="list-style-type: none"> • Q : 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 	<p>Credits Game design: Raul Portales Art generated with Dali-E 2</p> <p>8</p>
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<h3>Optional Rules</h3> <p>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.</p>
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