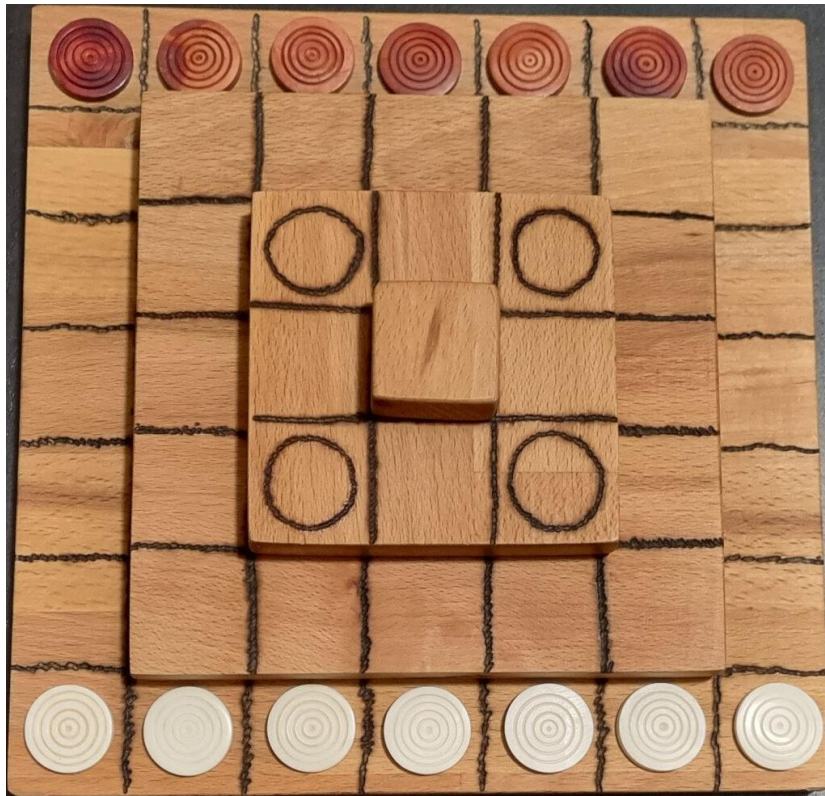


## Pyramid

The goal of the game is to conquer the Pyramid by bringing four of your stones to the victory fields on the upper level.

### SETUP

Place seven stones of each color in one line at the lowest level, across from each other.



### GAMEPLAY

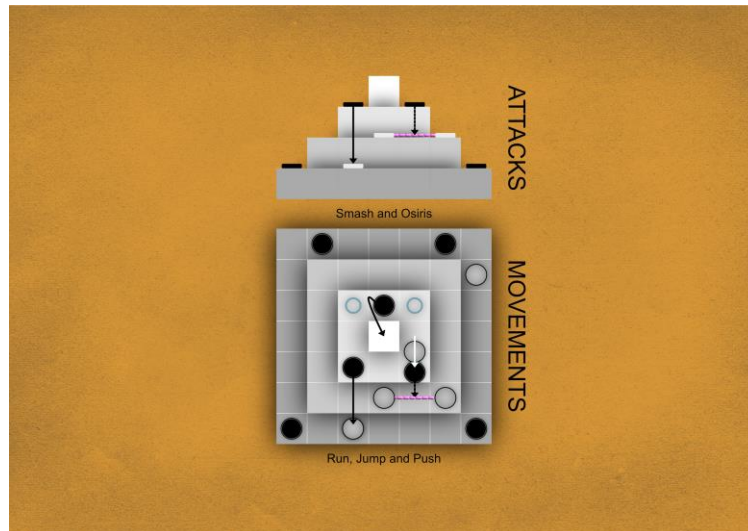
White begins and must make a movement. Afterwards Black continues.

A stone has three options to move:

1. **RUN** Move the stone forward in a straight line to an unoccupied field of the same level or a field of a lower level. The stone cannot run past other stones or share their field. If your stone moves to a lower level that is occupied by another stone, the attacked stone is smashed and gets removed from the game. After a Smash, no further movement is possible.
2. **JUMP** Move the stone up to the unoccupied adjacent field one level above.
3. **PUSH** Take the place of an adjacent stone by pushing it one field further. A pushed stone can also smash another stone on a lower level but not push another stone on the same level. If the pushed stone is on a corner field at the lowest level, it falls and gets removed from the game.

## OSIRIS

Apart from a Smash and a Fall, stones can also be removed by forming an Osiris. If any number of standing stones of the same color get surrounded by the opposing color on the same level and in one line, they get removed. A Double Osiris in which alternating stones of both colors are removed is also possible.



## END

PYRAMID is won by the first player who positions four of his stones at the marked victory field.

If both players have less than four stones left or whenever a threefold repetition occurs, the game ends in a draw.

[ Simon Allmer, 2020, <https://simonallmer.com/pyramid>]