PYRGA

A game by Mathias Daval

2 players

10 min

4x4 grid board

x5

x5

THE GAME

Players are architects who build Towers. Each piece put into play indicates where the opponent is allowed to put their next piece. The first player to control 3 Towers wins the game.

HOW TO PLAY

Each player chooses a color and takes the 15 corresponding pieces. White starts the game, by playing any piece on any space. Then at their turn, a player puts into play one of their pieces according to the following rules:

1) Each space of the board can only contains 1 Tower, made of 1 piece of each kind: **Square, Triangle and Cylinder**, of the same color or not. The order in which the pieces are played on a same square does not matter.

2) If the piece just played by their opponent is a **Square**, the player must play on one of the **4 adjacent spaces** (horizontally or vertically).
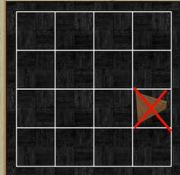
3) If the piece just played by their opponent is a **Triangle**, the player must play **along the line** indicated by the orientation of the Triangle.
When a Triangle is put into play, the player chooses its orientation. It is forbidden to point a Triangle directly against the outer edge of the board.
Once played, a Triangle cannot be re-oriented.

4) If the piece just played by their opponent is a **Cylinder**, the player must play on **the same space**.

It is always possible to play a piece on a space where there is already 1 or 2 pieces, as long as rule 1) is respected.
If a player cannot play according to the above rules, then they must play on an **empty location** anywhere on the board. If not possible, the game ends.
When a player puts the third piece of a Tower, the player owning the majority of pieces (2 or 3 pieces) **controls** the Tower.

END OF THE GAME

The first player to control **3 completed Towers** immediately wins the game.
If no one manages to control 3 Towers when the game ends, the winner is the player controlling the most completed Towers.
In case of tie, the winner is the player controlling the most uncompleted Towers with 2 pieces (or just 1 piece if there is still a tie). In case of a new tie, nobody wins.