

PYRAMIDO



RULEBOOK



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The great Pharaoh Mino has passed, and the throne is inherited by his eldest son, Pharaoh Mido. Displeased with the plain appearance of the pyramid in which his father was embalmed, Mido turns his attention to his own legacy. He wishes for his own resting place to better reflect his majesty and has decreed that 2-4 architects must build pyramids encrusted with jewels: a Pyramido. The architect who builds the most impressive Pyramido will be appointed Vizier and enjoy wealth and power beyond imagination.

COMPONENTS



90 unique Dominoes



12 Resurfacing cards



24 Jewel markers
(6 types, 4 of each)



1 Scoring tablet

THE GOAL OF THE GAME

Use Dominoes to build your own pyramid. Group jewel icons of the same type together to please the Pharaoh and score the most Prestige points over the course of 4 stages.

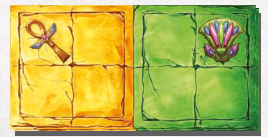
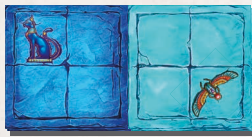
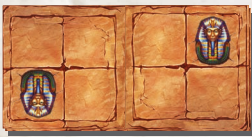
SETUP

Each player takes 6 Jewel markers (1 of each color) and 3 Resurfacing cards (1 of each color combination).



Shuffle the Dominoes, set 3 of them aside, and divide the rest of them into 4 roughly equal face-up piles. Place these piles side by side, lengthwise.

Take the 3 Dominoes you set aside and place them side by side, so that each of them is in front of 2 piles. This area is referred to as the quarry.



Quarry



Set the Scoring tablet aside for now. It is only used at the end of each stage.

Whoever last made a sand castle is the starting player.



THE DOMINO

In the Pyramido universe, the Domino, named after the late Pharaoh Mino, is the word used to describe stones used to 'Do the will of Mino'.

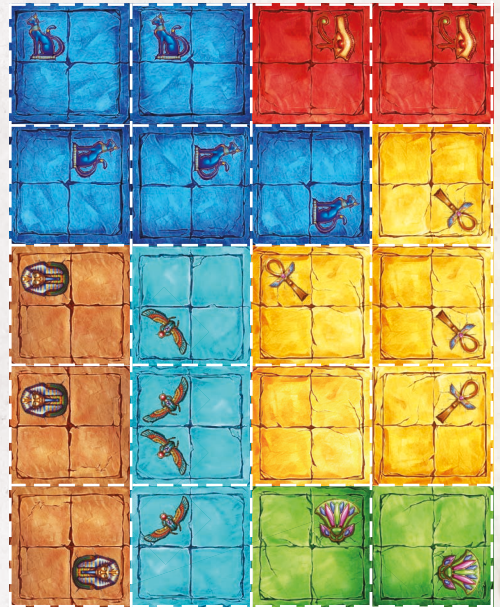
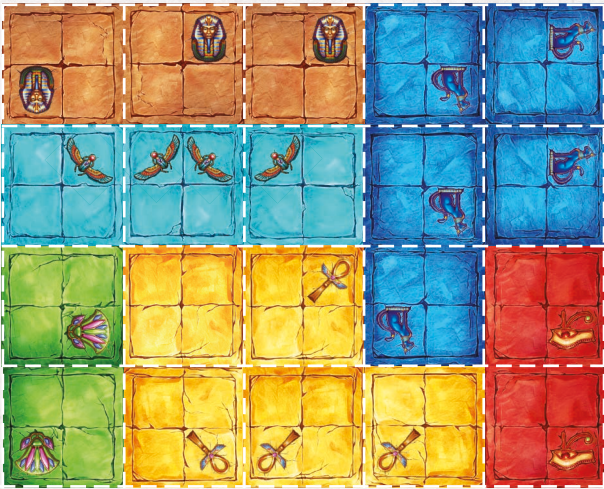
Each Domino consists of **2 blocks** (a block is exactly one half of a Domino).
Each Domino also houses **2 jewel icons**.

HOW TO PLAY

Each player must build their own pyramid. The pyramids, once complete, will be 4 stages high. Build each stage, Domino by Domino, marking colored blocks whenever you can. Upon the completion of each stage, Prestige points will be awarded for each jewel icon in a marked area.

STAGE I

The 1st stage must be 5 x 4 blocks (or 4 x 5 blocks). Building this stage requires exactly 10 Dominoes.



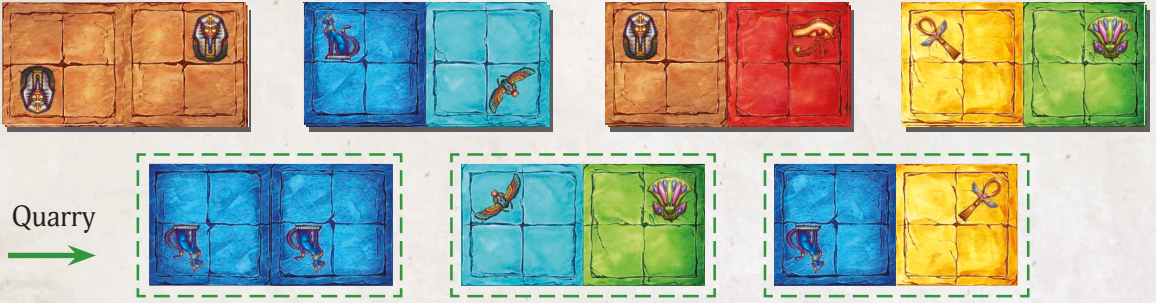
Beginning with the starting player, take turns in clockwise order. On your turn, complete the following 4 steps in the below order:

1. Choose and place a Domino (must)
2. Mark the Domino (must, if you can)
3. Resurface the Domino (can)
4. Replenish the quarry (must)



I. CHOOSE AND PLACE A DOMINO (MUST)

Choose 1 of the 3 Dominoes in the quarry and add it to your pyramid.



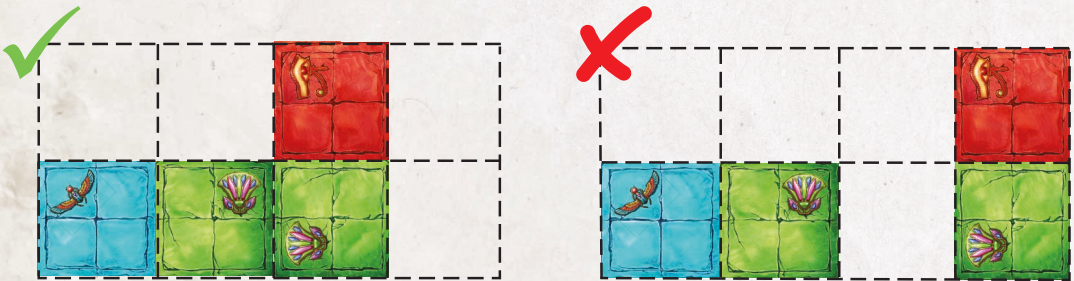
DOMINO PLACEMENT RULES

If it is your first Domino, simply place it face up in front of you to begin your pyramid.

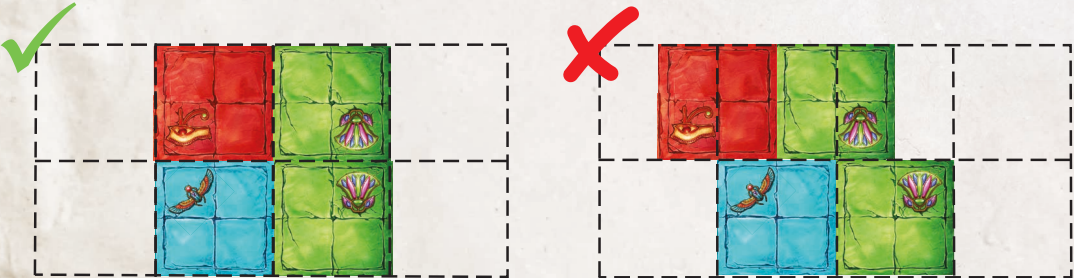
Dominoes can be freely rotated.



If it is not your first Domino, you **must** connect it to another Domino. You can connect blocks that are not the same color to each other.



Block sides **must** fully connect. Half connections are **not** allowed.



IMPORTANT: From the 2nd stage onwards, all Dominoes are considered connected.

Once a Domino is placed, it **cannot** be moved. Make sure you always leave room for future Dominoes to be placed.

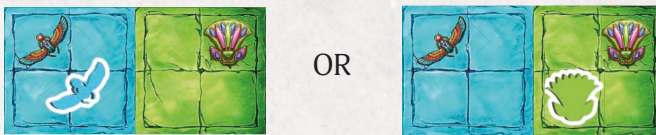
You must build complete stages and place all your Dominoes in the 4X5 square. At the end of a stage, if a Domino doesn't fit, then you must play 2 of your Resurfacing cards in the empty spaces and you **can't** place a Jewel marker on them.



Important: If you don't have enough Resurfacing cards to fill the empty spaces, you automatically lose the game, so be careful!

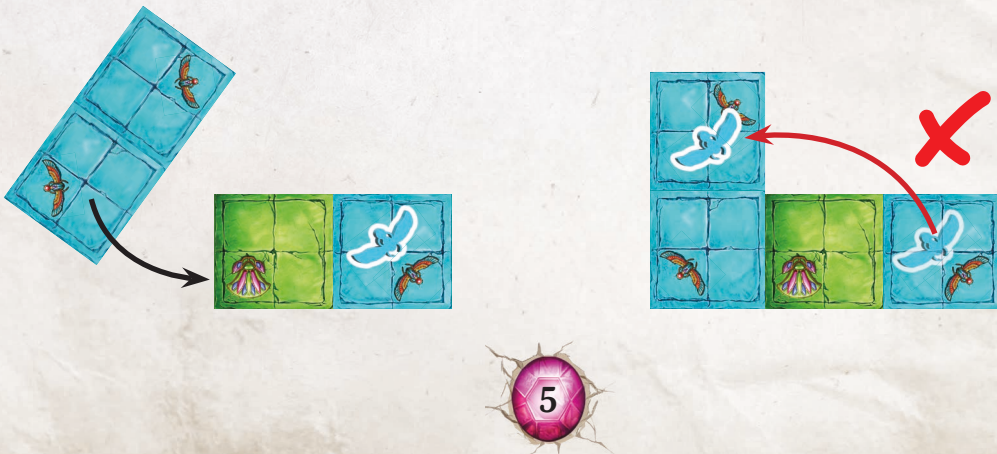
2. MARK THE DOMINO (MUST, IF YOU CAN)

Place **1** Jewel marker on the **new** Domino. Take 1 of your unplaced Jewel markers and place it on a block of the new Domino with a jewel icon matching its color. Once placed, a Jewel marker **cannot** be moved until the scoring phase at the end of the stage.



If you do not have an unplaced Jewel marker matching the color(s) of your newly placed Domino, simply skip this step.

Example: You cannot add your turquoise Jewel marker to the newly placed double-turquoise Domino, as you did so on a previous turn and it cannot be moved.



3. RESURFACE A BLOCK (CAN)

You can play 1 of your Resurfacing cards and place it, **either side up**, on a block of the Domino you have just placed. That block must not already contain a Jewel marker. If you can, you **must** then mark the Resurfacing card with a Jewel marker.

Start of turn



Place and mark a Domino



Resurface a block



Mark it



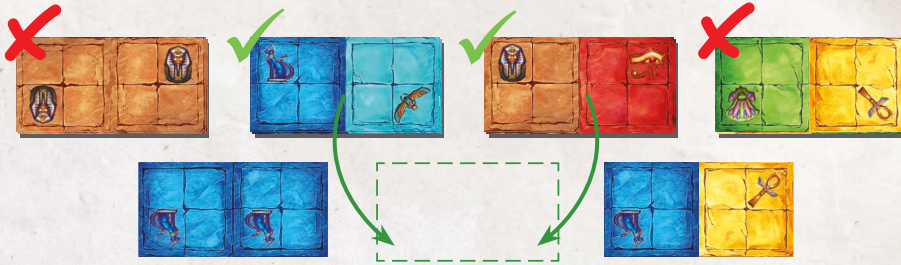
This is the only way 2 Jewel markers can be added to the same Domino and can played on the same turn.

Once placed, a Resurfacing card **cannot** be moved for the rest of the game.

4. REPLENISH THE QUARRY (MUST)

Replenish the empty quarry space with 1 of the 2 Dominoes directly above it.

Example: The player chooses the middle Domino in the quarry. He needs to choose either the blue-turquoise Domino or the brown-red Domino to replace it.



The player chooses the brown-red Domino and puts it in the quarry.



Example 2: The player chooses the rightmost Domino in the quarry. He needs to choose either the brown-red Domino or the green-yellow Domino to replace it.



The player chooses the green-yellow Domino and puts it in the quarry.



The next player clockwise now begins their turn.

Note: there must always be 4 Domino piles. If a pile is emptied, take the bottom half of another pile to replenish it with new Dominoes.



STAGE END SCORING

Upon the completion of each stage, Prestige points are scored for jewel icons in marked areas. Each group of connected blocks of the same color is an **area**.

Any area containing a Jewel marker is a **marked area**.


- Score 1 Prestige point for each jewel icon in a **marked area**.
- No Prestige points are scored for jewel icons in unmarked areas.


MINO'S BONUS


Score **1 Prestige point** for each jewel icon in the marked area that has the **fewest** jewel icons. If several areas are tied, simply choose one.


SCORING STAGE I


Jewel icons in marked areas


 : 4 jewel icons = 4 Prestige points

 : 4 jewel icons = 4 Prestige points

 : 3 jewel icons = 3 Prestige points

 : 4 jewel icons = 4 Prestige points

 : 3 jewel icons = 3 Prestige points

 : 3 jewel icons = 3 Prestige points

Mino's bonus

 /  /  :

3 jewel icons = 3 Prestige points



Total: 24 Prestige points

Note your scores on the Scoring tablet, then take your Jewel markers off your pyramids to prepare for the next stage.

The player with the lowest number of Prestige points for this stage begins the next stage. In case of a tie, the tied player next in the current turn order begins the next stage. Play continues clockwise.

Example: The 4th player will begin the second stage because he has the lowest number of Prestige points (18) for this round.

	Min	Carl	Jo	Bru
1	20	24	21	18
2				
3				
4				
Σ				



STAGES 2-4

Later stages are built on top of previous ones, as depicted in the following examples.

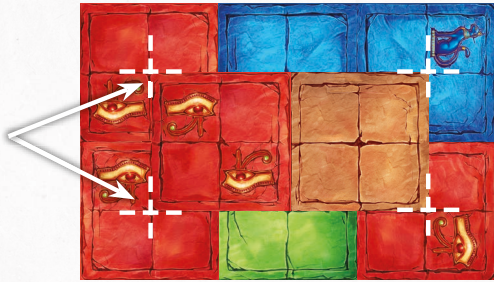
CORNERS ON CENTERS

When building a new stage, one important rule must be followed:

The corner of each Domino must sit in the center of the block below it.

To assist your Pyramid building, the center of each block is marked by the two lines that run through it.

Each block is connected to the blocks supporting it. This means that areas can span multiple stages.



STAGE 2 (4x3 / 6 Dominoes)



STAGE 3 (3x2 / 3 Dominoes)



STAGE 4 (2x1 / 1 Domino)




SCORING STAGES 2-4


Scoring remains the same. However, because areas can span multiple stages, jewel icons from previous stages connected by the same color can be scored again.


SCORING POINTS FOR MULTIPLE STAGES


SCORING STAGE 2

Jewel icons in marked areas

 : 6 jewel icons = 6 Prestige points

 : 5 jewel icons = 5 Prestige points

 : 4 jewel icons = 4 Prestige points

 : 4 jewel icons = 4 Prestige points



Mino's bonus

 /  :

4 jewel icons = 4 Prestige points

Total: 23 Prestige points


Reminder: You don't count the unmarked areas.


The  and  jewel icons don't count because they don't have a Jewel marker on their Dominoes.





SCORING STAGE 3

Jewel icons in marked areas


 : 7 jewel icons = 7 Prestige points

 : 6 jewel icons = 6 Prestige points

 : 6 jewel icons = 6 Prestige points

 : 5 jewel icons = 5 Prestige points

Mino's bonus

 : 5 jewel icons = 5 Prestige points

Total: 29 Prestige points



SCORING STAGE 4

Example without a Resurfacing card:

Jewel icons in marked areas

☪ : 7 jewel icons = 7 Prestige points

Mino's bonus

☪ : 7 jewel icons = 7 Prestige points

Total: 14 Prestige points

Note: When there is only one marked area, it is automatically your smallest area; you still apply Mino's bonus.



SCORING STAGE 4

Example with a Resurfacing card:

Jewel icons in marked areas

🌸 : 8 jewel icons = 8 Prestige points

☪ : 7 jewel icons = 7 Prestige points

Mino's bonus

☪ : 7 jewel icons = 7 Prestige points

Total: 22 Prestige points



END OF THE GAME

After scoring stage 4, the game ends. Whoever scored the highest total of Prestige points wins the game and the title of Vizier.

In case of a tie, the player with the most remaining Resurfacing cards wins. If the tie persists, the tied player who scored the most Prestige points during a single stage wins.

	Min	Carl	Jo	Bru
1	20	24	21	18
2	24	23	22	21
3	26	29	25	24
4	19	22	18	20
Σ	89	98	86	83

ICONS AND COLORS DISTRIBUTION

 x29	 x31	 x31	 x29
 x28	 x34	 x24	 x37
 x32	 x26	 x36	 x23

CREDITS

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