

# PYRADICE

**RULES**



## INTRODUCTION

In Pyradice, you are the visionary leader of an ancient civilization, driven by a grand ambition to construct great pyramids. Strategically gather the best stones from the quarry, outmaneuver your rival builder, and earn the most points to claim victory.

Pyradice is a two-player game that plays in about 30 minutes, though a second copy of the game can be added to create a 3 or 4 player game (see page 6).

## GAME COMPONENTS

This rules booklet

10 Skill Tokens (double sided)



Side A



Side B

14 Objective Tokens (double sided)



Side C



Side D

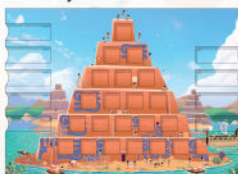
48 Dice (12 of each color)



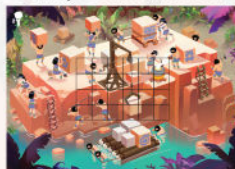
4 Disks for the Objective Cards  
(1 for each color)



2 Pyramid Boards



1 Quarry Board (double sided)



2 Token Reference Sheet



1 Score Pad

9 Objective Cards



## GAME SETUP *See the image on page 3.*

**1** Place the Quarry Board in the center of the table with the 2-player symbol facing up.

**2** Place the dice on the grid of the Quarry Board in 3 layers as shown in the image.

- The value and color of each die is determined randomly.
- Each die must be on top of 4 other dice, except for the bottom layer.
- Return the remaining die to the game box.

**3** Each player places 1 Pyramid Board and 1 Token Reference Sheet in front of them.

**4** All players take a matching set of 5 Skill Tokens (blue) and 7 Objective Tokens (orange).  A player may not have any duplicate tokens.

**5** On the left side of your Pyramid Board, place 5 Skill Tokens (blue), one in each of the recesses (as shown in the image):

- Choose which side of each token you would like to play. Or, choose randomly. The 5 tokens do not need to have matching letters (A or B) when placed.
- The letter and the number on the token must match the recess where it is placed.

*For example, token A6 has to be placed on the A6/B6 board recess.*

- Both players must place exactly the SAME tokens on their board in the same order. Work together to choose the tokens.

**6** On the right side of your Pyramid Board, place the 5 Objective Tokens (orange), one in each of the recesses (as shown in the image):

- Choose which side of each token you would like to play. Or, choose randomly. The 5 tokens do not need to have matching letters (C or D) when placed.
- The numbers can go in any of the available slots.
- Return the 2 remaining Objective Tokens to the game box, they won't be needed.
- Both players must place exactly the SAME tokens on their board in the same order. Work together to choose the tokens.

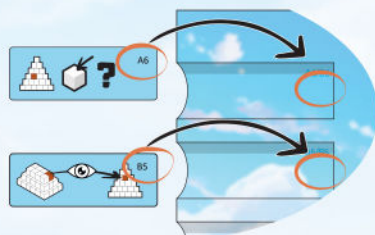
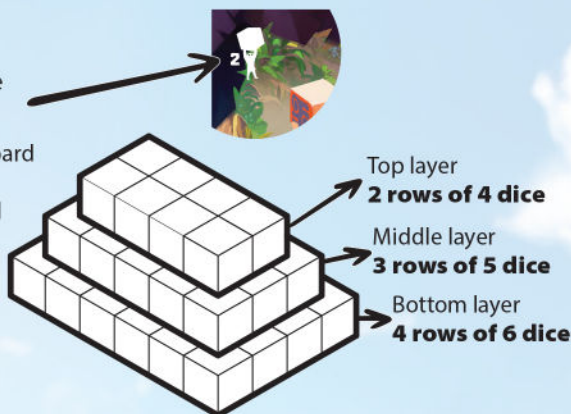
**All players' Pyramid Boards should be exactly the same.**

**7** Randomly choose 4 Objective Cards (or choose the ones you like best) and place them within view of all players. Randomly place a colored disk on each Objective Card. The disc is important for end game scoring.

Return the remaining cards to the box.

**8** Each player rolls a die. Whoever gets the highest value is the first player.

You're ready to play!



See the detailed rules for each Objective and Skill Token on the Token Reference Sheet.





## PLAYER TURNS

All players take alternating turns, starting with the 1st player, until the pyramids are fully built and the game ends (see page 5).

On your turn you take the following actions:

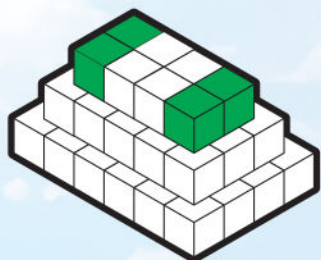
**1st - TAKE A DIE FROM THE QUARRY BOARD**

**2nd - PLACE THE DIE IN YOUR PYRAMID**

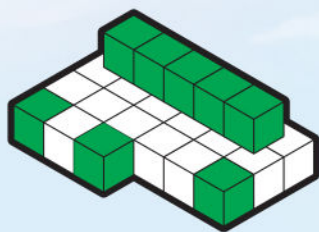
**3rd - USE A SKILL (IF APPLICABLE)**

### 1st - TAKE A DIE FROM THE QUARRY BOARD

- Remove an available die from the Quarry Board.
- A die is available when it has at least 3 visible faces (see below example).
- A face is visible if it is not covered by another die.



At the start of the game, the 1st player has only 4 choices to draw a die from the Pyramid (indicated in green).



At a later stage in the game, players will have more choices (indicated in green).

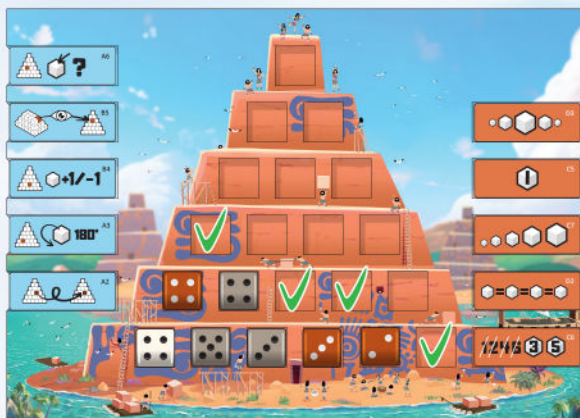
## 2nd - PLACE THE DIE IN YOUR PYRAMID

Place the die you have taken (without changing its number!) either on an empty space on level 1 of your pyramid (the lowest level)

**OR**

in a free space immediately above 2 dice that have already been placed.

*In this example, the player has 4 possible areas to place the die as indicated by the symbol ✓.*



## 3rd - USE A SKILL (if applicable)

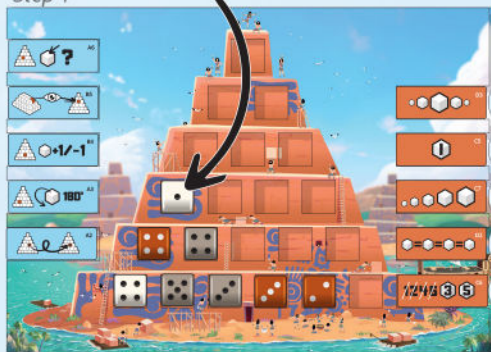
- Skills (blue tokens) are used to manipulate the dice in your pyramid to help you fulfill the objectives on the Objective Tokens (orange tokens) and Objective Cards. There are no Skills in the 1st level.
- When you place a die in your pyramid at a level that has a Skill, you can use that Skill on other dice in your pyramid.
- The Token Reference Sheet has more details about how to use each Skill.

### IMPORTANT!

- You can never use a Skill on the die you have just placed.
- You are not obliged to use the Skill, but if you do, it must be done immediately. It cannot be saved for a future turn.
- You can only use ONE Skill per turn.

*Example:*

*Step 1*



*The player has placed a die on the 3rd level, which allows them to use the Skill A3 - rotate a die 180°.*

*Step 2*



*They use the Skill immediately on a die in the Pyramid. They choose a die that is on the 1st level, rotating it 180°. It changes from a value of 2 to a value of 5, thus complying with the objective of that level, indicated by the Objective Token C6. In this case, to only have dice with a value of 3 and/or 5 on the 1st level.*

## END OF GAME AND SCORING

When all the pyramids are complete (with 21 dice), the game ends.

Players add up their Victory Point totals using the Score Pad, as follows:

### 1 - Objective Tokens in the Pyramid

For each level of your Pyramid, check if all dice meet the requirements of the Objective Token (see the Token Reference Sheet for details about each token).

**Each Objective Token met is worth 5 Victory Points.**

### 2 - Objective Cards

Check the Objective Cards. Objective Cards only score the dice matching the disc color on the card. The card describes how these dice are scored.

See scoring examples on page 6.

Add the scores for each player together and place them in the ( $\Sigma$ ) row. The player with the most Victory Points wins the game.

If there is a tie, the player with the most Objective Tokens completed is the winner. If the tie persists, the tied players share the victory.

|          | Laura | David |
|----------|-------|-------|
|          | 20    | -     |
|          | 7     | -     |
|          | 9     | -     |
|          | 12    | -     |
|          | 1     | -     |
| $\Sigma$ | 49    | -     |

## EXAMPLE OF FINAL SCORE

See below and on the next page for an example of the final score.

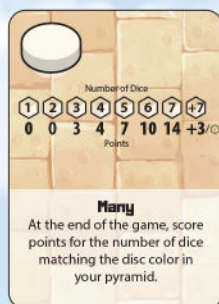
**Objective Cards:**

- A6: ?
- B5: ?
- B4: +1/-1
- A3: 180°
- A2: ?

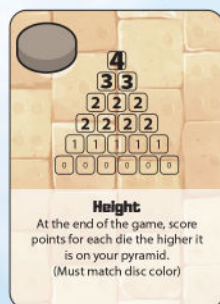
**Objective Tokens:**

- C7: 5 Victory points
- C5: 5 Victory points
- O3: 5 Victory points
- O2: 0 Victory points
- D1: 1 2 5 Victory points

## EXAMPLE OF FINAL SCORING (continued)



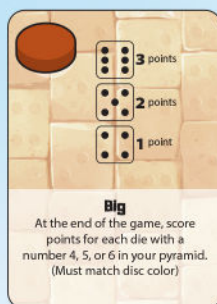
7 Victory Points



9 Victory Points



12 Victory Points



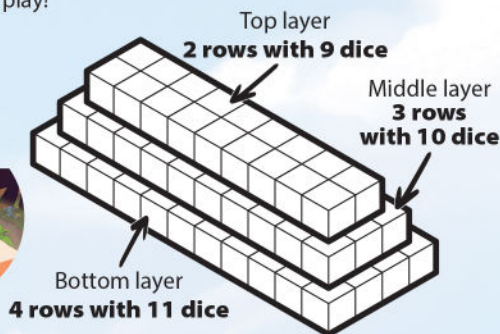
1 Victory Point

## GAME FOR 3 OR 4 PLAYERS

- To play with 3 or 4 players, a second copy of Pyradice is needed. Only the preparation of the quarry is different, the rest of the game remains the same, with turns alternating between the players and ending when the pyramids are complete.
- Choose 4 Objective Cards with their discs.
- Each player receives a Pyramid Board and prepares it in the same way as for a 2-player game. All the boards must exactly match.
- Place a Quarry Board (with the 3/4 player side facing up) in the center of the table. The other Quarry Board can be returned to the game box.



- Use all the dice from the two games. As with the 2 player game, the value and color of each die you place on the Quarry Board is determined randomly. Place 3 layers of dice on the Quarry Board (as shown below). Each die must be on top of 4 other dice, except the bottom layer. Return the remaining dice to the box and you're ready to play!



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