

Rules

8+
AGE

2
PLAYERS

30-60

A game of strategy
and skill for the
entire family

OBJECTIVE Use your power figures to help move your three pyramids around the board and be the first to bear them off at your blue ascension space..

SETUP Place stacked pyramids and power figures as shown (other side).

THE PLAY One player draws a game piece from the bag. Whichever color is pulled out becomes that player's color. Gold goes first but only gets one move on their first turn. Gold moves counterclockwise while Onyx moves clockwise. Pyramid pieces move along the outer triangles while power figures move along the inner ones.

1. On each turn, a player can choose to move two different pieces either 1, 2, or 3 spaces.
2. The uppermost piece of pyramids must be moved first.
3. Both moves cannot be used on the same piece. However, a piece moved by a power figure can be moved individually again in the same turn. Both moves must be taken if valid moves exist.
4. Pyramid pieces can only be moved to an open outer space or on top of another in a valid stacking or bumping operation. Likewise, power figure pieces can only be moved to an open inner space or in a valid bumping operation.
5. When one or both moves cannot be taken, the corresponding number of moves are forfeited.

STACKING AND TRAPPING Smaller pyramid pieces can be stacked on top of larger ones of either color as long as it builds a valid two-high or three-high pyramid. The pieces underneath are then trapped until the top is moved off again. Trapped Stones are released when the trapping Stone is moved, or by actions from either Builder (see Scattering and Collecting). Stones next to their own Builder, and those in their own Ascension Space, are protected from being Trapped.

BUMPING When a Stone lands on a single opponent Stone that's not bigger than it, the opponent Stone is Bumped! Bumped Stones are moved to the center of the board and must restart at one of their 3 re-entry Spaces. Each Turn, at least one bumped Stone must attempt to re-enter active play by using one of the player's two Moves. Stones can Stack, Trap or Bump on re-entry. If the player's re-entry is blocked, that Move is forfeited.

Stones are protected from Bumping when: The Stone is next to its own Builder, the Stone is Stacked in a full or partial Pyramid, or when the Stone is in Limbo.

POWER FIGURE PROTECTION All power figures protect any player's pyramid stacks that are next to it. These pieces cannot be bumped, moved, stacked on, or collected away by your opponent. However, any mixed color stacks are not protected.

FULL STACK PROTECTION Any full three-high pyramids will protect power figures next to it from being bumped. Mixed color stacks, however, do not protect anything.

Since power figures protect adjacent pyramid pieces, being next to a three-high pyramid forms an impenetrable pair.

MASON (smallest power figure)

1. Masons can optionally move a pyramid of any color that it lands next to one space. The piece or stack is moved intact in either direction to the next available space. This may result in bumping an opponent or stacking on other pieces.
2. When landing next to two pyramids, either or both can be moved.
3. You cannot move a mixed color stack onto any of the blue safe spaces. Such a stack would move to the next valid space.

ANUBIS (midsize power figure)

1. Anubises can optionally scatter a pyramid of any color that it lands next to. Starting with the top piece, each piece is moved forward or backward to the next valid space including the bottom piece. This could trap or bump other pieces of either color in the process.
2. A player can avoid bumping or trapping their own piece simply by scattering in the opposite direction.
3. When landing next to two pyramids, either or both can be scattered.
4. Scattering a single piece operates the same as a move operation.

CLEOPATRA (largest power figure)

1. Cleopatras can optionally collect pieces of any color from anywhere on the board to build a full stack next to the space it lands on. You can collect a bumped piece back into play. This satisfies the requirement of moving at least one bumped piece out on your turn.
2. You can collect a middle piece together with a top piece on it.
3. When landing next to two pyramids, either or both can be collected on.

SAFE SPACES The three blue triangles are safe spaces.

1. An opponent cannot stack, bump, move, scatter or collect the other player's pieces on these spaces.
2. However, a player can stack on and apply power moves on their own pieces in these spaces.
3. A player cannot land on their opponent's blue ascension space.
4. Once a full stack of your color is assembled in your blue ascension space, it is immediately and permanently moved off the board.

STRATEGIES Give priority to moving your base pieces first toward your blue ascension portal.

Scattering your own pyramid can help you move your base pieces faster.