

	<h1>Pyramid Ball</h1>	 2
		 Fast
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EQUIPMENT

- Three Trios each of 4 different colors plus 3 small pyramids of a fifth color
- A 7x8 chess board
- Two player screens
- 1-minute timer

OVERVIEW

Program your pyramids' moves to get the pyramid ball into your opponent's goal row.

GOAL

The first player to score 1 point by either scoring a goal, tackling the ball carrier, or intercepting the ball wins the game.

TERMINOLOGY

- **Goal Row:** The row closest to each player is their goal. You want to prevent your opponent from getting the ball into your goal row while at the same time trying to get the ball into your opponent's goal row.
- **Offensive Pyramid:** A pyramid on the team that currently has the ball
- **Defensive Pyramid:** A pyramid on the team that currently does not have the ball.

SELECTING WHO WILL START

Each player takes one trio of any color and secretly picks either a small, medium, or large pyramid. Players then simultaneously reveal their pyramid and compare sizes. Medium beats a small, large beats a medium, and small beats a large. If there is a tie, repeat the process until there is a winner. Winner decides if they want to start with the ball or defend.

SETUP

1. Each player picks a different color three trio. One trio will be used as the playing pieces on the 7x8 (width by length) game board. Using chess board nomenclature (columns lettered a - g; rows numbered 1 - 8) with the first row closest to the player starting with the ball, set up the game board as follows:

Offensive pyramids	Defensive pyramids
b3 – Large	b6 – Large
d4 – Medium	d5 – Medium
f3 – Small	f6 – Small

2. Place the 2nd trio near the side of the game board. They will be used to keep score for that color team. Each pip on a scoring pyramid counts as 1 point scored.
3. Place the last trio on the other side of the board. These will only be used in the advanced game for indicating special moves (explained later at the end of the rules).
4. Each player then pick another set of three trios. These will be placed behind their player screen to program the movements of their pyramids.
5. Take the 3 small pyramids of the fifth color. Give each player one of these small pyramids to place behind their player screen with their programming pyramids. They will be used to indicate when a pass being thrown and which pyramid will be receiving the pass.
6. Place the last small pyramid on top of the medium Offensive pyramid.
7. Finally, give each player a screen and place the timer close by for use during the game.



Example setup. Note: player screens are not shown.

HOW TO PLAY

Now that the game is setup, you are ready to play! A single game turn involves two main phases: (1) Programming your pyramids moves and (2) Moving your pyramids based on those programs.

PROGRAMMING PHASE

The first step in the programming phase is to make sure all of your programming pyramids are standing upright in three columns, one for each size.

Next, set up your player screen so your opponent can not see how you are going to program your pyramids.

Then it is time to start the 1 minute timer. You only have 60 seconds to program three separate moves for each of your three pieces on the board. If time runs out, you must stop programming moves immediately. If you continue to program for more than a second after time is called and the other player notices, they can call foul and all your programmed moves become void. All of your pieces will act like they have been given “stand still” commands for that entire turn.

Each of your pyramids on the board is controlled by the column of program pyramids that matches its size. There are three program rows and each row contains a single program (or “command”) pyramid of each size. The row farthest from you will be executed first and corresponds to the first set of commands for your pyramids. The middle row indicates the second move each pyramid will make and the row closest to you contains the third and final set of commands for your pyramids this turn.

Each command will move the corresponding pyramid on the board 1 space in the direction the program pyramid is pointing. You can program your pyramid to move forward, backwards, left, right, and to stand still (point the command pyramid straight up). No diagonal moves are allowed. If a player programs a diagonal move, then it is considered to be a “stand still” command instead.

PASSING

Programming a pass requires you to do a few extra things.

1. First, you must decide which set of moves to pass on. You can only pass the ball once per turn and you cannot pass on the first move, only the 2nd or 3rd move may be used to pass the ball. **The pyramid which currently has the ball must be programmed to stand still on the set of moves it will throw the ball.**
2. Secondly, the additional small program pyramid representing the ball must be placed on top of or next to the program pyramid for the piece that the ball is being

thrown to. The receiving pyramid is allowed to be programmed to move in any direction.

The pass will be thrown before any pyramids are moved according to the commands in the same program row.

EXAMPLE PROGRAM



Above is an example of the offensive player’s program for one entire turn. In this particular example, the small offensive pyramid has the ball at the beginning of the turn.

First look at the top row (the first set of moves). We can see that both the small and medium pyramids will move 1 space to the right while the large pyramid will move 1 space forward.

Next we consider the middle row. Notice the small black pyramid next to the large pyramid. This indicates that the player wants the ball to be passed to the large pyramid. Since the small pyramid currently has the ball, it is programmed to stand still so it may attempt a pass instead. If the small pyramid had been accidentally programmed to move instead of standing still, the ball would not be passed that turn. The pass is checked for success before any other pyramid on the game board is moved and the ball will be moved to the appropriate pyramid (either the large pyramid, if it was a completed pass, or an intercepting pyramid on the opposing team). After the pass is thrown, the medium pyramid will move 1 space to the right and the large pyramid will move 1 space forward.

Finally we check the row closest to the player for the 3rd move. The small pyramid will move 1 space backwards and both the medium and large pyramids will move 1 space forwards.

MOVING PHASE

Both players must stop programming when the timer runs out. It is now time to move the pyramids on the game board. Remove the player screens so everyone can see all of the programmed moves.

Starting with each player's topmost row (i.e. their program row closest to the board), move each piece on the board according to its corresponding program pyramid. After completing the all of moves in the first rows, repeat the process with each player's 2nd row followed by their 3rd row.

All moves within a given pair of rows are simultaneous.

EXCEPTION: A Pass is completed (or intercepted) before all other moves in that row. No two pyramids are allowed to occupy the same space or attempt to swap positions with simultaneous moves. In the case of conflicting moves, refer to the "conflicts" section to resolve which pyramid gets priority.

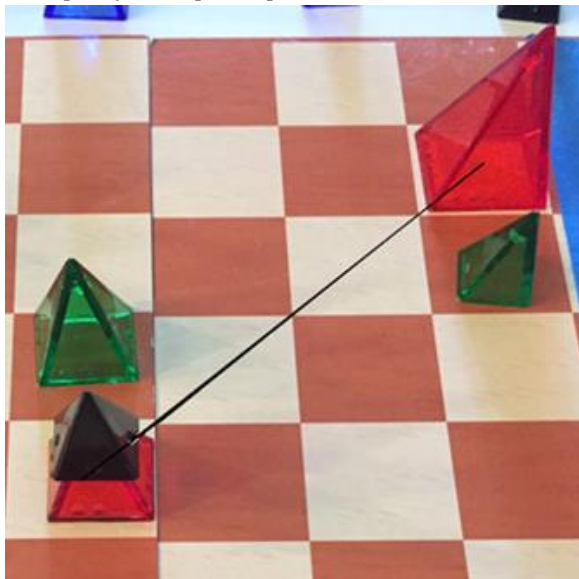
The turn is over once all of the moves in all of the rows have been completed.

CHECKING FOR COMPLETED PASS / INTERCEPTION

Draw an imaginary line from the center of the passing pyramid's square to the center of the receiving pyramids square.

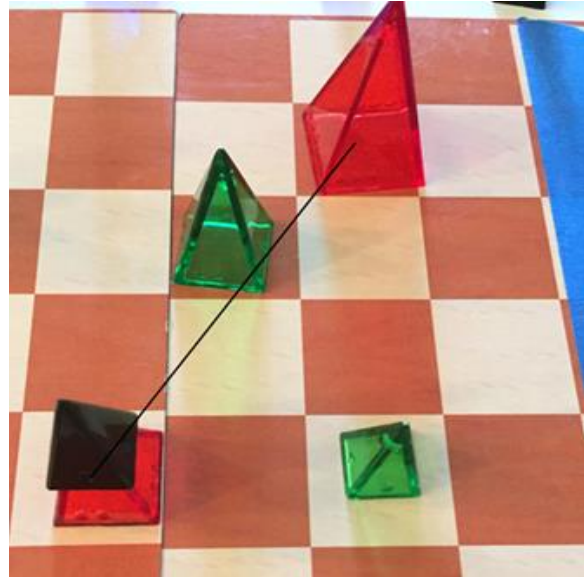
- If the line does not pass through a defensive pyramids, square, then the pass is completed. Move the ball from the top of the passing pyramid and place it on top of the receiving pyramid.
- If, however, the line does pass through a defensive pyramid square then it is an Interception! Take the pyramid off of the top of the passing pyramid and place it on top of the intercepting pyramid. Intercepting team then scores 1 point.

Example of a completed pass



Although the pass line touches the corner of two squares that the opponent has pieces in, it never goes through any of the defending pyramid's squares. Therefore it is a completed pass.

Example of an interception



As you can see above, the imaginary line goes right through a square with an opponent's pyramid in it. This pass would result in an interception.

CONFLICTS

There will be times when one pyramid attempts to move off the game board or two or more pyramids try to occupy the same space. Here are the priorities of who get the space and what happens. Note: two pyramids attempting to swap places on the same move is equivalent to attempting to enter the same space and should be resolved accordingly.

- The edge of the board will always prevent a piece from moving off it (even if it is pushed in that direction).
- Defensive pyramids always take priority over offensive pyramids. If one pyramid from each team tries to move into the same space, the defensive pyramid gets the space.
- Two defensive pyramids attempting to enter the same space will block each other's move.
- An offensive pyramid cannot take any space from another defensive or offensive pyramid.
- If an offensive pyramid is programmed to stand still and a defensive pyramid moves into its space, the defensive pyramid will push the offensive pyramid one space in the same direction the defensive pyramid is moving.
- Two offensive pyramids will block each other from entering a space unless one of those offensive pyramids is being pushed into that space by a defensive pyramid. Then it is the piece being pushed by the defensive pyramid that will take the square and push the other offensive pyramid out of the square (if needed).

- If an offensive pyramid attempts to move into the same space a defensive pyramid is occupying or trying to move into, then the offensive pyramid stays in the space it started the move from (even if the defensive pyramids' move is blocked by the movement of another defensive pyramid).
- If a defensive pyramid pushes an offensive pyramid with the ball out of its space, the defensive pyramid performs a "Tackle". The ball is transferred from the tackled pyramid to the defensive pyramid that made the tackle. **1 point is then scored by the tackling team.**

If a pyramid is unable to complete its programmed move due to a conflict, then all further moves programmed for that pyramid for the rest of the turn become stand still commands. Place all of those program pyramids in the upright position as a reminder that the pyramid can no longer move this turn. The pyramid is still eligible to receive a pass if one is thrown to it.

If, at any time, an offensive pyramid carrying the ball enters their opponent's goal row or successfully passes the ball to a pyramid in their opponent's the goal row, the offensive team scores 1 point.

HOW TO WIN

First player to score 1 point wins.

SCORING

A player scores 1 point each time they successfully complete one of the following conditions:

- Move a pyramid carrying the ball into the opponents' goal row (i.e. the row farthest away from them) or complete a pass to one of their pyramids in the opponents' goal row.
- Tackles an opponent's pyramid that is carrying the ball.
- Intercepts a pass.

In the case of either a tackle or interception, the player immediately gains possession of the ball in addition to scoring a point.

ADVANCED RULES

Use these rules when you want to play a longer, more involved match.

Play until one player scores 6 points.

After an offensive score (moving the ball into the opponent's goal row), the defensive player places the pyramid ball in the first empty space to the left or right of the scoring pyramid. Any additional moves programmed for that turn are executed as normal. The scoring team will continue to be on the offense until a defensive pyramid moves onto the space that the ball is in. The scoring team must move their pyramids out of the

opponent's goal row as soon as possible and may not reenter the goal row until after an opponents' pyramid has recovered the pyramid ball by moving onto it and then either leaving the goal row with the ball or attempting to pass the ball to another pyramid.

After a defensive score (interception or tackle), play continues as normal. The defensive team that just scored now has possession of the ball and is immediately considered to be on offense and the player who lost the ball is immediately considered to be on defense.

SPECIAL MOVES

When the opposing team scores a point, you may select one of the special move pyramids to keep behind your player screen until you want to use it. This means you will have gained all of the special move pyramids by your opponents 3rd score.

Each special move is one-time use. After using the special move, place the pyramid to the side. It will remain out of play for the remainder of the game. There is no limit to how many special move pyramids you may use on a given turn.

Dash: The small pyramid can perform a special move called the "Dash". It allows the small pyramid to perform a 4th move in one turn. This can only be programmed if you have the small special move pyramid behind your screen. This special move is programmed by placing it below the 3rd small command pyramid. Use it just like a normal program pyramid. This extra move will take place after all normal movement is completed. If both players use their dash special move on the same turn, execute the moves simultaneously and in accordance with the normal conflict rules.

Quick Pass: The medium pyramid can perform a special move called a "Quick Pass". This allows the medium pyramid to pass the ball on the first move. To program this move, place the medium special move pyramid on top of the first medium programming pyramid. Then place the programming pyramid ball next to the programming pyramid you want to pass to on the first move.

Blitz: The large pyramid can perform a special move called the "Blitz". This allows the large pyramid to take all three of its moves all at once during the first move. **This move is only allowed when the player's team does not have possession of the ball at the beginning of the turn.** To program the blitz move, place the large special move pyramid next to the first large programming pyramid. Program the rest of the large pyramids' moves as normal. During the first movement of pyramids on the game board, this large pyramid will take all three moves at once!