HOW to PLAY

EGYPTIAN SOLITAIRE

(aka Pyramid Solitaire)

Designed by
Dallan Duggar

🧠 **Medium**	**1+** players 🪑
⏰ **Fast**	
Rainbow Stash	**x 3**
+ 3x4 grid of squares	
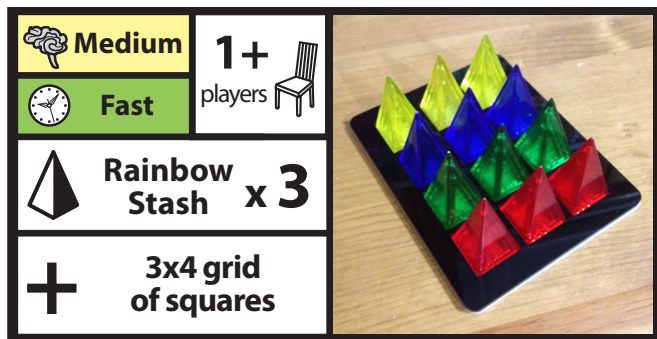
Introduction: This is a solitaire puzzle game. Imagine a game of Peg Solitaire getting combined with a Rubik's Cube.

Number of Players: 1+

Equipment: 3 Rainbow Stashes, 3x4 grid

Setup: Place a nest, which is a large atop a medium, atop a small, on each of the 12 empty squares on a 3x4 grid (color is not important).

Goal: Remove as many pyramids as possible from the board to achieve the lowest score.

How to Play: Each turn, use the top pyramid on a square to *hop over* the top pyramid in an adjacent square and land in the following square. Immediately remove the top pyramid of the square that was hopped. You *must always* hop over a pyramid and *must always* remove the pyramid that is hopped. You are allowed to hop over one square in any direction, including diagonally. _A pyramid is only allowed to hop another pyramid if it can land on top of and be directly touching a pyramid of its own size (large on large, medium on medium, small on small) or is able to land on an empty square._ A pyramid can *never* land on top of a pyramid of a different size. Pyramids of any size can hop any size pyramid. For multiplayer and to avoid illegal actions, refrain from holding more than one pyramid at a time.

Scoring: When no more legal moves are possible, count the pips on all of the remaining pyramids on the board to get your final score. Larges = 3 pts. Mediums = 2 pts. Smalls = 1 pt. It is possible to end the game with 1 point. This is considered a perfect score.

Additional Challenges: After winning the game with a single small pyramid, try finishing with only one medium pyramid or even more challenging, a single large pyramid. If you have access to more pyramids, try a 4x5 grid or even larger.

Multiplayer

Egyptian Solitaire was designed for one player; however, it is not difficult to incorporate friends. Listed below are a few multiplayer game modes.

King Tut: Players take turns playing one game at a time. Each game is timed by the other player(s). Stop the time when the active player says, "Done", meaning they have no more legal moves or do not wish to make another move. Score the game. For each point over 1 in the player's score, add 3 seconds to the player's time to get a final time score for that player. If the player's score is 1 point, no additional time is added. Then switch players. Play one game each or multiple rounds of games and alternate who goes first each round so there is no unfair advantage. Then add up the total time for each round and the player with the lowest overall time is the currently reigning King Tut.

Legal Move | **End Result** | Remove hopped pyramid from the playing board.
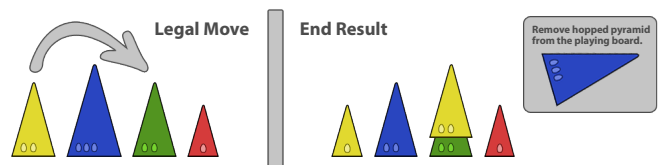
Quicksand: All players play at the same time on their own 3x4 board. Set a timer for 1-5 minutes (longer or shorter depending on the skill level of the players). You may also use a randomized timer so that no one knows when the game will end. This can be a really fun addition. When the timer goes off, all of the pieces on the board and still being held in hands are all scored and the player with the lowest score wins.

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3x4 & 4x5 Game Boards