

# PYRAMIS

2 to 4 players

15 minutes

Ages 8 +



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Publisher · **Yoann Brogol**

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# A WORD FROM THE FESTIVAL

Congratulations, you are ready to board **Pyramis**, the third stage of our gaming rocket.

After the success of **Dédale** and **Abra Chadabra**, we are renewing this rewarding experience of offering you a game made with a human touch, local actors, and guaranteed without AI.

By purchasing this game, you are supporting not only a volunteer-run, free, and accessible festival but also local board game creators.



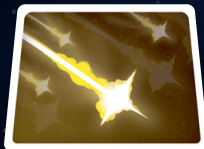
Thank you! Thanks also to MALT, the author Joan Dufour, Jérémy Partinico for the development, Yoann Brogol, a faithful publisher, and the brand new illustrator Léane Loubere.

**The Organizing Committee of  
the Alchimie du Jeu Festival**

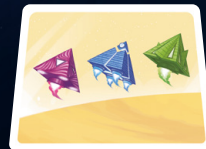


# COMPONENTS

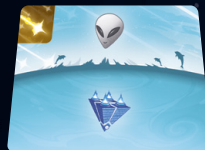
**5 Shooting Star  
Cards**



**2 Base  
Cards**



**48 Exodus Cards**



Exodus cards color distribution



**16**  
ocean  
blue



**14**  
forest  
green

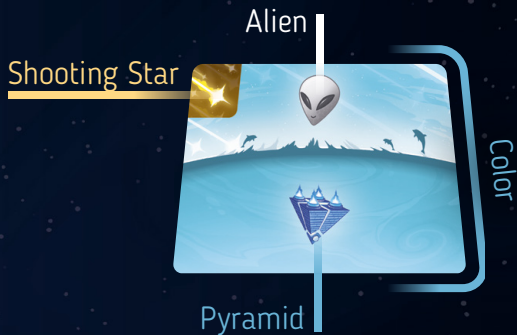


**12**  
mountain  
pink



**6**  
city  
gray

# ANATOMY OF A CARD



Only the Aliens and Pyramids located on **the top part of your cards** score points.

*During the game, your cards can be rotated 180°, changing the elements located at the top.*



## GOAL OF THE GAME

You play as aliens from a galaxy far, far away. By exploiting every last resource, you ended up destroying your beautiful planet.

To save your people, **build the Fleet with the most Pyramids and Aliens possible.**

Pay attention to Shooting Stars and sudden plot twists.

3... 2... 1... Liftoff.

Let the great exodus begin!

# SETUP

1. Shuffle the Exodus cards, split them in half, then place them face down in the center of the table to form **two Decks** **A**.
2. Place one **Base card** under each Deck **B**.
3. Draw three Exodus cards from any Deck and place them face up to form the **River** **C**.
4. Shuffle the Shooting Star cards and place them face down to form the **Shooting Star Reserve** **D**.



# GAME TURN

Your turn consists of 3 phases:

## 1 EXPAND YOUR FLEET

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## 2 COLLECT A SHOOTING STAR

*page 10*

## 3 REFILL THE RIVER

*page 12*

*The last person to have seen a shooting star goes first. Play then proceeds clockwise.*

## 1 EXPAND YOUR FLEET

On your turn, choose one of the three Exodus cards from the River and add it to your **Fleet**.



The chosen card is placed **right side up**, meaning the longest side faces down.

The placement of the cards must always follow the **pyramidal formation** as illustrated on the right page.

## Placement rules



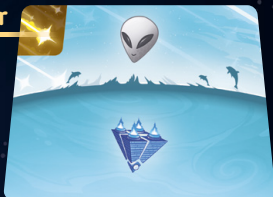
A **Fleet** must consist of exactly ten Exodus cards spread across four levels. *From four cards at the base up to one card at the top.*

- The **first card** is placed wherever you want on the lowest level.
- **Subsequent cards** are placed adjacent to at least one other previously placed card.
- Each card on a higher level must **overlap two cards** from the level below.

As long as you follow these constraints, you can freely expand your fleet!

## 2 COLLECT A SHOOTING STAR

### Shooting Star



If the chosen Exodus card has a **Shooting Star** symbol:

1. Immediately draw a card from the **Shooting Star Reserve**.



If the Reserve is **empty**, choose a player and **take a random Shooting Star card from their hand!**

2. Look at the card; it may earn you **Pyramids** or **Aliens**.
3. Keep it hidden in your hand.

### 3 REFILL THE RIVER

At the end of your turn, refill the **River** using the Deck of your choice **A**.

Look at the back of both Decks.

If a **pair of Pyramids of the same color** is visible: **everyone rotates** one card of **that color** in their Fleet by 180° **B**.

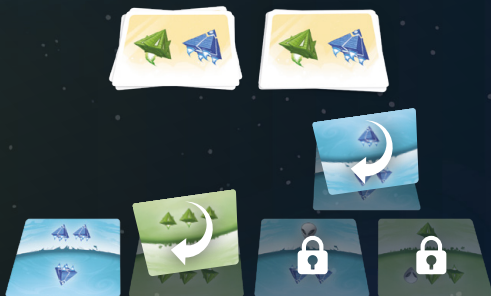
Then (or if there is no pair), it is the next player's turn.



*Two green Pyramids on top of the Decks: everyone rotates a green card in their Fleet!*

### Rotation rules

- If **multiple pairs of Pyramids** are visible, rotate only one card per color.
- A card located **underneath another card** is **no longer accessible** and can no longer be rotated.



- If **no card** of that color is accessible to you, do not rotate any cards.
- If **multiple cards** of that color are accessible to you, rotate only one card of that color.

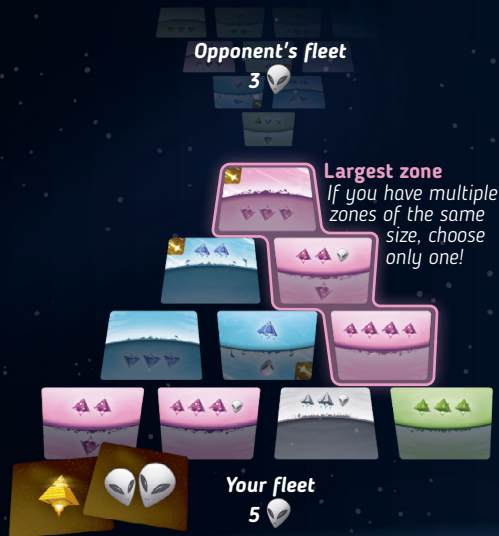
# END OF THE GAME

Once **everyone** has built their **Fleet of ten cards**, tally your points.

Take into account the Pyramids and Aliens located on the **top part** of your Exodus cards and on your Shooting Star cards.

- Each of your Pyramids earns you **1 point**.
- In your **largest zone**, each Pyramid earns you **1 additional point**. A zone is made up of adjacent cards of the same color.
- The player with the most Aliens earns **1 point per Alien**. In case of a tie, all tied players earn the Alien points.

The player with the **highest score wins the game**. In case of a tie, the victory is shared.



	Your fleet	Opponent's fleet
Pyramids	20	21
Largest zone	+6	+8
Alien majority	+5	+0
Total points	31	29

**Congratulations, your Fleet wins!**



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