

Rolling pyramids

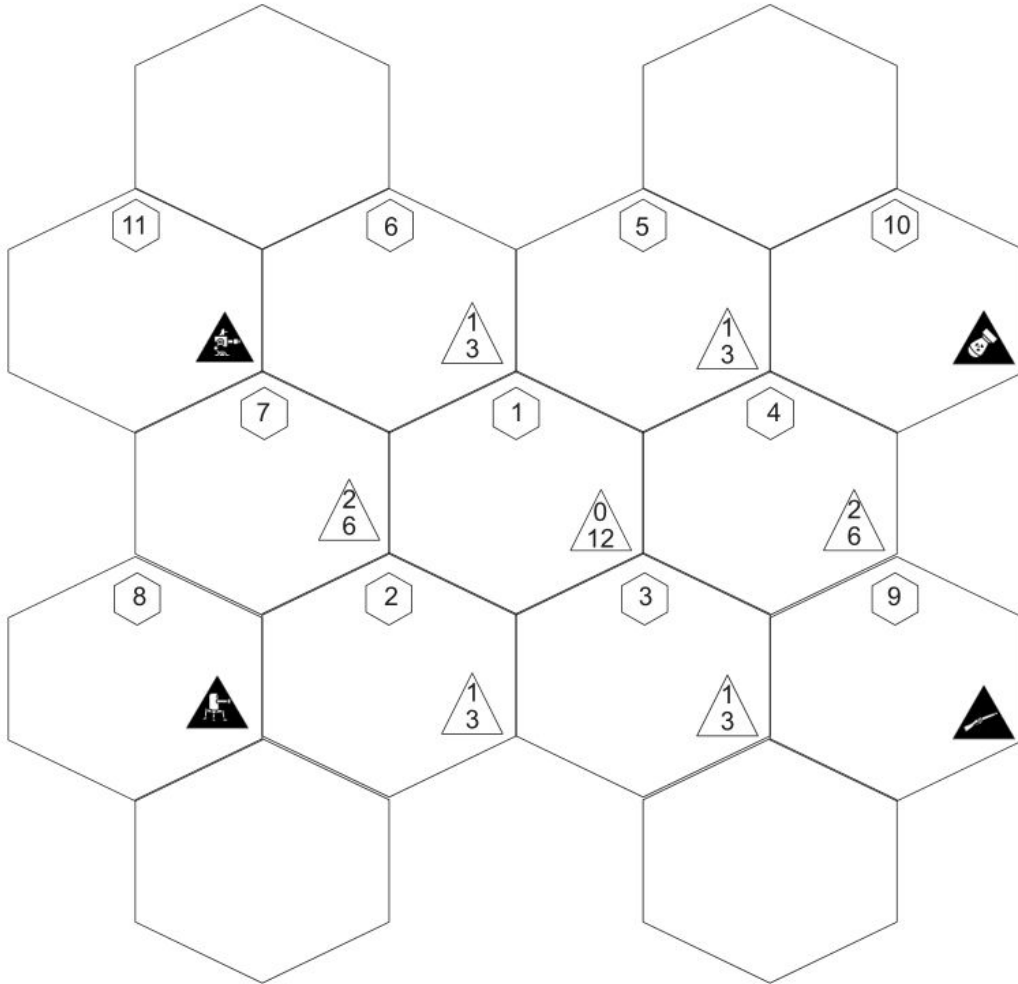
Roll and write area control for 1-4 players

Rolling pyramids is an area control game set in the fantastical world of technological Egypt ruled by races who strive for dominance. Bastet, Anumbians, Ra'shar and Sobeccians are fighting the war to control the area around the Sacred pyramid of Hyskos.

Components

All board in the game should be laminated for the use of whiteboard markers, or the game should be played with pen and eraser, since there will be much erasing.

1 double sided main board (in the demo version there are 3 maps, but only two of them will be in the final game) - Inner factory map, Outer factory map and 4x map.

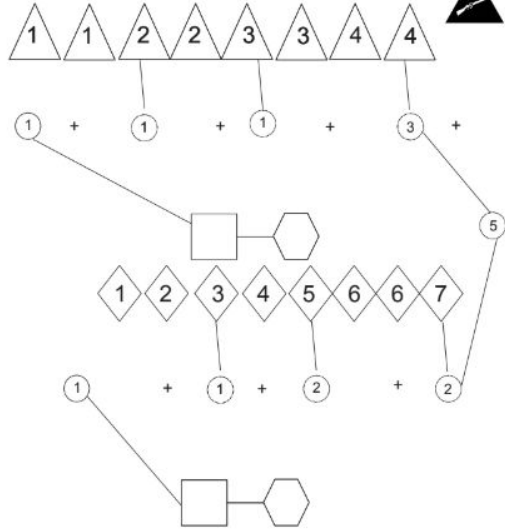
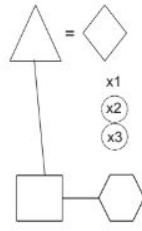
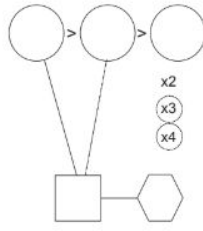
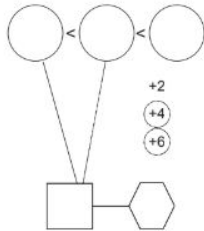
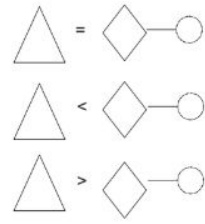
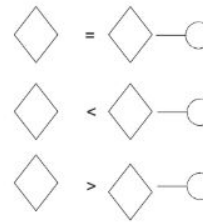
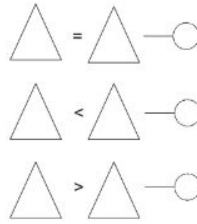
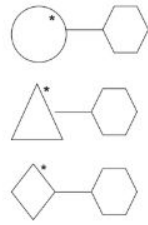


Outer factory board

4 player boards - one for each faction (in the demo version of the game there is only Anubian and Bastet boards in the next few days, followed by Sebbacians and Ra'shar at some point in the future)



* -> x2



Anubian player board

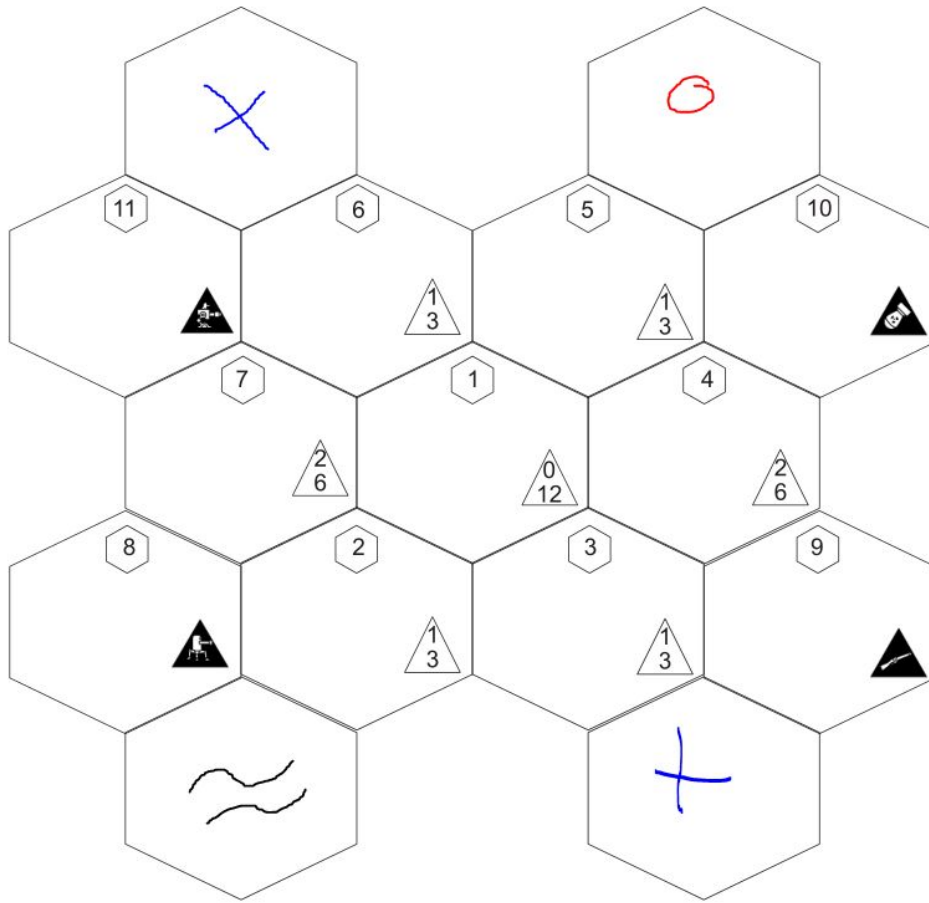
16 dice - 2 d4 and 2 d8 per player, preferably in one color (4 dice for one player should be in one color, then 4 dice for second player in second color, and so on)

Markers/Pencil in 4 different colors and erasers

Setup

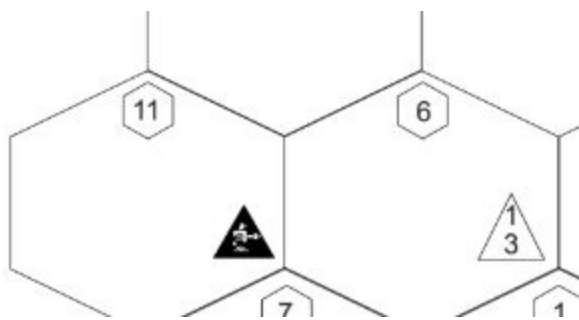
Each player takes one marker/Pencil, one player board and 4 dice in his color (2 d4, and 2 d8)

Put the main board so every player can reach it. Choose the first player randomly. The last player chooses one starting area (area without anything written on it), then this continues to the right, to first player. Each player should also put some symbol to represent his insignia. It should not be something very complicated



Last player chose the area on the bottom right, and put his symbol (+). Then second player put her symbol (x) on the top left territory putting her symbol (x).

Main board



Each hexagonal space on the main board has 3 elements:
 Inner hex with a number, to represent number of the space, used in deploying units,
 White or black Pyramid - White pyramid represents victory points gained by controlling the space - top number at the end of every turn, bottom number at the end of

last turn.

Black pyramids represent factories, that add bonuses to players who control them.

Inner space where troops are deployed (where the number is written)

Starting areas **can't** be attacked, and therefore do not have numbers.

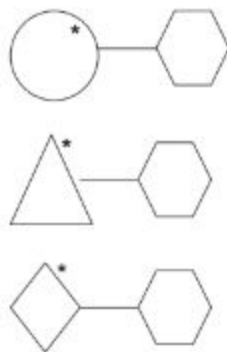
Player boards

Player board has multiple sections

In top part of the board, once number has been written down, it can't be erased. In the bottom part, numbers are erased after deployment.

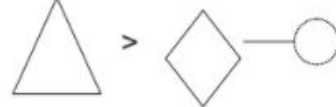
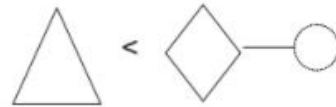
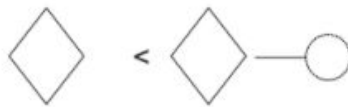
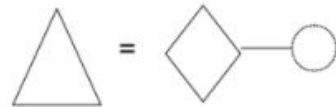
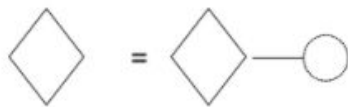


* -> x2

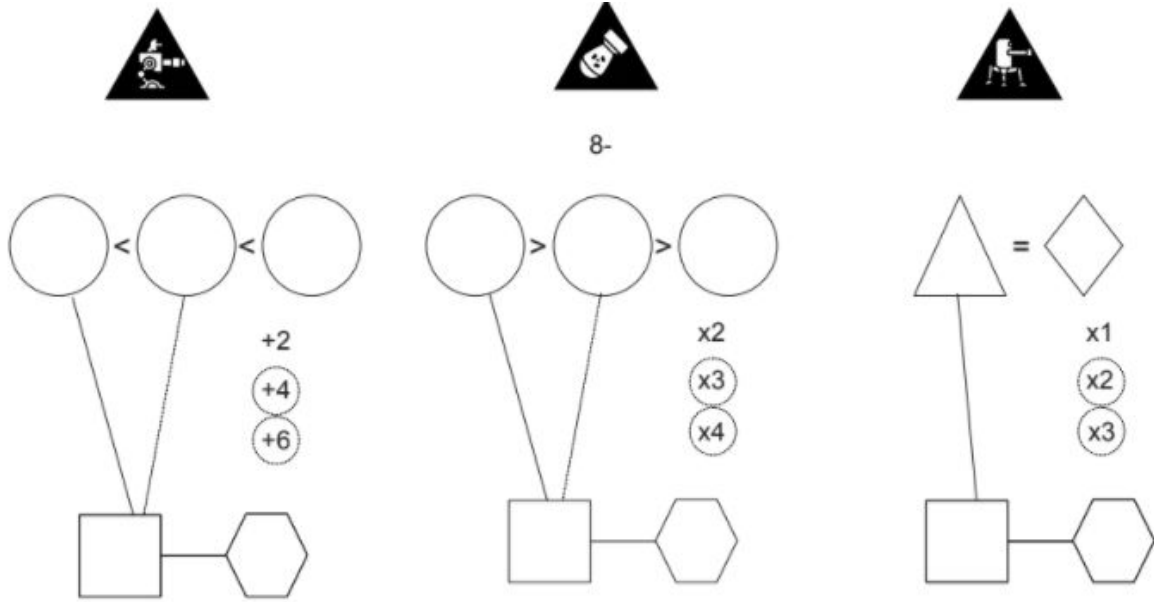


Race picture, Hero ability and hero slots:

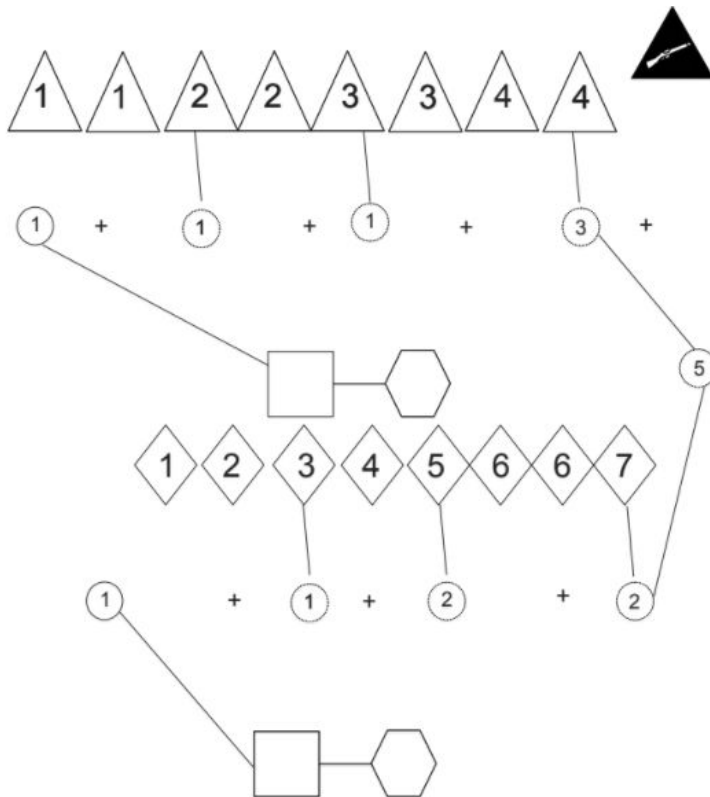
Heroes are special types of units, who have special abilities and are shown on the main board as numbers with * (star) above them.



Upgrade section - numbers written down here open up new possibilities for players, on the bottom part of the board.



Special units - They are deployed once all spaces is filled, and they have big modifiers. They are upgraded with upgrade section, an can be modifies by controlling a factory on the board.



Foot soldiers - They are deployed every turn, and are upgraded by drafting dice and by conquering territories.



Special devices which are developed with upgrade section, and can be deployed on territories on the end of the round.

The turn


The turn is divided into 5 phases:



1. Roll and Draft
2. Develop
3. Deploy
4. Point phase
5. Cleanup phase

1. Roll, and Draft.

In this phase first player rolls all of the dice (2d4 and 2d8 per player). Then players draft dice, and write them down on their player boards. Dice drafting - each player takes one die, going from first to last. Then each player takes one die going from last to first. Then again Each player takes one die going from first to last. Then again each player takes one die going from last to first. So example: in the 3 player game where we have player A, player B and player C:

A takes 1, then B takes 1, then C takes 1,
 Then C takes 1, Then B takes 1 Then A takes 1
 Then A takes 1, then B takes 1, then C takes 1
 Then C takes 1, then B takes 1, Then A takes 1.
 Each player ends up with 4 dice.

At the moment player takes die, he writes down number to his player board. To  he can

write down any number, to  he can write down only number from d4, to  he can write down only number from d8. If player controls a factory, if he is writing a number to that part of the player board he can add or subtract 2 from the number. If player chooses his own color of dice he can add or subtract 1 from the number.

He could also cross off one of the spaces on the footman part of the player board if that is the



number and dice has that shape (for space a 4 on d8 must be chosen). This number can be modified by player choosing his own color, or controlling footman factory.

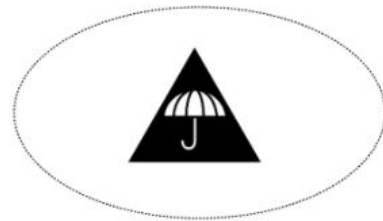
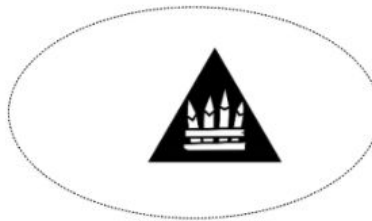
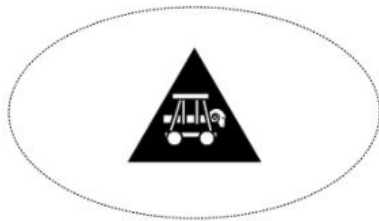
After last player has chosen and written down number, Second phase begins

2. Develop

In the second phase players look at their development part of the board and can choose to develop technologies or upgrade their military productions.



For this develop a player must write down a number from a d4, and a number from a d8 that is larger than the first number. In this phase, you can mark the circle next to them, and then use it for one of the upgrades:



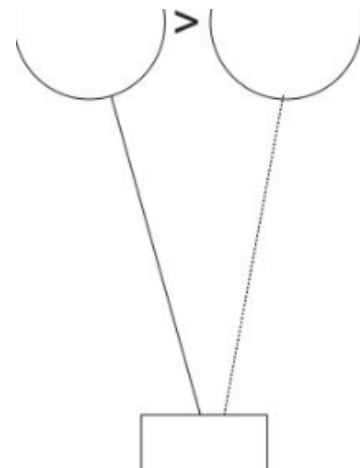
Player can upgrade one of the developments. See appendix for their descriptions.

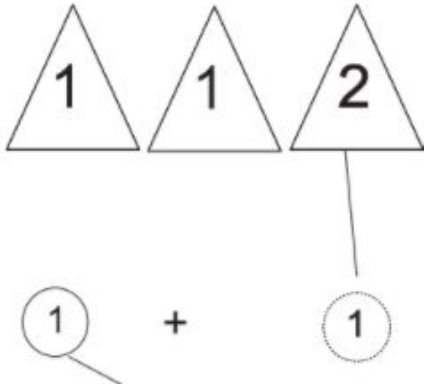
x1

x2

x3

Player can upgrade military productions. If they circle next circle in line, it is the one that is used in calculation part of the phase. If Line is upgraded, it is used in the calculation part.

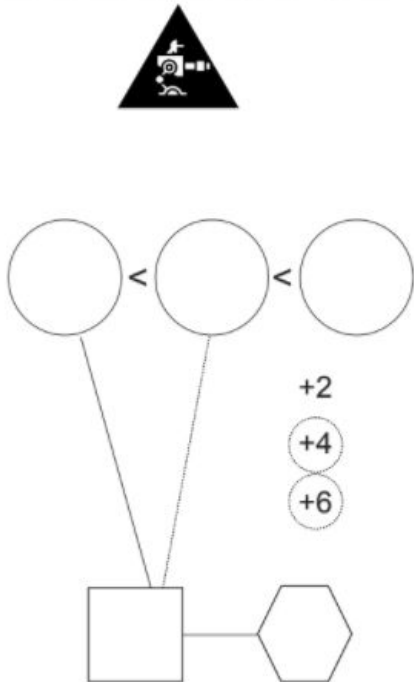




Footman are automatically upgraded when all of the Numbers before a circle are crossed off (in this example both 1s and a 2)

In the Calculation part players calculate their units:

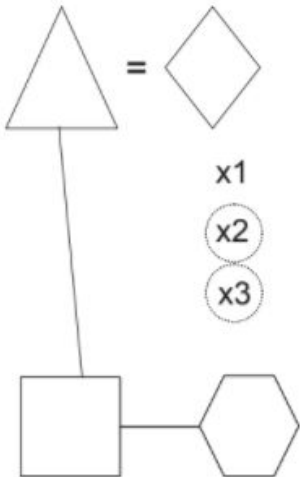
Number of heroes are the same as number on written down from the dice.



This unit is deployed when all three circles are filled. Number in each circle must be smaller than the number in next circle. After all are filled number from the leftmost circle is taken, and added to the number below. Without upgrades it is number plus 2. If player has upgraded +4, it would be number plus 4. If the player has upgraded the line, middle number would be taken into account. The sum is written in the Square.

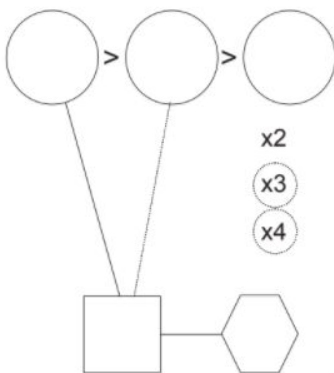


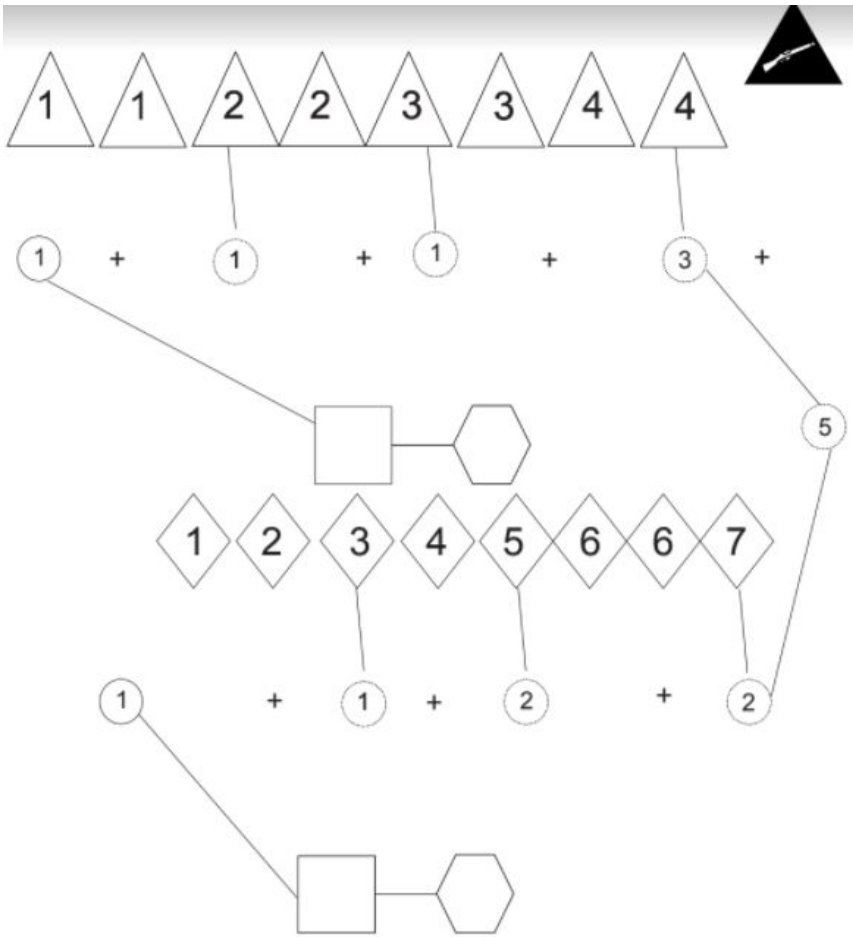
This unit is deployed when all three circles are filled. Number in the Triangle on the left, and Romb on the right must be the same. After all are filled number from the triangle is taken, and multiplied with the number below. Without upgrades it is number times 1. If player has upgraded x2, it would be number times 2. The sum is written in the Square.



8-

This unit is deployed when all three circles are filled. Number in each circle must be bigger then the number in next circle. After all are filled number from the leftmost circle is taken, Subtracted from 8 and multiplied with the number below. Without upgrades it is number times 2. If player has upgraded x3, it would be number times 3. If the player has upgraded the line, middle number would be taken into account. The sum is written in the Square.





Footmen are deployed each turn. Their number is 1 + any unlocked number after it. There are two groups of footmen. If all of the upgrades are unlocked for both groups, number in both groups are increased by 5. The sum should be written in the square.

3. Deploy phase

In the third phase Players cover their sheets so other players can't see what they are writing, and for each unit write down to what hex they are deployed (Write down the hex number to the hex next to the square on the player board). Units can be deployed only on spaces adjacent to

the spaces player controls, including players starting location. The bomb




can be

deployed anywhere, but the units do not stay on the space to control it. If the space is empty, the player writes down the number, and now controls it.


If the space has units of the player, he adds numbers and writes down the sum.

If two players write down the same number, or player writes down space where there are already units, a fight happens. The smaller number is subtracted from the bigger, and what is left is written on the space. That player now controls the space. If numbers are equal they kill each other out.




If there was a  deployed on the border from which one player attacked the other, before subtracting, break down number of defenders in half



If there was a  deployed on the border from which one player is attacked, before subtracting, break down number of attackers in half



If there was a  deployed on the space that is attacked by a bomb protect half of the defenders.

For each territory a player conquers, he can cross off one of the triangles in the footman section.

4. Point phase

In the point phase, each player calculates how many points he gets from the territories he controls, and writes it down on his player board. Each territory gives number of points written in the top of the triangle on it. The points are kept hidden until the end of the game.

5. Cleanup phase

In the cleanup phase each player cleans up the bottom part of the Player board - Finished armies, and footmen. Player does not clean up unfinished armies, they stay until they are finished.

Each player can also deploy technologies they have developed - write them down on respected locations.

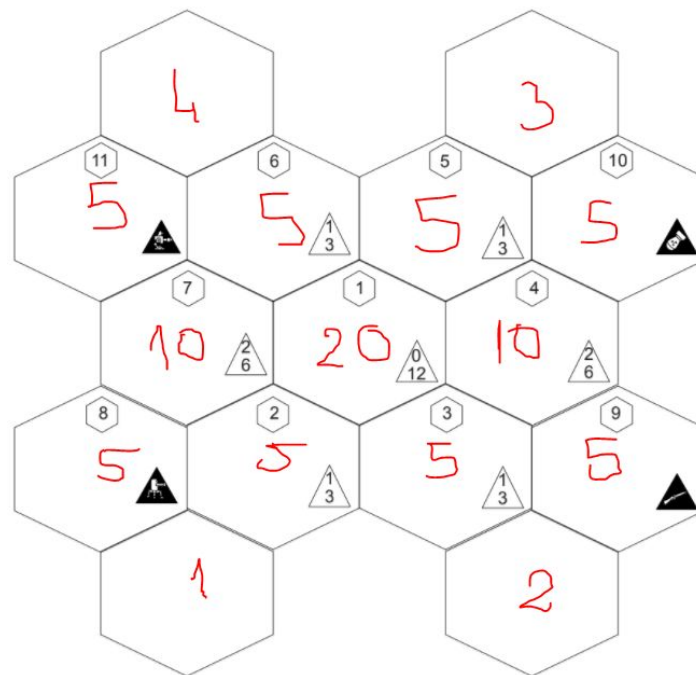
End of the game

The game ends after 10 rounds. In the 10th round score bottom number in the triangle. Player with most points is the winner.

Solo Variant - Hyskosian revolution

In Hyskosian revolution player is playing a race fighting to free the lands around Hyskos Pyramid. Here are the differences in game play:

1. Choose a map and fill it like shown in the picture. Throw 1 d4, and mark your starting position on a number you get. And 10 to each other starting zone.



Objective of the game is to conquer the pyramid (space number 1) and remaining 3 starting spaces. The numbers shown are Units of the Hyskosian Pharaoh.

During roll and draft phase, a player rolls 6 dice (3 d4 and 3 d8), and chooses 4 of them. He writes them down, same as in Normal variant.

During Point phase, instead of taking points do the following:

Add the numbers on the dice chosen, and divide by 2. The resulting numbers are reinforcements of the Pharaoh. They appear on space number 1, and go around the board (2,3...) leaving one soldier, increasing the number on that space by 1. Example if player chose 4,4,6 and 2 that would be $16/2 = 8$. So if player was on space 11, space 1 would have 21, space 2 - 6, space 3 - 6, space 4 - 11 and so on ending with space 8 - 6.

If player had 4 on space 3 it would be like this: space 1 would have 21, space 2 - 6, on space 3 4 soldiers would remove player's 4, then 1 would stay there so space 3 would have 1, and space 4 would have 11.

After reinforcements, player gets new soldiers equal to number in the top of the triangle on each space he controls. Those units can reinforce current space, or be used in the next turn to for attack.

The game ends after the player controls pyramid and all 4 starting zones, or at the end of turn 15.

Special developments (ram, spikes and umbrella) are not used in solo variant.

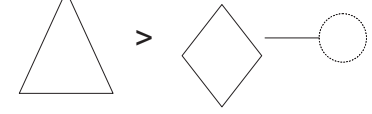
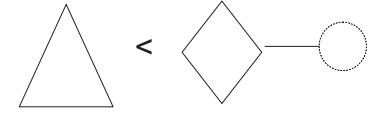
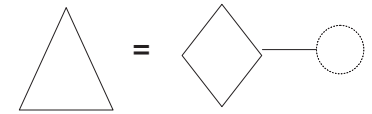
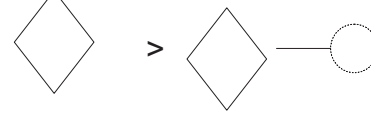
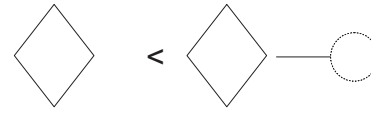
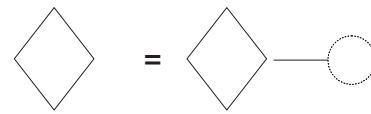
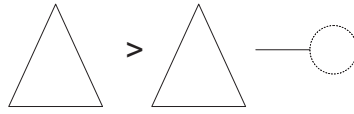
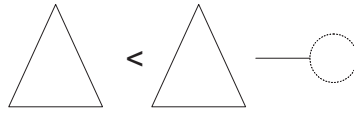
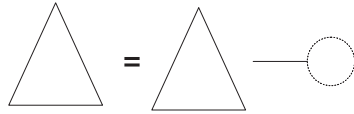
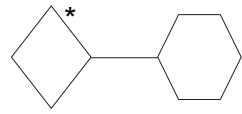
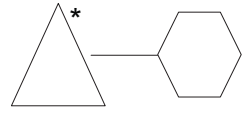
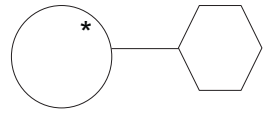
Appendix

Anubian hero ability - Each hero destroys 2 defenders when they attack

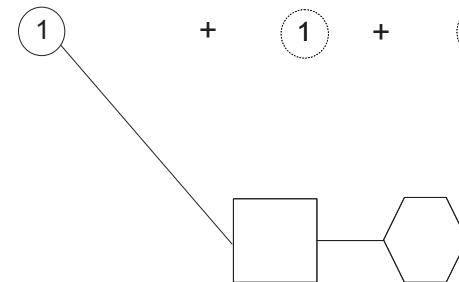
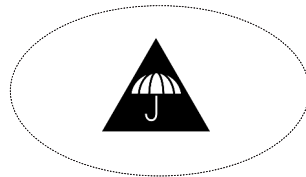
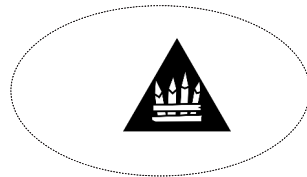
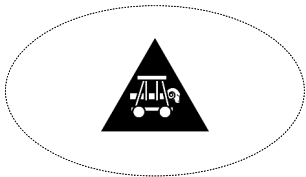
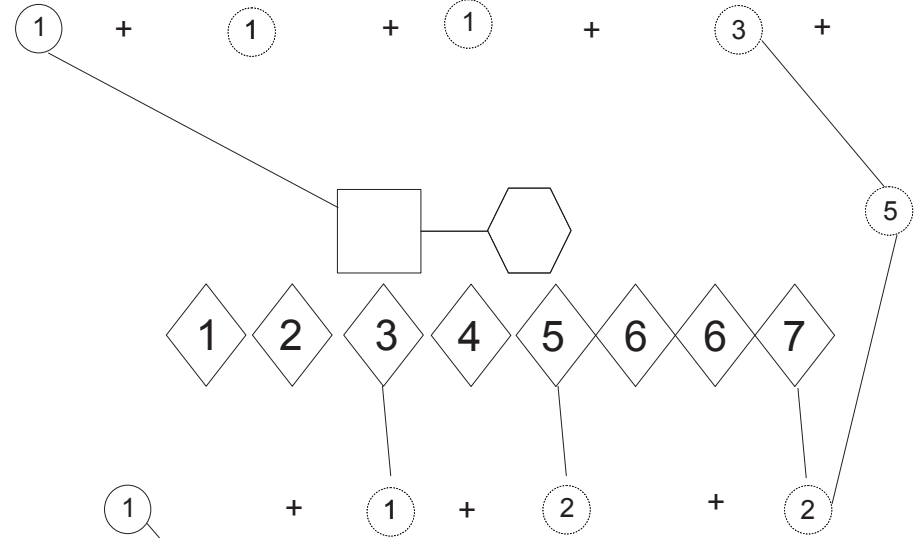
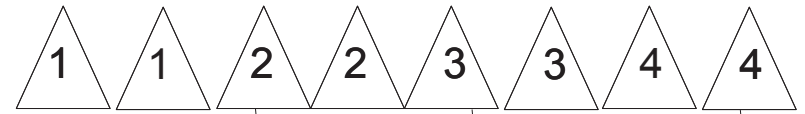
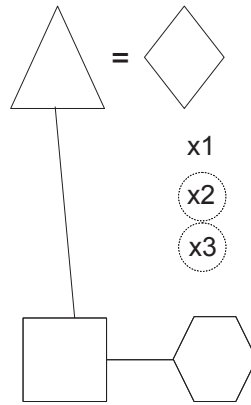
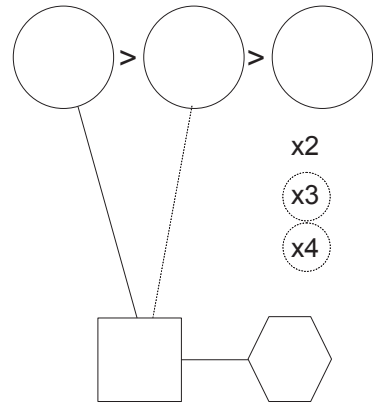
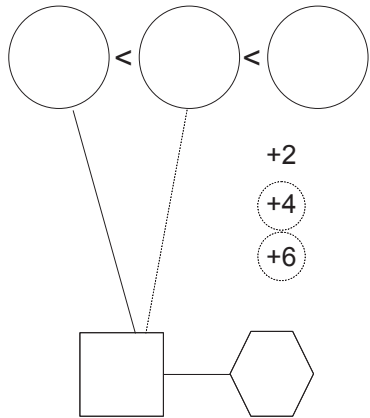
Bastet hero ability - Each hero needs 2 points to be destroyed.



* -> x2

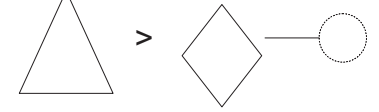
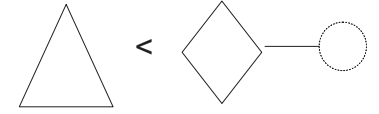
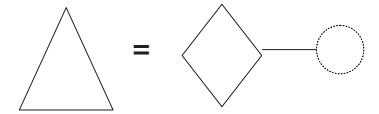
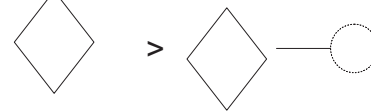
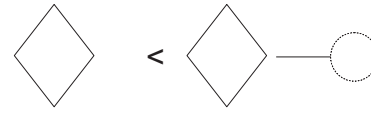
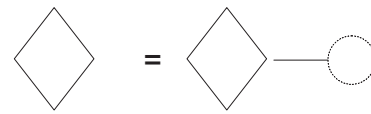
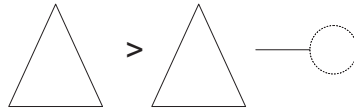
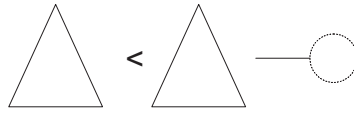
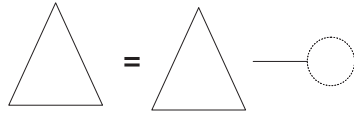
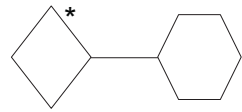
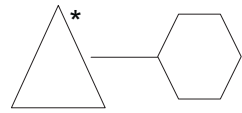
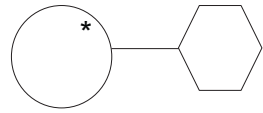


8-





* <- x2



8-

