VARIANT – DISMANTLING OF THE PYRAMID
for 2 – 6 players aged 10 and up

PREPARATION
- First you build a complete pyramid.
- The players decide who will start.

OVERVIEW
One player after the others tries to get the biggest blocks. The colour is not important. Only the received points are counted.

PLAYING THE GAME
During a player's turn, he takes one block from the pyramid.

The block can be taken from any of the 4 levels if it is not covered by other blocks and has at least one side not connected to other blocks.

The player who takes the last block of a level may take an additional block.

GAME END AND SCORING
Winner of that variant is the one who has most of the points after the last block of the pyramid has been taken.

- block one space 1 point
- block two spaces 2 points
- block three spaces 3 points

Scalino
for 2 and 4 players aged 10 and up

CONTENTS
1 rule
1 board
(im Deckel der Schachtel)
48 blocks in 4 colours
(6 blocks of one space, 3 blocks of two spaces and 3 blocks of three spaces)

PREPARATION
- Place the box with the board right between the players.
- 4 player game: every player gets 12 blocks of one colour.
- 2 player game: every player takes 2 x 12 blocks in 2 different colours.
- The players decide who will start.

OVERVIEW
The players build together on the given board a pyramid with 4 levels and 40 steps all together. Every player tries to build as much connecting steps of his colour as possible. After having built the pyramid you receive victory points for steps of your colour. If blocks of your colour are left over they score negative. The player with the most points wins.

PLAYING THE GAME
The player who starts puts any one of his blocks and places it in the middle of the board covering the star in the centre. The players take turns in clockwise order around the table. During a player’s turn, he places one of his blocks connecting always to at least one other block of a different colour.

It is the aim of the players to get as many fields on the border as possible in order to get steps connected that yield points.
Placing a block:
- A newly placed block must touch at least one side of an already placed block.
- A block may never touch a side of a block of the same colour or placed on top of a block of the same colour.
- Another rule is that there should never emerge a court while placing the blocks.
- It is not allowed to place a block in a higher level before the previous level has been completed.
- The player who places the last block in one level may play another block on the next level in the same turn.
- The player who is not able to place a block must pass his turn.

In a two player game every player owns two colours. Players alternate taking their turns with anyone of their colours.

GAME END
The game ends immediately when the last block has been placed on the pyramid or if no player can place a block legally.

SCORING
Players receive points for all visible steps of their own colour.

The more steps are connected the more victory points are awarded. Every step may be scored only once.

<table>
<thead>
<tr>
<th>Steps Connected</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 single step</td>
<td>1 point</td>
</tr>
<tr>
<td>2 steps connected</td>
<td>3 points</td>
</tr>
<tr>
<td>3 steps connected</td>
<td>6 points</td>
</tr>
<tr>
<td>4 steps connected</td>
<td>10 points</td>
</tr>
<tr>
<td>5 steps connected</td>
<td>15 points</td>
</tr>
<tr>
<td>6 steps connected</td>
<td>21 points</td>
</tr>
<tr>
<td>7 steps connected</td>
<td>28 points</td>
</tr>
<tr>
<td>and so on...</td>
<td></td>
</tr>
</tbody>
</table>

Example: Green has 6 adjacent steps. Step (a) does not count as a part of this, because it branches off. But it still scores as a single step. The 3 green spaces it the centre (c,b,c) are not counted because they would be covered in a completed pyramid. Green scores a total of 21 (6 steps) + 3 (2 steps) + 4 (single steps) = 28 points.

If the players do not succeed in building a complete pyramid the remaining blocks count negative according to the length and will be subtract from the players victory points.

<table>
<thead>
<tr>
<th>Blocks</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>one space</td>
<td>-1 point</td>
</tr>
<tr>
<td>two spaces</td>
<td>-2 points</td>
</tr>
<tr>
<td>three spaces</td>
<td>-3 points</td>
</tr>
</tbody>
</table>

The player with the highest total wins.