DAS SPIEL

Since 1979, the introduction to the game has begun with Reinhold Wittig's words:

"I have often been asked, how one can discover new games. As an answer I would now like to offer a short note, that will give you, perhaps, an idea of the many possibilities for game discoveries. This answer is also a request:

Play!

Discover your own rules for the dice pyramid. Play with numbers, play with colors, play with chance, but above all, play with fun!"

The above request quickly resulted in a substantial collection of games. We have chosen six of the best games to present in these rules. When you have discovered your own "Dice pyramid game", you can send it to us and we will add the best new games to our homepage at www.abacusspiele.de, so that all can enjoy the whole collection of these wonderful and fun games.

Contents

Notes for a better understanding of these rules

This booklet contains the rules for six different games. As most of the games are relatively short in duration, many players will want to combine them for a longer game. So, for example, one can start with "Squeeze Play" as the first game, which builds the pyramid. A good second game would be "Pack Rat", which unbuilds the pyramid. Using "Sums" as the third game will build the pyramid anew. And "Cui bono?", as a fourth game will unbuild it again.

"Forced Memory" shows that you can also use the die pyramid for a memory game. The last game, "Dice March" is a pure strategy game that we developed especially for this new edition of the game.

At the beginning of each of the rules is general information for the game, such as age requirements, expected game length, game type, number of players, and the material needed to play the game.

As most games are especially designed to build or unbuild the pyramid, we indicate this in the rules with these symbols:

We use several terms in the same way in the rules. Thus, we will define these terms at the beginning so you will understand them when you encounter them. In the rules, these terms are printed in KAPITALS.

BASE FORM
The elements of the base form are: FUNNEL, EDGES, POINTS, and SADDLES.

EDGE
Whenever three edges meet, they form a SADDLE or a POINT.

CORNER FUNNEL
All corner funnels are the same as EDGE FUNNELS, except they are on 2 sides of the pyramid.

SADDLE
Three dice that are placed around a saddle so that they touch each other at their edges, always create a FUNNEL.

EDGE FUNNEL
All funnels, that are on the outer edge of the pyramid.

POINT
The point is the opposite of the SADDLE. Although the point is also created when three dice touch each other at their edges, another die cannot be placed on a point without falling off.

FUNNELS
A funnel is the depression in which a die may be placed, such that it is stabile and will not move or change position.
A new funnel is created when three dice are placed around a SADDLE.
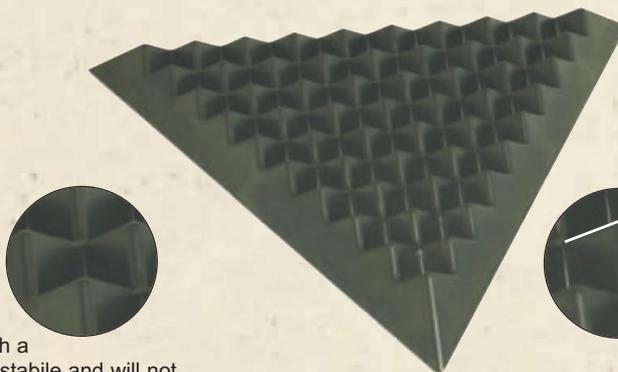There are 45 funnels on the BASE FORM.

SIDE
The three sides of the BASE FORM, but also the sides of the dice pyramid as it is built.
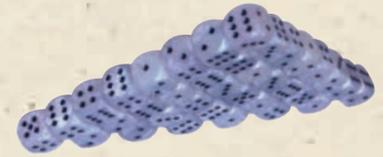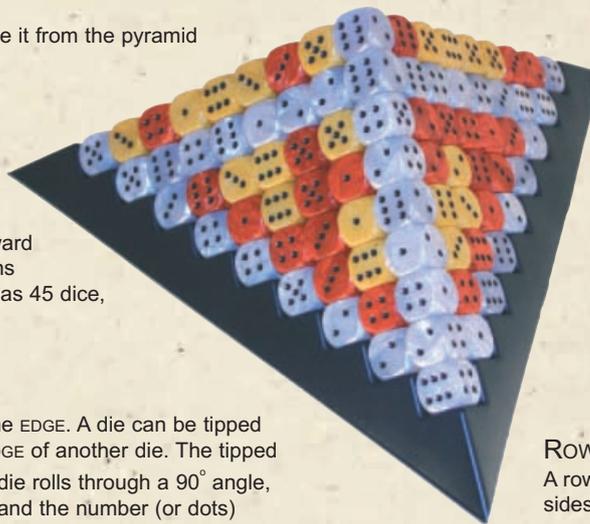
Free lying die

A die is lying free, when one can remove it from the pyramid without dislodging any other dice.
In a completed pyramid, only the top-most die is free lying.

Position

A position is all the dice at the same height in the pyramid. As you move toward the very top of the pyramid, the positions become smaller. The LOWEST POSITION has 45 dice, that lie in the FUNNELS of the BASE FORM.

Tipping

When a die is tipped, it is rolled over one EDGE. A die can be tipped over an EDGE of the BASE FORM or the EDGE of another die. The tipped die rolls through a 90° angle, and the number (or dots) showing on the die change.

Example: the die shows the 3 on the right, the 2 on the left, and the 6 facing the player. The die is tipped to the right. Thus, the 3 is covered and the 2 moves to the right. On the left, there is now the 4 and the 6 remains facing the player, but with a different ordination.
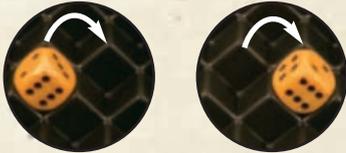
Plane

A plane consists of the dice, that together form a flat plane. These planes are always parallel to the outer sides of the pyramid (which is also.a plane).

Row

A row is all dice that touch each other on their flat sides and lie in a straight line.

Turning

By turning, a player can move a FREE LYING DIE. To do so, a player picks up the die, turns it as he chooses, and, then, replaces it in the FUNNEL he took it from. Thus, the pyramid is unchanged, except that the turned die has different numbers (dots) showing.

Squeeze Play

👨	🕐	♜	✿	👊	👥	🔴	🟠	⚪	🔵
10 +	30	2	8	0	3	55	55	55	1

Goal
The winner is the player who first uses all his dice in building the pyramid.

Preparation
🔴 Place the BASE FORM in the middle of the table.

🔴 Each player takes all 55 dice of one color and places them before himself as a supply.

🔴 Set aside the turquoise die.

🔴 The players take turns rolling the turquoise die until one rolls a 4. He is the starting player.
He builds with 4 dice from his supply the starting pyramid. He builds the starting pyramid in the center of the BASE FORM. He may not build it using any EDGE FUNNELS.

Playing the game
On a player's turn, he first rolls the turquoise once.

The number rolled is the number of dice he uses from his supply this turn to build the pyramid.

The player adds the dice to the pyramid using the following rules:

1. Each of the new dice must touch at least one other new die on at least one flat side (side to side).

Note: the newly built dice must be placed so that they are connected to each other side by side. Because of this, the evolving building can take almost any shape, withing the confines of the base form. Of course, eventually, the expected pyramid will begin to take shape.
The numbers (spots) on the dice have no function in this game.

2. At least one of the new dice must be placed so that it touches one of the player's previously placed dice on at least one of its flat sides (side to side).

3. In the beginning phase of the game, there are **two exceptions**:
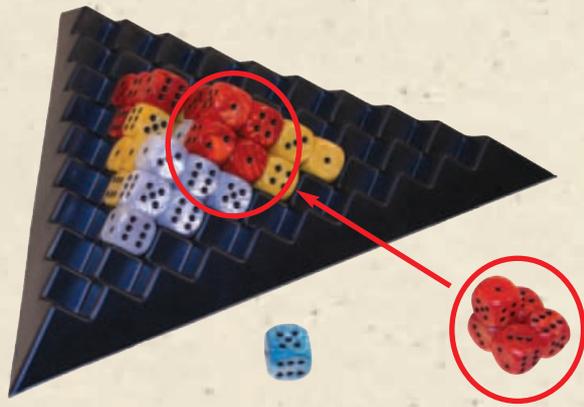
– Before a player places his first dice, he has, of course, no dice in the game. Thus, on his first build, he need only place at least one of his dice side by side next to an opponent's die.

– The players must leave at least one die free on the starting pyramid, until the owner of the starting pyramid has placed a die there.

Note: later in the game, it can happen that there are no visible dice of a player's color for him to build on. One can build such that he covers the last visable die of another color.

If a player cannot place as many dice as the number he rolled on the turquoise die, he may not place any dice. Next, the player's left neighbor takes his turn.

Note: the reason for the requiring players to take the first turn with 4 dice, is that there is no way to place 1, 2, or 3

dice on the first turn such that they all are side by side with another. With 5 or 6 dice, in the first turn, there would always be 1 or 2 dice that could not be side by side with another. Further, the next player can only build with a 3, a 5, or a 6.

Bonus dice
If a player builds 4 or more new dice in a ROW, he may build additional dice on this turn.

dice in a row	bonus dice
4	1
5	2
6	3

Bonus dice must be placed according to the normal building rules. The bonus dice must be placed side by side next to each other and at least one of them must be placed side by side next to one of the player's dice in the pyramid. This can be a die placed on a previous turn, and also one of the bonus dice the player placed on a previous turn.

Game end
If, on a player's turn, he has no place he can build on as all his dice in the pyramid are hidden inside, the game ends immediately.

The winner is the player with the least dice left in his supply.

The game also ends immediately, when a player's turquoise die roll shows a number equal to or greater than the number of dice he has remaining in his supply. This player wins the game whether he could have placed his dice on this turn or not. He also wins even if another player has fewer dice remaining in his supply.

Pack Rat by Uwe Beul

| 🧒	🕐	♜	🍀	✋	👥	🎲(red)	🎲(yellow)	🎲(pearl)	🎲(turquoise)
8 +	15	2	3	5	3	55	55	55	1

Goal
All players take free lying dice from the pyramid at the same time. The winner is the player who has the most dice at the end of the game.

Preparation
🐞 The players build a complete pyramid with all the red, yellow, and mother of pearl dice.
The players should place the dice randomly, with the players paying no attention to the colors or the numbers (dots) on the dice.
Afterwards, remove the top-most die from the pyramid from the game.

🐞 Place the pyramid in the middle of the table, so that each player faces one SIDE of the pyramid.
Each player looks only at the numbers (dots) on his SIDE of the pyramid.

🐞 One player takes the turquoise die and begins. The players then take turns in clockwise order.
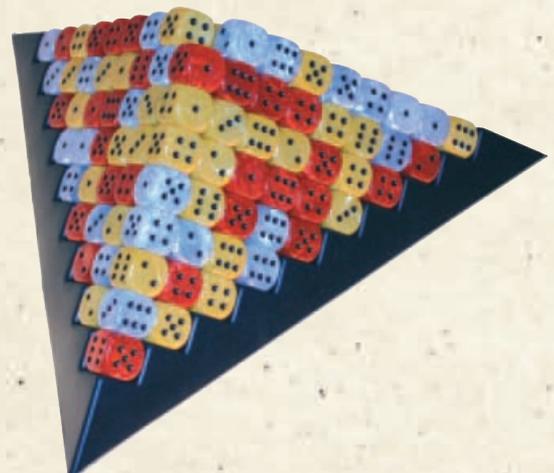
Playing the game

On a player's turn, he rolls the turquoise die so that all players can see the result of the roll.

As soon as the turquoise die has been rolled, all players, at the same time, begin looking for FREE LYING DICE whose numbers (dots) match those on the rolled turquoise die.

Note: each player sees only one side of the pyramid and, thus, each player sees only one side of the dice, while the other players each see another side. So, for example, one player may see a 1 on a die, while his left neighbor might see a 3 on the same die. Thus, two players can never take the same die.

When a player finds a FREE LYING DIE with the right number (matching the dots on the turquoise die), he may take it from the pyramid, placing it in his play area (the area before himself). He can then look for another.

Each player may only use one hand to take dice from the pyramid. The players continue to look for and take dice until the player, whose turn it is, says, "Stop!"

Stop!

The player, whose turn it is (who rolled the turquoise die) may say "Stop!" at any time. Afterwards, no player may take any more dice from the pyramid.

Then, he gives the turquoise die to his left neighbor, who begins his turn by rolling the turquoise die as before.

If a player takes a die from the pyramid after the player has said, "Stop!", he must return the die he took to the pyramid - to the place he took it from. Also, he must give each other player one die from his play area. If the offending player does not have two dice to give, he gives none.

Game end

The game ends when, after the player, whose turn it is, has said, "Stop!" **and** the dice remaing in the pyramid lie only directly on the BASE FORM.

The winner is the player who has collected the most dice in his play area at game end. If players tie with the most, they rejoice in their shared victory.

Sums by Erika Wittig

👪	🕐	♜	🍀	✊	👥	🔴	🟠	⚪	🔵
8 +	40	6	2	2	2 - 6	30	30	48	-

Goal

All players play at the same time. The try to find acceptable FUNNELS, where they can place their dice. The winner is the player who is the first to place all his dice.

Preparation

🔴 Place the BASE FORM in the middle of the table and fill it with a LAYER of 45 mother of pearl dice. The players place the dice randomly as far as the numbers on the dice are concerned.

🔴 One player takes the 3 remaining mother of pearl dice. He is the starting player.

🔴 The players divide the other 60 dice equally among themselves. The colors of these dice have no meaning in the play of the game.
Each player places his dice as a supply in his play area (the area before himself).

Playing the game

On a player's turn, he rolls the 3 mother of pearl dice on the table for all to see.

Each player adds the numbers on the dice in his head.

Then, each player, at the same time, looks for a FUNNEL, with the same sum on the three dice faces making up the FUNNEL.

When a player finds such a FUNNEL, he says "Stop!" and shows the others the FUNNEL. The others stop looking. If the sum of the dice faces in the FUNNEL is the same as the sum on the 3 mother of pearl dice, the player who said "Stop!" may place one die from his supply in this FUNNEL. The way he places the die (which numbers are showing) is completely up to him.

Note: thus, the players build the pyramid, creating higher and higher FUNNELS, in which they may place their dice.

If there are no FUNNELS with the matching sum, a player may say, "Niete".
He may then place one die from his supply in any FUNNEL he chooses (and in any way).

4

If a player says, "Stop!" and the FUNNEL he found does not match the sum of the 3 mother of pearl dice or "Niete" and the players find a FUNNEL that matches the 3 mother of pearl dice, he may not place a die. In either case, as a penalty, he must take 1 die from each of his opponents.

Next, the player with the mother of pearl dice, gives them to his left neighbor, who rolls them as before to start his turn.

Game end
The game ends immediately when a player takes the last die from his supply, placing it in a FUNNEL or giving it to a player as a penalty. This player is the winner.
If two or more players give their last die as a penalty at the same time, they rejoice in their shared victory.

Cui bono? by Jens-Peter Steuck									
8 +	15	5	5	0	2 - 6	55	55	55	-

Goal
The players must take dice from the lowest LAYER of the pyramid. These dice may be put back in FUNNELS. If that is not possible, the player must keep the die. Such dice count as minus points. At game end, the player with the fewest minus points is the winner.

Preparation
🔴 The players build the pyramid completely with the red, yellow, and mother of pearl dice.
Players place the dice randomly as far as color and numbers (dots) showing are concerned.

🔴 Place the pyramid in the middle of the table in easy reach of all players.

🔴 The players decide who will begin.

Playing the game
On a player's turn, he must take one die from the pyramid. Then, he tries to find a place to put it back in the pyramid. If he cannot find a place, he must keep the die as a penalty. Then, his left neighbor takes his turn.

Take a die from the pyramid
On a player's turn, he first must take a the pyramid.

He may only take a die that:

– lies in the lowest in LAYER of the pyramid **and**
– has at least two free sides.

Note: at the beginning, only the three dice in the CORNER FUNNELS *have two free sides.*
With the taking of dice, the dice resting on them slide down, creating new FUNNELS.

Put the die back in the pyramid
The player may put the die he just took back in the pyramid if he can find an appropriate FUNNEL.

A. The FUNNEL must either

– be made of dice of three different colors or

– be made of dice of the same color.
In this case, the FUNNEL must have a different color than the die placed in it.

B. Note: if the die is placed in a FUNNEL it may not form a ROW of dice of the same color.

A player may never place a die in an empty FUNNEL of the BASE FORM.
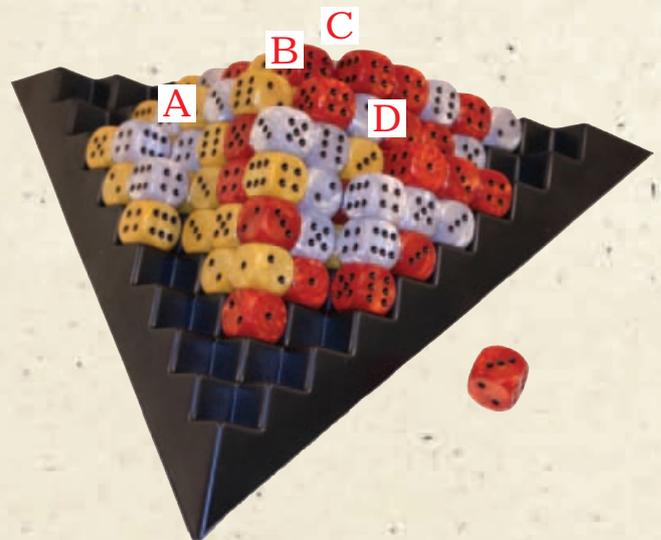
Example:
The player may place the red die in FUNNEL *A (single colored* FUNNEL *with a different colored placed) or B (three colored* FUNNEL*). He may not place the red die in* FUNNEL *C, as the* FUNNEL *is the same color as the die. He may also not place the red die in* FUNNEL *D, as all the dice in one row are also red.*

Keep the die
If the player cannot find a place to put the die back in the pyramid, he must keep it, placing it in his player area.

Note: a player may only put a die back in the pyramid on the turn he took it. Dice kept from previous turns may not later be put back in the pyramid.

Game end
With 2 to 4 players, the game ends when a player must keep a die and it is his tenth kept die.

With 5 to 6 players, the game ends when a player must keep a die and it is his seventh kept die.

Now players count their minus points, adding these together. The dice count:

⚅	1 minus point
⚅	2 minus points
⚅	3 minus points

The player with the fewest minus points is the winner. If players tie with the fewest minus points, the player among those tied with the fewest taken dice is the winner.

Note:players should always find dice to take that they will find a place to put back. Also, sometimes it may be a good strategy to not put back a die even when there is a FUNNEL for it. In this way a player may hinder his next opponent from putting back a die that has a higher minus value.

Forced Memory

🧑‍🤝‍🧑	🕐	♜	🌺	✊	🧑‍🤝‍🧑	⚅	⚅	⚅	⚅
8 +	15	2	3	5	2 - 6	36	45	3	-

Goal
The players try to remember the dice sums in the covered FUNNELS. The player with the best memory, who remembers the most FUNNEL sums, will win the game!

Preparation
🔴 Place the BASE FORM in the middle of the table. Fill the bottom LAYER with the 45 yellow dice. Place the dice randomly without noticing the numbers (dots) on the dice.

🔴 Fill the next LAYER in the same fashion with the 36 red dice. These serve primarily to cover the numbers on the yellow dice pn the bottom LAYER. Thus, the numbers (dots) on the red dice have no meaning.

🔴 The players choose a starting player who takes the 3 mother of pearl dice.

Playing the game
The starting player rolls the mother of pearl dice so all can see the result. He next sums the numbers on the three dice, announcing the total.

Then he takes any red die from the pyramid and lays it next to the mother of pearl dice, revealing a FUNNEL of three yellow dice.

He sums the numbers on the three yellow dice of the revealed FUNNEL, announcing this total so that all can hear and remember the total.

Finally, he compares this sum with that rolled on the mother of pearl dice:

– If the totals are the same, the player takes the red die he removed from the pyramid, placing it in his play area. The player now continues his turn, rolling the mother of pearl dice and taking another red die from the pyramid as before.
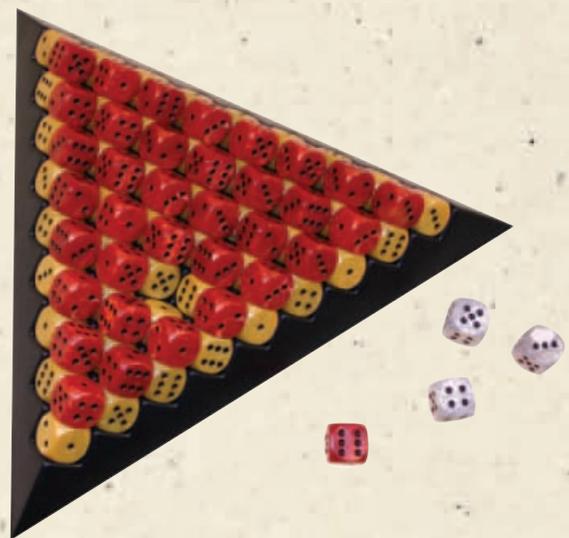
– If the totals are not the same, he puts the red die back in the FUNNEL he took it from. His turn ends and his left neighbor begins his turn.

The new player has a choice: he can roll the 3 mother of pearl dice or leave the mother of pearl dice as his neighbor rolled them. In either case, he next takes a red die from the pyramid, revealing three yellow dice in the FUNNEL where it lay. He tries to reveal a FUNNEL that he remembers seeing with a total matching the sum on the mother of pearl dice.

Note: FUNNELS, whose red die cover was successfully removed (the sums matched) are out of the game.

Game end
With 2 to 4 players, the game ends when a player takes his eighth red die (for matching the sums). He wins!

With 5 to 8 players, the game ends when a player takes his sixth red die (for matching the sums). He wins!

Dice March

👤	🕐	♜	🌺	✋	🙍	🔴	🟠	⚪	🔵
10 +	20	10	0	0	3	5	5	5	-

Goal
In this game, the dice are moved like pawns on the BASE FORM. The winner is the first player to move one of his dice to the CORNER FUNNEL opposite his SIDE of the pyramid.

Preparation
🔴 Place the BASE FORM in the middle of the table so each player sits before one of the three SIDES.

🔴 Each player takes the 5 dice in his color and places them in the middle 5 EDGE FUNNELS in his SIDE of the pyramid. This leaves the 2 outermost EDGE FUNNELS on each side empty. The players place the dice in the FUNNELS so that the side with the 3 faces the player, the side with the 2 faces the left neighbor, and the side with the 1 faces the right neighbor.
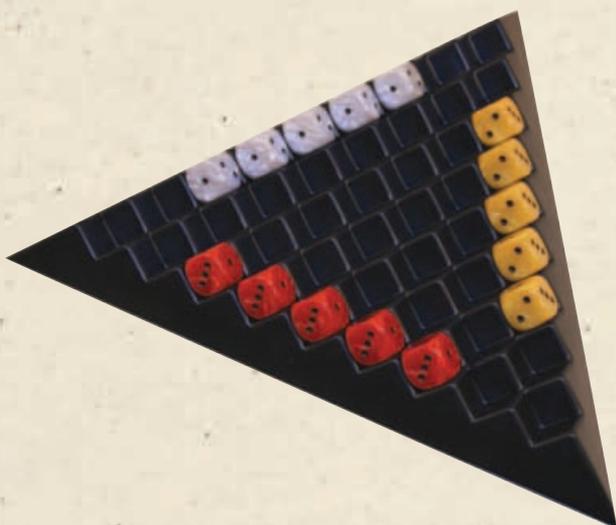
🔴 The players decide who will start.

Playing the game
On a player's turn, he **must** take one of the following two actions:

1. TIPPING **or**
2. TURNING

Afterwards, his left neighbor takes his turn.

1. TIPPING
The player tips one of his dice into a neighboring empty FUNNEL. He may only tip the die forward, in the direction of the opposite CORNER FUNNEL, to the left, or to the right. A player may never tip one of his dice backwards, in the direction of his SIDE of the pyramid.

If, by TIPPING a die, the player creates a FUNNEL with two other dice, there follows an immediate competition.

Competition
The numbers facing the FUNNEL on the three competing dice are compared with one another:

The die with the highest number (most dots) wins against all opponents' dice with smaller numbers.
The player takes the dice he has beaten and places them in his play area.

If all three dice have the same number or two have the same number and the third number is smaller, all three dice are removed from the game. No player wins any dice.

A player never competes against his own dice.

The yellow player TIPS his die to the right forward. With this TIP, he creates two FUNNELS at the same time. In the right FUNNEL, his 6 is the highest number. Therefore, he wins the red die with the 5. His yellow 2 remains (as does his 6 - for now).
In the left FUNNEL, the yellow and red 5's tie for highest. With the tie, all three dice forming the left FUNNEL are removed from the game.

Note: only the three dice that form the FUNNEL participate in the competition. All neighboring dice are spectators and not involved in the competition.

2. TURNING
The player turns one of his dice as much as he wants until the numbers face the way he chooses.

Game end
The game ends when a player moves one of his dice to the CORNER FUNNEL opposite his SIDE of the pyramid. This player is the winner.

The game also ends when there are no more dice on the BASE FORM.
In this case, each player counts the dice he has won and subtracts the number of his dice that were removed from the game.

Note: the total can be negative!

The winner is the player with the highest total. If players tie, the player among those tied who had the latest turn is the winner.

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