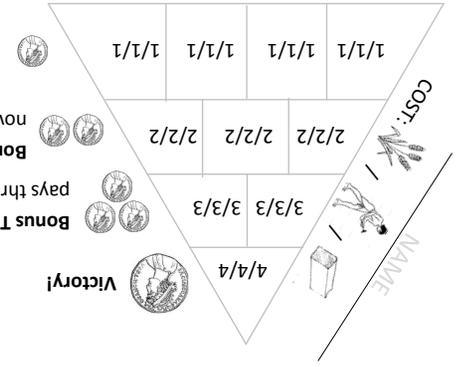


# THE PYRAMID



- Bonus One: +1** coin every turn.
- Bonus Two: Doubles** now pays two coins.
- Bonus Three: Doubles now** pays three coins.

**You need:** Three dice: Red, green, and blue.  
Two colors of pen.

**Setup:** Players should pick six discoveries to place in the valley; number the discovery spaces. Each player may spend 7 coin in the valley. You must buy from your side of the valley first. When you buy something, outline it in your color.

**How to play:** On your turn roll the dice to determine your resources. Doubles gives a coin, triples gives three coins. After counting your resources you may make purchases in the valley or the pyramid. Finish your pyramid first to win.

- +1** **Bump:** Add or subtract 1 from a die before counting resources. Stackable.
- 1** **Coin:** May be used as 1 of any resource.
- 2** **Discovery:** When rolled, follow special directions (see right).
- x2** **Double:** Double the output of a single die. Cannot be applied twice to one die.
- 10** **Extra:** Roll an extra die, any color.

- 6** **Make Your Own Luck:** You may re-start your turn, if you like.
- 7** **Big Spender:** Double your resources this turn. Stacks with **Double**.
- 8** **Boundless Wealth:** Roll two extra dice this turn, any two colors.
- 9** **Cheater!** Manually set the values for the red and green dice.
- 10** **A Reveal of Fortune:** You may trade sides with the other player.

**THE NILE VALLEY**

BLACK OUT A FILLED BOX TO GAIN 1 COIN

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- 1** **Midnight Oil:** You take an extra turn right after this one.
- 2** **Contract Work:** You may buy a pyramid piece at a one-level discount.
- 3** **Dirty Deeds Done Dirt Cheap:** You may buy an occupied space.
- 4** **Sabotage:** Black out any single space in the valley, removing it from play.
- 5** **My Two Cents:** Gain two coins.