

PYLOS

1994	2 Players	10 Minutes	Abstract
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Object

Players take turns placing a sphere on the playing board, eventually building a pyramid. By taking advantage of certain rules, you can slow down the number of balls you use from your supply. The winner is the player who can place the last ball on the top of the pyramid.

Setup

- Place the board on the middle of the table. Each player receives the 15 balls in their colour and places them on the border of the board.
- Randomly determine who starts first.

Rules of Play

- Each player, at the beginning of the game, places one of their balls in one of the hollows on the board. Play continues in this order, placing one ball each turn.
- When a square made of four spheres exists on the board or at higher levels at the beginning of a player's turn, a player may choose to stack one of his spheres on it. They may use a sphere from their reserve or they may use a sphere from the board and stack it on top of the square, thus limiting the number of balls they take from their reserve. Of course, a player can only take a ball from the board as long as it is not supporting any other balls on top of it.
- A player who makes a square completely out of their own colour (4 balls) immediately takes back one or two of his spheres from the board and places them back into their reserve. They may take back the ball that they just played which completed the square.
- The winner is the player who places their last sphere on top of the pyramid.

Uploaded by "freechinanow" to boardgamegeek.com – August 2015