

RAMŞEŞ Pyramid



2-4



8+



20 - 40



- Rules



- Règles



- Reglas de juego





A new way to play!
Introducing LEGO® Games, the world's first collection of games that you build, play and change. With the unique buildable LEGO Dice and changeable rules, LEGO Games is a new way of having fun together with family and friends.



Une nouvelle façon de jouer!
Découvrez les jeux de société LEGO® : les premiers jeux de société à construire ! Avec le dé LEGO à construire et les règles du jeu modifiables selon les envies des joueurs, les jeux de société LEGO promettent des heures de divertissement en famille ou entre amis.

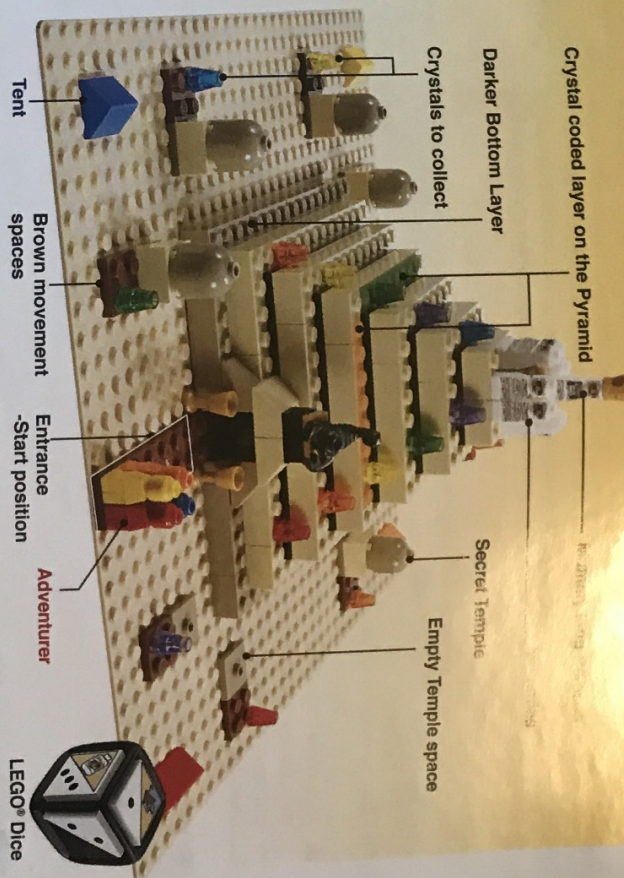


¡Una nueva forma de jugar!
¡Llega LEGO® Games, la primera colección de juegos del mundo que puedes construir y cambiar jugando. Gracias al exclusivo Dado LEGO, que podrás construir a tu gusto, y a sus reglas, totalmente alterables, LEGO Games representa una nueva forma de divertirse con la familia y los amigos.



BUILD

The Mummy King Ramses is planning on conquering the desert. You and your friends must build a pyramid to defeat the Mummy King, taking his crown and the treasure!



Aim of the game

Be the first adventurer to reach the top of the pyramid, defeat the Mummy King and win!

Setting up the game

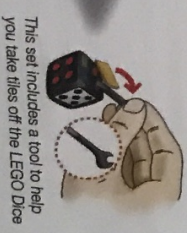
Before you start playing, build the game using the LEGO® building instructions provided in the set. Building the game teaches you more about the pieces and how you can use them. This makes it easier to rebuild or change the rules of your game later on.

Build the LEGO Dice using the colored sides shown below:



Before each new game, reset the game board to match the picture above, or the image on the last page of the building instructions.

Starting with the youngest player, each player selects an adventurer. For two players, remove the two green and two purple crystals from the brown spaces.



This set includes a tool to help you take tiles off the LEGO Dice



PLAY

Playing the game

The youngest player starts. Play then continues clockwise.

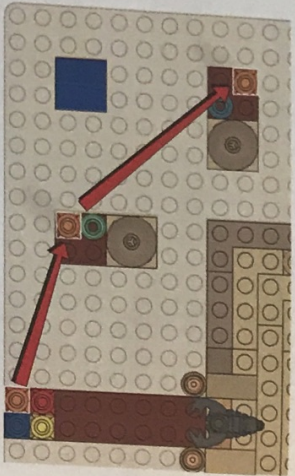
Starting at the Entrance (Start position), players move their adventurers in a clockwise direction once around the pyramid on the brown movement spaces. When a player's adventurer returns to the entrance, he stops there. On the player's next turn, he or she then places the adventurer onto any one of the four sides of the pyramid on the dark bottom layer, rolls the dice and starts climbing the pyramid.

Moving on the brown spaces:

When landing on a brown space around the pyramid, players have three options each turn.

- 1) Take the crystal and place it by your tent. **OR**
- 2) Look inside the secret temple, memorize the color inside without letting the other players see, and then place the secret temple onto another empty temple space. **OR**

If there is no crystal or secret temple, your turn ends.



Moving on the pyramid:

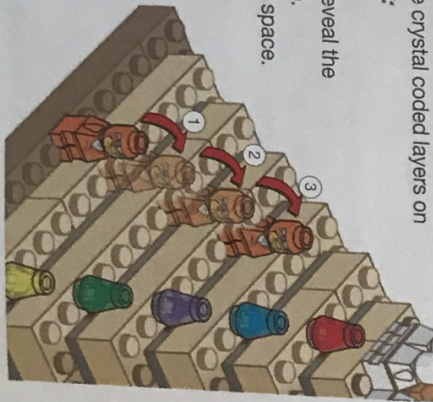
When a player has reached the pyramid, they move differently. Players now move UP or DOWN layers of the pyramid. One step equals one layer of the pyramid. Players have to choose between two options each turn **BEFORE** rolling the dice:

Roll the LEGO® Dice and move your adventurer one or more crystal coded layers on the pyramid. To move to each new layer, you must **ALWAYS**:

- 1) Have the correct colored crystal at your tent. **OR**
- 2) Guess the correct color crystal in a secret temple, then reveal the color by opening it and showing all players what is inside.

Then place the secret temple onto another empty temple space. If you reveal the wrong color crystal, your turn ends.

After rolling the LEGO Dice and move your adventurer to the next layer. Place your adventurer in the center of each layer. If you still need to have, or reveal, the correct colored crystal to move to another side of the pyramid.



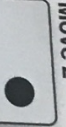
PLAY



Rolling the LEGO® dice

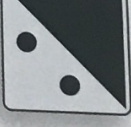
Keeping in mind the movement rules on the previous page, each turn a player rolls the LEGO® Dice and does one of the following:

Move 2



Move your adventurer forward two brown spaces as you move around the base of the pyramid **OR** two steps up or down once your adventurer is on the pyramid.

Take and move 2

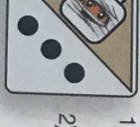


- 1) Take one color crystal that you do not already have from another player's tent, **AND**
- 2) Move your adventurer two brown spaces or two steps on the pyramid.

Rotate the pyramid and move 1



- 1) Change the route to the top of the pyramid by picking up and rotating one layer of the pyramid to another position. All layers above the one rotated will rotate with it. **AND**
- 2) Move your adventurer one brown space forward or one step on the pyramid.

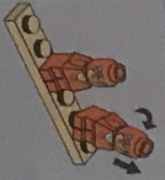


- 1) Move ONE mummy from the top down one step on its side of the pyramid **AND** move ALL mummies no longer on the top of the pyramid down one step. **AND**
- 2) Move your adventurer three brown spaces or three steps on the pyramid.

Adventurers cannot step onto a layer of the pyramid containing a mummy. If a mummy descends onto a layer on the same side as an adventurer, the adventurer is knocked off the pyramid and returns to the Entrance. On that player's next turn, the player places his or her adventurer onto any one of the four sides of the pyramid on the dark bottom layer and begins again. When a mummy steps off the bottom of the pyramid, place it onto one of the eight brown spaces, it is now out of the game.

Winning the game

Once you have reached the layer just below the Mummy King, you have a chance to fight him on your next turn. If you roll a side showing the mummy you defeat Ramesses the Mummy King and win. The Mummy King's crown and the pyramid's treasures are yours!



The LEGO HIT!
The best way to pick up your LEGO pieces is by tilting them before you pick them up.



CHANGE

YOUR GAME – YOUR RULES

The LEGO® Dice gives you the freedom to change the game and make it your own. You can change the playing area, the pieces and even the rules. Every little change makes it more and more YOUR game.

The secret to changing a game is to change only one thing at a time. That way, you can see if the change makes the game more fun. If it does, keep it and then try another.

Changing a game is always more fun when done together. That way everyone knows the rules and knows what is being changed. Remember to make sure everyone playing is aware of any new rules **BEFORE** you start playing.

Now that you know how to play the game using our rules, try one of the following suggestions to change the game, and then try to make one of your own.

1) Team play

Collaborative play for four players split into two teams. **OR** all 4 players on the same team against the Mummy King.

Work as a team to save Egypt from the Mummy King and his mummy army! Reach the top of the pyramid and defeat the Mummy King before all eight mummies reach the eight brown spaces and win! The player to actually defeat the Mummy King gets to wear the crown. If the Mummy King is too powerful, start him a few layers down the pyramid. Every time a mummy is rolled, he climbs up one step. Only when he reaches the top can he start to unleash his mummy horde.

2) Special treasure room rules

When a player defeats the Mummy King and takes his crown, the player enters the treasure room hidden inside the pyramid. The player then has to reveal the secret temple locations containing the four colors inside. If the player successfully reveals the four colors, the player gets the Golden Scorpion treasure. If the player fails, the pyramid closes and the player is trapped inside.

Invent and share your own rules

Challenge yourself and see what new rules you can create. If they work, upload your "house rules" of the game to games.LEGO.com and share it with others. Or check out what others have created and try playing the game using their house rules

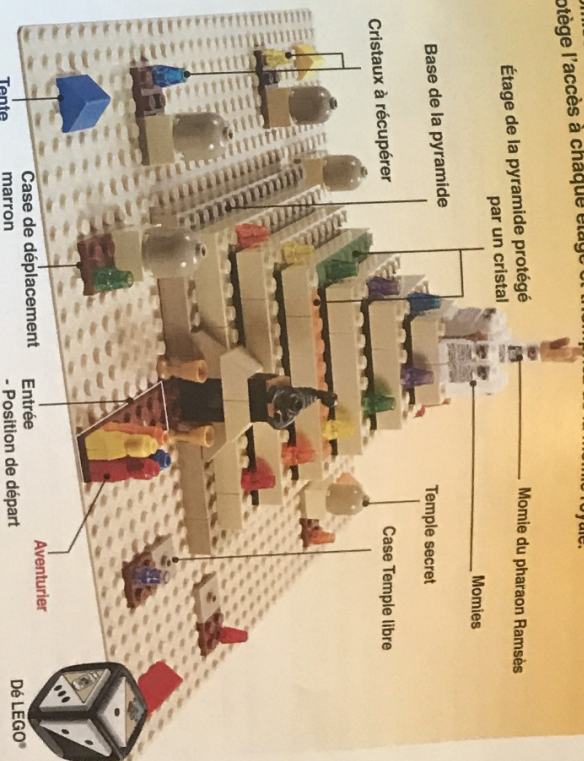
Go Online!

From short videos showing how to play each game to downloads and more, Games.LEGO.com is packed with fun! You can also find more fantastic ways to Build, Play and Change your LEGO Games.

CONSTRUCTION



Empêchez la momie du pharaon Ramsès de conquérir toute l'Égypte avec son armée de momies ! Gravissez la pyramide jusqu'au sommet en retrouvant le cristal de couleur qui protège l'accès à chaque étage et triomphez de la momie royale.



But du jeu

Le premier aventurier à atteindre le sommet de la pyramide et à triompher de la momie royale gagne la partie !

Préparation

Avant de commencer à jouer, construisez le jeu selon la notice de montage LEGO® fournie. Cette première étape de construction vous familiarisera avec les pièces du jeu et leur utilisation. Il vous sera ainsi plus facile de reconstruire le jeu ou d'en modifier les règles par la suite.

Assemblez le dé LEGO à l'aide des faces de couleur illustrées ci-dessous :



Cette boîte contient un outil facilitant le démontage du dé LEGO.

Avant chaque nouvelle partie, remettez les pièces en place comme sur l'image figurant à la dernière page de la notice de montage.

Chaque joueur, en commençant par le plus jeune, choisit un aventurier. À 2 joueurs, retirez les 2 cristaux verts et les 2 cristaux bleus des cases marron.