

EXAMPLE OF RANKINGS FOR POKER HANDS (Lowest to Highest)

No Pair	4♦	9♣	Q♣	K♥	7♦
Pair	4♦	9♣	Q♣	Q♥	7♦
2 Pair	4♦	4♣	Q♣	Q♥	7♦
3 of a Kind	4♦	Q♦	Q♣	Q♥	7♦
Straight	4♠	5♦	6♣	7♥	8♦
Flush	Q♠	7♠	4♠	9♠	K♠
Full House	Q♥	Q♦	Q♣	2♦	2♠
4 of a Kind	Q♥	Q♦	Q♣	Q♠	3♣
Straight Flush	4♠	5♠	6♠	7♠	8♠
Royal Flush	10♠	J♠	Q♠	K♠	A♠

CREDITS

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PYRAMID POKER

The Forbidden Game Of The Pharaohs



OVERVIEW

In ancient Egypt, legends tell of the forbidden game played only by royalty. Players work together to build a pyramid of blocks. They then compete to assemble three Poker hands by taking the pyramid apart.

EQUIPMENT



54 blocks



1 Pyramid Foundation

Note: Jokers are included, but are NOT wild and cannot be part of a hand.
(See Choosing)

SET-UP

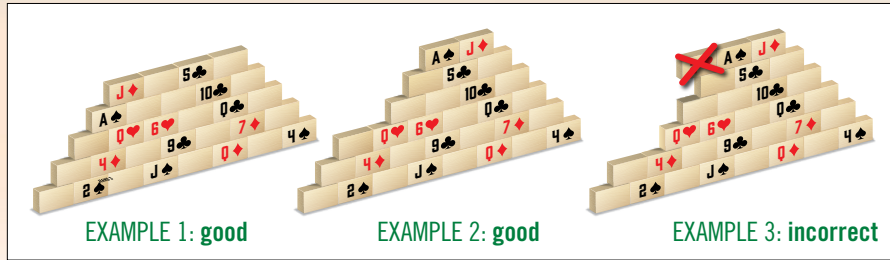
Place the Foundation on the table between the players. Place the 54 blocks face down on the table off to one side and shuffle them. Each player takes 15 blocks and keeps them face down in front of them. (Try not to look at them as you place them face down. You can also mix them up a bit once you have all 15.) Put any unused blocks aside without looking at them, they are not used in this game.

BUILD PYRAMID:

Starting with the first player to say “Tut Tut”, players take turns adding one block from their personal supply to the pyramid until they run out (30 blocks total.)

When placing a block, choose one of your 15, look at it, and then place it on the Pyramid, facing you. Do not let your opponent see the block! You may place the block in any open space in the foundation, or centered on top of any pair of neighboring blocks.

Note: you will not be building a complete pyramid. That would take 36 blocks and you will only be placing 30. This means there are a few different shapes that the pyramid can take, based on the placement of the last few blocks.



MAKING HANDS

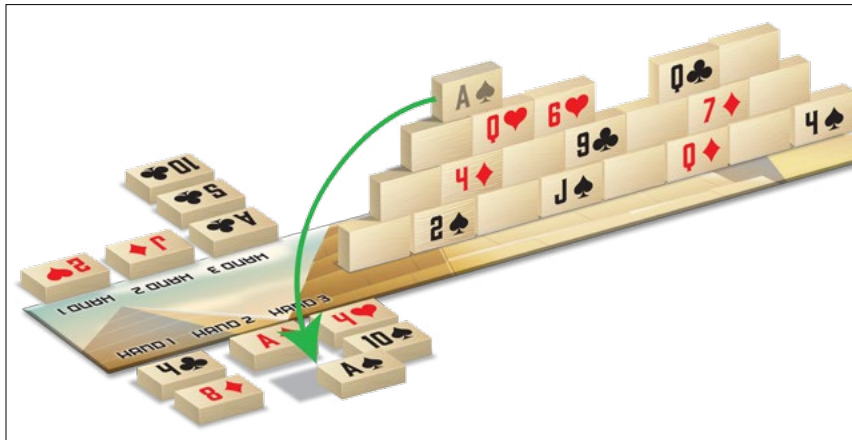
When each player has placed all 15 of their blocks, it's time to make poker hands! Players continue taking turns, but now they will be choosing a block from the pyramid and placing it in one of their hands. This is done 15 times, after which each player will have made three five-card hands.

CHOOSING

You may take any block that has no blocks on top of it. You may take a block that faces you, or a block that faces your opponent. If you choose a Joker, discard it. Then turn up three of the remaining face down tiles. Choose one to add to one of your hands and discard the other two out of the game.

PLACING

Once you have chosen a block you must add it face up to one of your three hands next to the foundation.



SCORING

BASIC SCORING

Compare the hands of each player. If you win two out of these three, you've beaten your opponent. If you win all three you've skunked your opponent!

ADVANCED SCORING

For a more strategic game, play with these advanced scoring rules. Each hand will produce a numerical score. Each player calculates his score and the player with the higher score earns points equal to the difference between the scores. For a short game, play to 7 points. For a longer game, play to 11 points.

ADVANCED SCORE CHART

Straight or Flush	1 point
Full House	2 points
4 of a kind	3 points
Straight Flush	4 points
Royal Flush	5 points
Win 2 hands	3 points
Win all 3 hands	4 points
Every hand lower than one Pair	-1 point

EX: Jenn has a **King high** (-1) point, a **Flush** (+1) point and a **pair of 8's** (0) points. Her total is currently zero. Frank has a **Full House** (2) points, **3 of a kind** (0) points and an **Ace high** (-1) point. His total is 1 point. However Frank won two of the hand matchups which gives him an additional 3 points. His new total is 4 points. Since the difference between his total and Jenn's is 4, he gets 4 points for this round.