

INVENT YOUR OWN GAME

GLOTZ, THE GAME THAT HASN'T BEEN INVENTED YET

As we continue discovering new ways to play with the pyramids, we're always excited to hear that others have been inspired to invent their own pyramid games. We always encourage this, and challenge you to try it too!

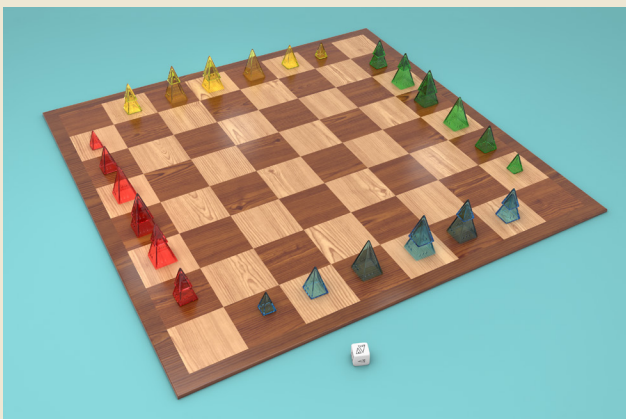
We call any un-invented game Glotz. For many years, that's been our code name for any as-yet unnamed game we are in the process of inventing. When a work-in-progress takes final form, it gets a real name, and the name Glotz gets freed up for some other half-baked idea.

So, when you are tinkering around with the pyramids, trying to make up a game, you're playing Glotz. To help inspire your creativity, here are some starting points.

If you come up with a great new Glotz for the pyramids, please let us know!

GLOTZ CHALLENGE #1

For this idea, you will need a full-sized chessboard. Get three trios of one color and use them to populate the six squares in the middle of one edge. Place a Small, a Medium, and a Large in the first three spaces, and fill the other three spaces with three different two-piece towers: a Medium on a Large, a Small on a Large, and a Small on a Medium. If you imagine these two-piece towers are glued together, this creates a set of six unique game pieces for each player. Use additional colors to populate other edges of the chessboard as needed for two, three, or four players. This is the starting point for a new game in which the pyramid die is used to designate which of your six pieces you get to move during your turn. But what are the rest of the rules to this game?



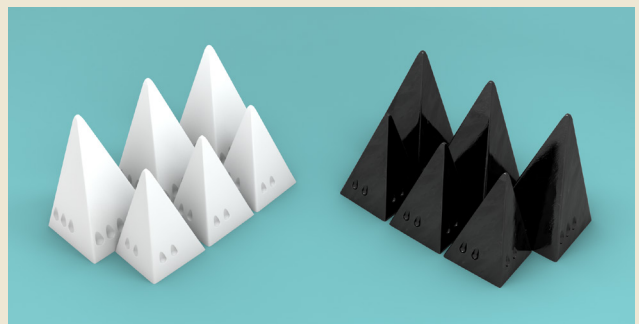
GLOTZ CHALLENGE #2

Pyramid Arcade includes a 5-color deck of cards, and a 5-color die, but as of this writing, no game has been invented that really combines these elements. You could probably play a pretty cool game just with the deck and the color die, but if you also include pyramids of those five colors, the possibilities become endless!



GLOTZ CHALLENGE #3

Most of the games in the Arcade leave plenty of pyramids behind for other uses. However, Volcano is greedy, requiring almost all of the pyramids in the box. Just a dozen pyramids are left over by Volcano, in only two colors and sizes, and that's just not enough to play anything with... yet. But wouldn't it be cool if those strange few leftovers could somehow be used for a game you could play alongside Volcano?



So, that's our 3rd Glotz challenge: Can you design a game that uses just twelve pyramids — three black Large and Medium, and three white Large and Medium — along with any other equipment in this box (besides the Volcano board)?