



# Pyramid

## PREPARE TO PLAY:

- ★ Shuffle 1 deck of cards, removing the Jokers. If you're playing with kids in grades K-2, you should also remove the Jacks, Queens and Kings.
- ★ This game can be played alone or as a team using the same deck of cards.
- ★ The object of the game is to clear the pyramid by **finding cards that add up to 13** (or add up to 10 if you're playing without the face cards.)
- ★ Deal the cards face-up in a **pyramid**:
  - Place 1 card at the top of the pyramid.
  - In the next row, place 2 cards so they overlap the top card as shown.
  - Continue with 3 cards in the third row, etc...until there are **6 cards in the 6th row**.
  - Place the remaining cards face-down in a stockpile.



## GAME RULES:

- ★ Look for **uncovered cards** along the bottom row that **add up to 13**. Place those cards in a discard pile.
- ★ **EXCEPTION:** if an uncovered card added to the card underneath equals 13, you can take both cards!
- ★ Keep removing cards that add to 13.
- ★ When there are **no more cards that add up to 13**, draw a card from the **stockpile**.
- ★ Look for an uncovered card or combination of uncovered cards that can be **added to the drawn card to equal 13**. Put all of those cards in the discard pile.

- ★ If there aren't any cards in the pyramid that can add to the drawn card to make 13, put the drawn card in the discard pile and draw another from the stock until a playable card is drawn.
- ★ If you reach the end of the stockpile before clearing the pyramid, reshuffle the discarded cards into a new stockpile and keep playing.
- ★ The game ends when you've **cleared the pyramid!**