

Rules

Welcome to Pyramids of Catan – where we will relieve the process of the Exodus from Egypt

You will see a board set up like this



Rules

The first person to get 3 matzo cards, 2 maror cards, and a korban pesach card wins.

What do you need?

- Board
- 2 Dice
- 40 of each of the wood, sheep, stone, straw and brick cards
- 20 each of the matzo, korban pesach, and maror cards
- 5 of each of the farms
- 12 of each of the roads

Method

1. Each number on the board corresponds to the result of rolling two dice
2. Each person will receive two farms and two roads to put on the board (youngest person goes first and then clockwise). Put one house down and one road in the direction that you want. Once everyone has done that you put another one down starting with the last team going back to the first one. There are another 3 farms that each team can build and another 10 roads each team can build
3. When you roll the dice anyone who has built a farm next to a tile that contains the number of the dice you rolled collects a card corresponding to the image on the board (wood, sheep, stone, straw and brick).
4. You can use these cards to build things
 - a. A wood and a brick can be used to build a road,
 - b. A wood, stone and sheep can be used to build another farm (each farm gives you more opportunities to gain cards
 - c. A Matzo Card can be purchased using three wheats
 - d. A Korban Pesach Card can be purchased using two sheep
 - e. A Maror Card can be purchased using two herb cards
5. When someone rolls a 7 this is the Task Master card, if you have more than seven cards you have to discard half of them.
6. Collect all the necessary cards and you win