

Pylos

· 3D stacking · 2 · 5–20 min

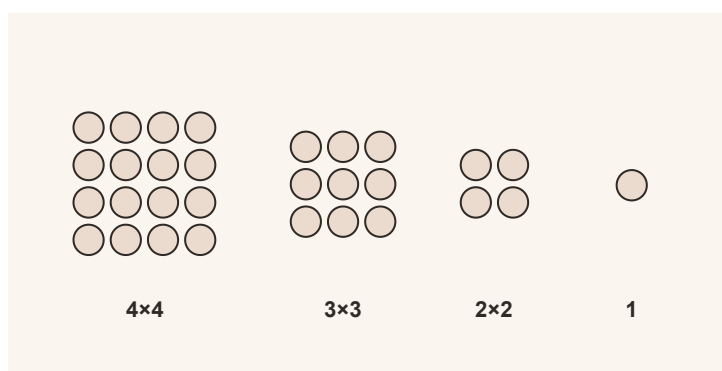
GOAL

Place the single sphere at the top of the pyramid. So spend as few of your spheres as you can.

YOUR TURN

You do **one** of two things: **place** a sphere from your reserve in an empty base hollow or a supported hollow above, or **lift** one of your free spheres already on the board into a supported hollow at least one level higher.

The pyramid has 4 levels: 4×4, then 3×3, then 2×2, then one on top. A sphere can sit higher only if **all 4 spaces of the 2×2 square beneath it are filled**. The colour of those four does not matter.



The layers are separated here only for clarity. In play, every upper sphere rests on four spheres directly beneath it.

Getting spheres back is the point

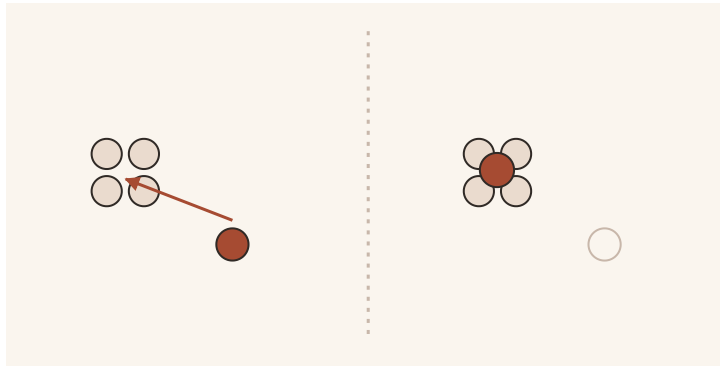
When your move completes a 2×2 square made only of your own spheres, you immediately take back 1 or 2 of your spheres into your reserve.

You may take any of your spheres that supports nothing, including the one you just placed, and including ones from lower levels.

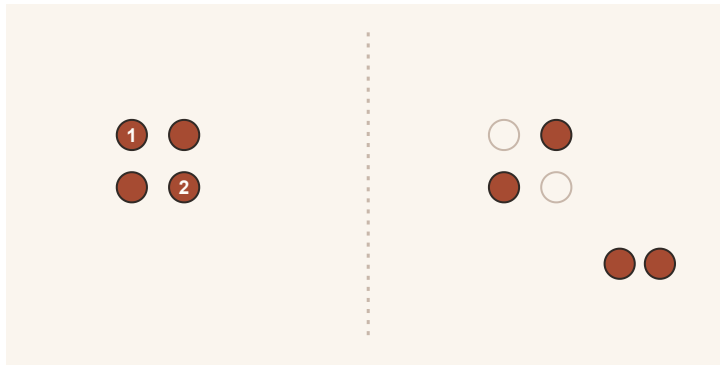
A **lift** may also complete your square; you then reclaim in the same turn. If one sphere completes several squares at once, you still reclaim no more than 2 spheres.

The aim is not to end with the most spheres. It is to spend fewer than your opponent, so that you are the one who places the last one.

You can only lift a sphere that supports nothing, and it must go at least one level higher.



Left: the rust sphere is already on the board. Right: it rests on four other supports and its lower hollow is empty.



Left: a completed rust 2x2 square. On the right, selected free spheres 1 and 2 are actually gone from the board and back in reserve.

You win if you place the sphere at the very top. **You lose** if you run out of spheres before the pyramid is finished.

Setup and advanced variant

In the box: a board with 16 hollows in a 4x4 grid, 15 light and 15 dark spheres. Each player takes a colour, the board starts empty, and **Light begins**.

Advanced variant: you may also take spheres back for a straight line of 4 of your own on level one, or 3 on level two. Diagonals do not count.

Sources: [Gigamic official rulebook](#) and [UltraBoardGames illustrated rules](#). Diagrams are original.

Details that matter

A lifted sphere cannot be one of the four supports of its destination: those supports must remain after lifting. In the beginner variant, omit the reclaiming reward for single-colour squares.

Further sources: [Gigamic Pylos rulebook](#)