

Housing

Developer: Sally Lehmann, Melanie Palt and Anna Salewski

Number of players: 2

Grade: 5th year students

Material

- 34 wooden chips with symbols
→ 2 of each symbol (30); two “exchange” wooden chips; two joker wooden chips
- game board with two identical pyramids

Duration of the game

ca. 10-15 min

Goal of the game

The goal of the game is to finish your own pyramid before the other one does.

Construction/Preparation

The game board with the pictured pyramids is placed in front of the players. Each pyramid consists of 14 fields with their own symbol and the 15th field is the goal.

Course of the game

- The game starts by mixing the wooden chips.
- Course of a game round: After mixing and building up the game board, each player receives four wooden chips and if it's possible they place them on the given fields. (Important: Note that the next floor can only be used when the previous one is completely filled in. E.g.: If the fields water (4) and earth (5) are occupied you can occupy wood (9).
- The game ends when you finish your own pyramid before the other one does .
- The Winner is the person who finishes his or her pyramid first.

Tips/winning strategy

Random game

Olympic values

- Playable by any person
 - Fair play concept
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