

# Pyramid (Drinking Game)

3-8 players

52 cards

Difficulty: Easy

Duration: Short

Assign drinks by matching pyramid cards with your hand cards, or bluff about it.

## SETUP

- 3-8 players with a standard 52-card deck.
- Build a 5-4-3-2-1 pyramid face-down. Deal 4 cards to each player to memorize.

## SCORING

- Bottom row = 1 drink, up to top card = 5 drinks.
- Game ends when all pyramid cards are flipped.

*Tip: Memorize your cards well and bluff confidently only on high-value rows.*

## ON YOUR TURN

- Flip a pyramid card starting from the bottom row.
- Claim a matching rank to assign drinks (row value: 1-5).
- Players can bluff. Targets can call the bluff.
- Wrong bluff = bluffer drinks double. Wrong call = caller drinks double.

Pyramid is a drinking and bluffing game where a pyramid of face-down cards is built on the table. As cards are revealed row by row, players who hold matching ranks can assign drinks to others, but they can also bluff about having matches. Getting called on a bluff means drinking double.

## Objective

Assign as many drinks as possible to other players by matching (or bluffing about matching) revealed pyramid cards, while avoiding being caught bluffing.

## Setup

1. **Players:** 3 to 8 players.
2. **Deck:** Standard 52-card deck.
3. **Pyramid:** Build a pyramid of face-down cards with 5 cards on the bottom row, then 4, 3, 2, and 1 on top (15 cards total).
4. **Player cards:** Deal 4 cards face-down to each player. Players may look at their cards once and then must memorize them.

## Gameplay

1. **Flip:** Starting from the bottom row, the dealer flips one pyramid card at a time.
2. **Claim a match:** Any player who has (or claims to have) a card of the same rank as the flipped pyramid card can assign drinks to another player.
3. **Drink values:** Bottom row = 1 drink, second row = 2 drinks, third row = 3 drinks, fourth row = 4 drinks, top card = 5 drinks.
4. **Bluffing:** Players may bluff about having a matching card to assign drinks.
5. **Calling a bluff:** The targeted player may call the bluff. If the assigner was bluffing, they drink double the amount. If they were truthful, the caller drinks double.
6. **Discarding:** When a match is confirmed (not bluffed), the player discards that card.

## End of Game

- **All cards flipped:** The game ends when all pyramid cards have been revealed.
- **Ride the bus:** Some groups have the player with the most remaining cards ride the bus as a penalty round.

## Variations

- **No bluffing:** For a simpler version, only allow players with actual matching cards to assign drinks.
- **Memory challenge:** Players may not look at their cards again after the initial peek, making memory the key skill.
- **Larger pyramid:** Use a 6-row pyramid for a longer game.

## Tips and Strategies

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- Memorize your cards carefully during the initial peek, especially high-value cards that might appear in upper rows.
- Bluff confidently on upper rows where the drink stakes are higher.
- Call bluffs on players who seem to match every card, as statistically it is unlikely.

## Tips & Strategy

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Memorize your cards thoroughly before the game starts. Bluff sparingly on lower rows and save bold bluffs for the high-value upper rows.

The bluffing element is what makes Pyramid interesting. A well-timed bluff on the top card can swing the entire game, but the risk of drinking double keeps everyone honest.