

Modification Process

Mod 1:

- Attempted to make Pyramids a multiplayer game.
- Rules:
 - 1 pyramid per player.
 - (Pyramid game rules.)
- Problems that occurred:
 - Limited number of cards in a 52 card deck to split between multiple players

Mod 2 (fixes):

- Reduced number of cards per pyramid from 28 to 15 (7 rows to 5 rows of cards)
- Increase number of decks being used: 1 deck per every 2 players should be included.

Mod 3:

- Attempted to make it collaborative so everyone reached a common goal: the card at the top of the pyramid.
- Rules:
 - Top card is shared by everyone.
 - Could make pairs from each other's pyramids.
- Problems that occurred:
 - Players needed the same card from the draw pile. Couldn't determine who would get the card.
 - Player 1 could make a pair with his own cards but also could make a pair with another player's cards. Unsure which action to take.

Mod 4 (fixes):

- Cards followed suit order. So whichever player that has the higher order of suit (Spades→hearts→diamonds→clubs) gets the card from the draw pile in the event two players need the card.
- When player has a card that can pair with his own as well as with another player's, it is the player's choice which card to pair it with.
- Problems that occurred:
 - How is this any different conceptually than if everyone played on one pyramid.
 - How is this any different than playing a solitary game of pyramids?

Mod 5:

- Changed from collaborative to competitive. Pyramid's game mechanics, when combined with multiple players, are more fit for this.\
- See Game Rules:
- Problems that occurred:
 - Both players reached the center card in a draw.

Mod 6 (fixes):

- Made additional rule for draw situation on the last standing card.
- See In-Game Rules #7:
- Problems that occurred:
 - Player had two identical cards and the card drawn could remove both.

Mod 7 (fixes):

- Only 1 card per pyramid can be paired with a drawn card.