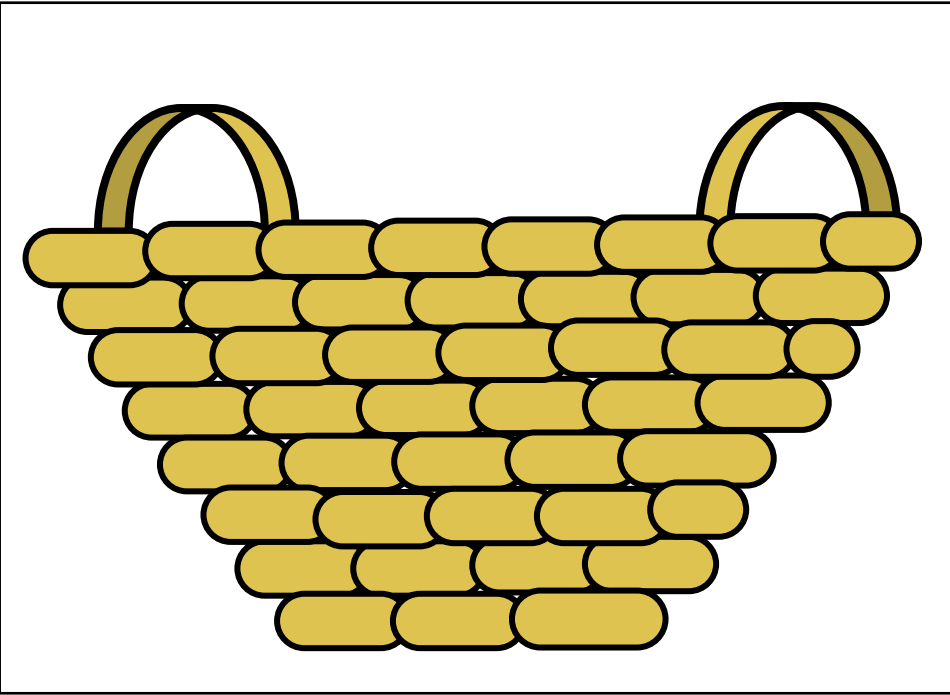
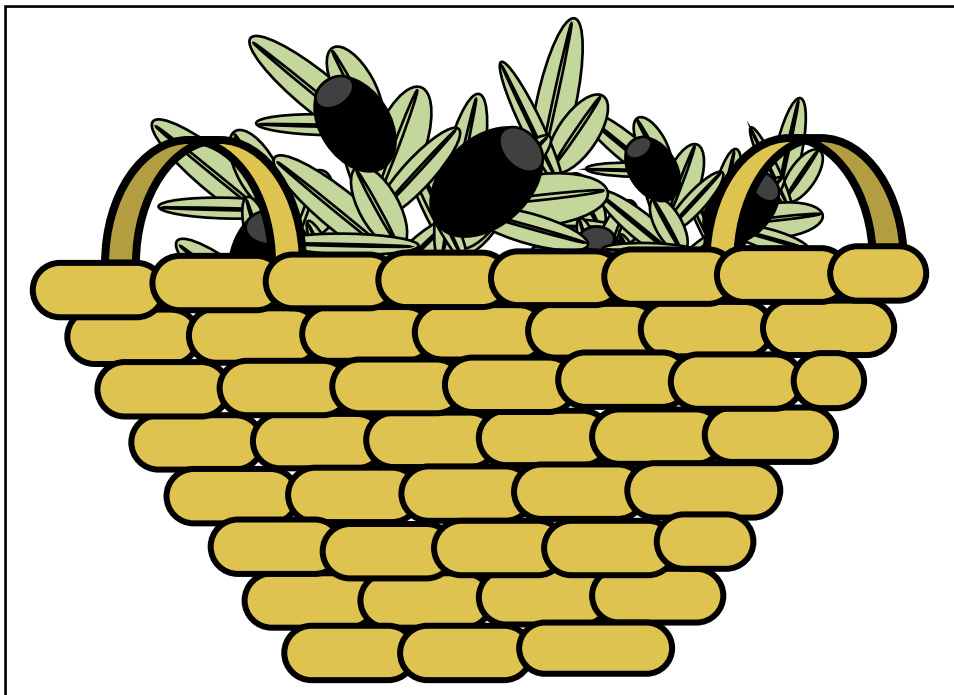
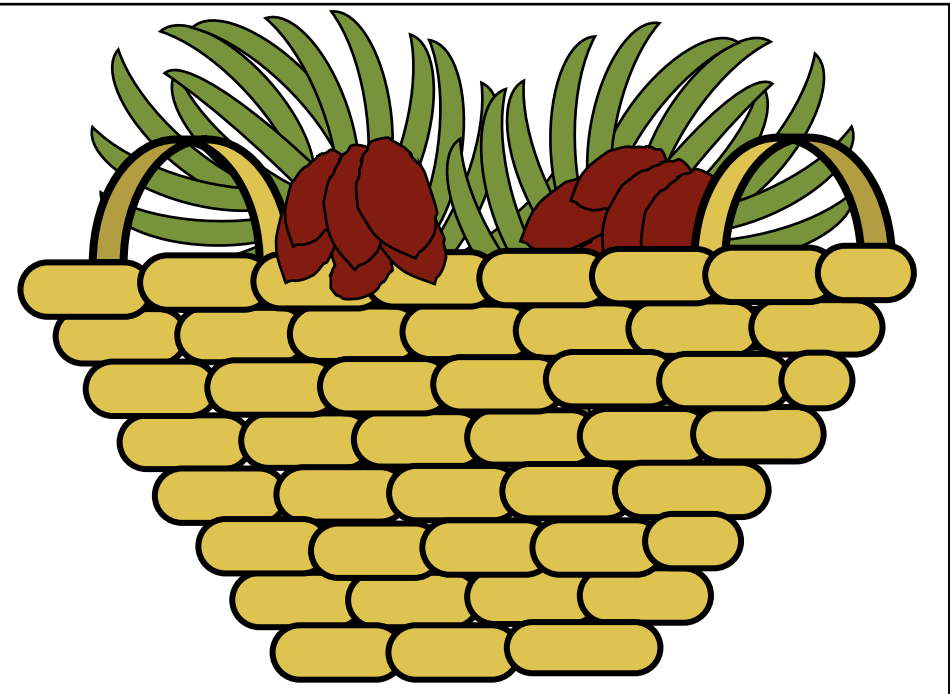
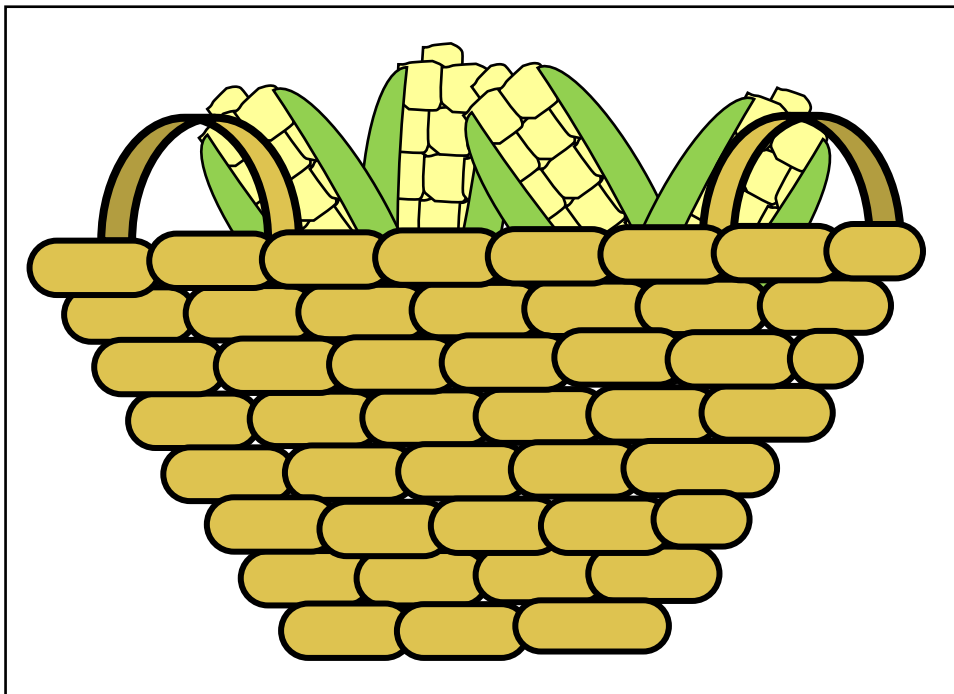
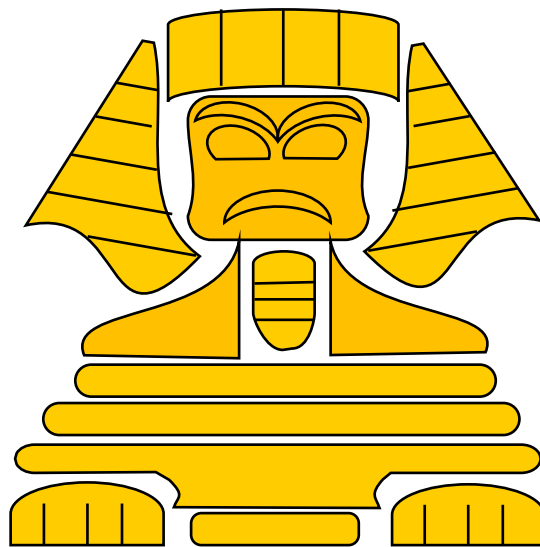
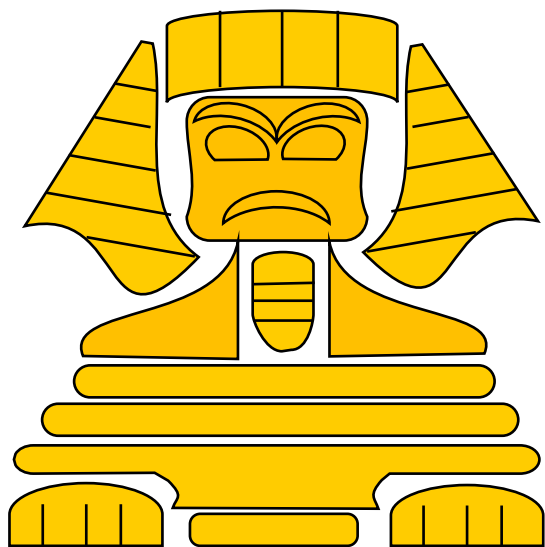
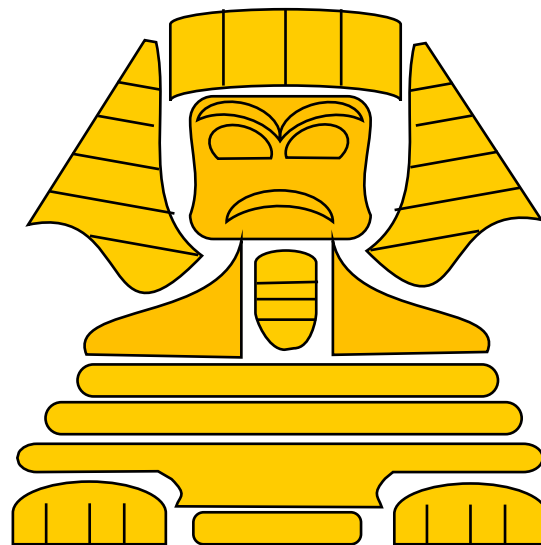
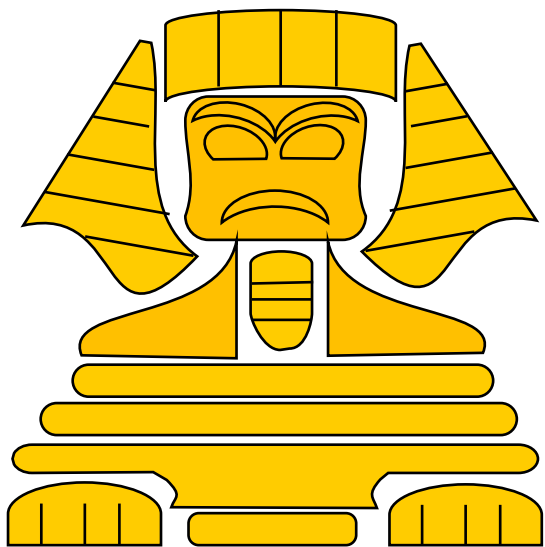


Basket cards



Basket cards



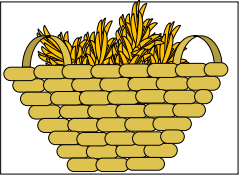


Copy paste on  
back of 3 and  
4.

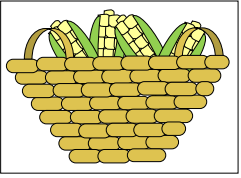
Laminate if  
possible  
Have enough  
food baskets  
for each  
player.

Example if  
you have 4  
people in your  
class copy 2 of  
each 3 and 4.  
These are the  
collecting  
cards.

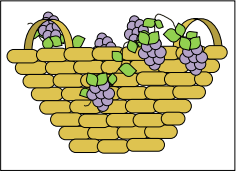
Tally



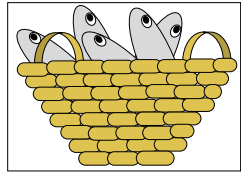
Wheat



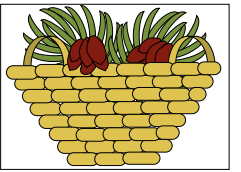
Corn



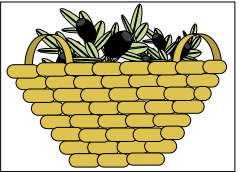
Grapes



Fish

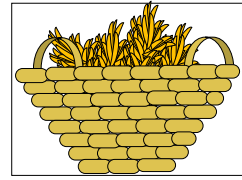


Dates

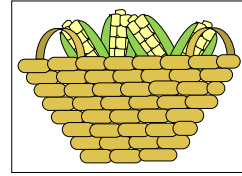


Olives

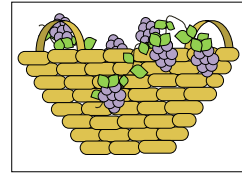
Tally



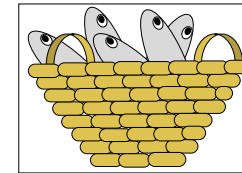
Wheat



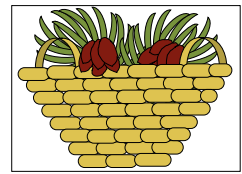
Corn



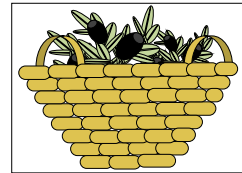
Grapes



Fish



Dates



Olives

## Pyramid Game: (7 plenty and 7 famine)

1. Copy a card for each player.
2. Use cereal or button for markers
3. Place marker on start
4. Youngest goes first. Throw one dice. Move spaces using the arrows as a guide. (they will be traversing up the pyramid.)
5. If the player lands on a sphinx, pick a sphinx card. If the card has a basket of food in it mark a tally on tally score card. Replace the card in the discard pile. (shuffle when necessary)
6. Continue up the pyramid. Stop at the top triangle.
7. To win, you must have at least 2 baskets of food. If the player does not have 2 baskets of food they should start over again at the "Start". Player may keep any food basket tally they have acquired.
8. If you get the empty basket. You don't tally and put back in discard pile.

\*For a more difficult game have the children collect at least 3 baskets of food, or 4, or all 6.

### Game Set Up: Use Card Stock

1. Copy a game board for each player.
2. Copy page 3 and 4 and paste them onto the backs of the Sphinx card. Place all sphinx side up with basket side down.
3. Laminate if possible
4. Use the game tally score card for marking the baskets they acquired.