CLEOCATRA

Egyptians love cats, especially Cleopatra. When she ruled Egypt, she commissioned cat rescuers to protect cats, and royal cat inspectors to report and reward rescuers. In her time, cats were napping happily and safely in the sun throughout Egypt.

GAME COMPONENTS

13 Pyramid Tiles

x1   x3   x3   x3   x3

12 Rescuer Meeples

x3 x3 x3 x3

3 Royal Inspector Tokens

x3

4 Score Tokens

1 Score Track
2 Rulebooks
(English and Traditional Chinese)

GAME OBJECTIVE

In this game, the players are Egyptian cat rescuers, and their goal is to save cats in pyramids. A player receives 1 point for every unique cat rescued, plus 1 point per helper on the scoring tiles. When a player has scored 23 or more points, the game continues until the end of the current round. The player with the most points wins the game.

GAME SETUP

1. In a two-player game, remove one purple, one blue, one orange and one green tile from the game.
2. Shuffle all tiles face down to form a draw pile.
3. All players choose a color (red, blue, black or green), take three Rescuers and one score token of their color, and place their score token on the score track. Remove unused meeples and tokens from the game.
4. Place Inspectors to the side of the play area.
5. The player who last hugged a cat or other pet is the starting player.
6. The starting player draws a pyramid tile, places it face-up in the middle of the table, and places their rescuer on the tile. All remaining players, in clockwise order, take a turn to draw a tile, place it adjacent to the pyramids, and place a rescuer on the tile they placed.

TURN

The game begins with the starting player taking the first turn, then each player takes a turn in a clockwise direction.

Each turn, the active player must take two actions. There are two types of actions: Tile and Rescuer. The player can take a Tile action then a Rescuer action, OR take two Rescuer actions.

TILE ACTION THERE ARE TWO TYPES OF TILE ACTION:

- **Scout.** Draw a tile from the draw pile, then place it face up, adjacent to one or more pyramids.
- **Search**. Take a tile that is unoccupied (no Rescuer or Inspector on the tile), then move it to a different location in the pyramids. The player cannot take a tile that will break the pyramids into two groups, or a pyramid that is surrounded by pyramids.
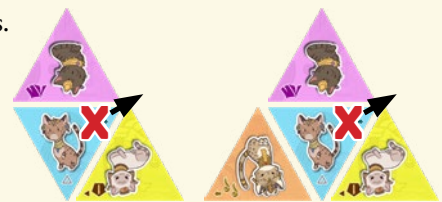
RESCUER ACTION THERE ARE THREE TYPES OF RESCUER ACTION:

- **Dispatch**. Place a Rescuer on the tile you just placed or moved (using a tile action).
- **Team up**. Place a Rescuer on any tile adjacent to one that you occupy.
- **Rescue** (**SCORE**). See the Score section for more information. If a player takes the Score action as their first action, the player's turn ends immediately after scoring.

Each tile can hold up to two Rescuers of different colors. If a tile currently holds two Rescuers, a third Rescuer may not be placed or moved onto that tile.

At the beginning of a turn, if the active player cannot take any action, they place a Rescuer on any tile that has fewer than two rescuers, then they take a Rescuer action.

If the active player cannot take a second action, they must change the first action, so the second action can be completed.

SCORE

1. Choose one of your Rescuers that is NOT on a tile with an inspector. Score 1 point for every unique (different-colored) tile in its area (i.e. The tile it is on, and tiles adjacent to it).

   a. In example "3a" and "3b" on the right, the player scores two points.

3a   3b

   b. In example "3c" on the right, the player scores four points.

3c

2. If the player has one or more Rescuers on the scored tiles, those Rescuers become "Helpers", and the player scores 1 point for each Helper.

   a. In example "4a" on the right, the player scores two additional points from their Helpers.

4a

   b. In example "4b" on the right, there are two adjacent orange tiles with a Helper. The player chooses to score the orange tile on the left, instead of the one on the right. Therefore, only the Helper on the left orange tile scores one point.

4b

3. The player advances their score token on the score track and places an Inspector token on the Rescuer's tile. If there are no unused Inspectors available, take an Inspector from any other pyramid.

4. Finally, the player takes their Rescuer and Helpers (the meeples that receive points) back into their supply.

If the game-end conditions are not met, then the next player (clockwise) takes their next turn.

END GAME & WIN

When a player has scored 23 or more points, the game will end after the current round finishes (All players have the same number of turns).

The player with the highest score wins. In case of a tie, players share the victory.

ADVANCED RULES

Advanced rules are suitable for players who have played Cleocatra before and ready to take the game to the next level. Use the following rules for advanced play.

NEW RESCUER ACTION

In addition to the three Rescuer actions, the active player can also choose the following action.

- **Herd.** Move one of your Rescuers to any tile adjacent to the one they are on.

TILE ABILITIES

All tiles have a special ability, indicated by icons at the upper-right of the tile.

- **Cleocatra.** If a Rescuer is scored on the tile, the player will receive 1 additional point. In addition, the player with the fewest points before scoring will take a bonus action immediately at the end of that player's turn. If multiple players are tied with the fewest points, no one takes the bonus action.

- **Mafdat.** If this tile is in play, you may spend a tile action to move it to another location, even if it has tokens (Rescuer and/or Inspector) on it.

- **Bastet.** If you have a Rescuer on this tile, you may spend a tile action to swap your Rescuer on this tile with another player's Rescuer on a different tile.

- **Mut.** If a Rescuer is scored on this tile, the player does not retrieve the Rescuer after scoring. Helpers that receive a point on the tile are retrieved.

- **Princess.** If a Rescuer is scored on this tile, place two Inspector tokens on any two different pyramids, instead of placing one Inspector on the scoring tile.

kaiami