

Egyptian Architects

In Egyptian Architects players compete to prove who is the greatest architect in the Nile valley by playing cards to construct holy shrines and lay the bricks of the mighty pyramids. But only one will rise triumphant and receive the blessings of the gods.

Setup

Place the pyramid plan card with the white border in the middle of the table.

Deal and Pick Phase

Shuffle the cards, then deal cards to each player according to the table (Note: there is a very small chance some players will receive one less card in a 4 or 5 player game, this is indicated with a *). If there are no pyramid plans on the table all players announce if they have a pyramid plan in their hand. If no one has a pyramid plan, reshuffle the deck and deal cards again.

Players	Deal	Hand
2	10	8
3	9	7
4	8*	6
5	7*	5

Each player will pick a card and place it face down in front of them, then pass the rest of their cards to the player on their left. Once all players have picked a card and passed their hands, they pick up their new hand and pick another card. They then place it face down with the card(s) they took previously. Continue until everyone has picked as many cards as indicated in the Hand column, discard the remaining cards.

At this point each player should have a face down pile of cards in front of them which has two less cards than each player was dealt. This becomes your hand for the construction phase of play.

Construction Phase

At the start of the construction phase all players play all limestone blocks from their hands into the quarry. The player who plays the most limestone blocks earns 4 points. During the construction phase all players can use a worker to place a block from the quarry onto a pyramid.

Players now play cards from their hand one at a time starting with the player with the fewest points. If there is a tie, the player with the fewest points closest to the left of the player with the most points goes first. Each player plays one card, then play continues to the left. Players play their cards to build on any of the pyramid plans in play, or may play a new pyramid plan. Only two pyramid plans may be in play at a given time. If a player plays the last limestone block needed in a pyramid plan that pyramid is complete (even if internal rooms are empty). The player playing the final block scores the foreman points, and all associated cards (including the pyramid plan) are placed into the discard pile to be shuffled back into the deck for the next round.

If you cannot or do not wish to play a card on your turn you may pass. Once you pass you cannot play any additional cards this construction phase unless a new pyramid plan is played, so keep your cards.

Once all players are out of cards or have passed, the construction phase ends. Leave the cards that are part of a pyramid, and the active pyramid plans on the table. Shuffle the rest of the cards, including unused limestone blocks, back into the deck. If this is the 3rd round, the game ends, otherwise return to the deal and pick phase.

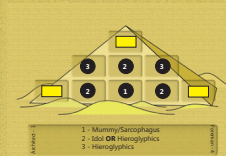
Game End

After 3 rounds the game ends and the player with the highest score is the winner!

Cards

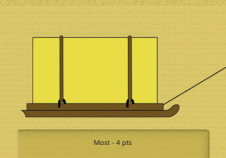
Pyramid Plans -

These cards show the layout of the cards to be played to form a pyramid. When the plan is played the player scores the architect points. When a pyramid is completed (by playing all needed limestone blocks) the player playing the last block scores the foreman points.



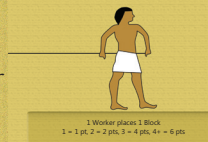
Limestone Blocks -

At the start of the construction phase players play all blocks from their hand. The player who plays the most blocks scores 4 points. The remaining players receive no points. Blocks are placed into a mutual pool each round that all players can use to construct pyramids.



Workers -

Workers are used to move blocks from the quarry to a pyramid. For each worker on a card, one block may be moved from the quarry to the pyramid. At the end of the construction phase, workers who placed blocks are scored as follows: 1 worker placed a block = 1 point, 2 workers placed a block = 2 points, 3 workers placed a block = 4 points, 4+ workers placed a block = 6 points. Extra workers that do not move a block do not score points.



Designed By:
Alex Harding

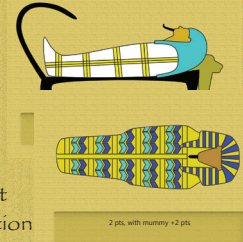
Art By:
Alex Harding



www.AshLoreGames.com

Mummy and Sarcophagus -

Each mummy and sarcophagus are worth 2 points each. Completing a mummy/sarcophagus set on a single location in a pyramid scores a bonus 2 points (total of 4 points for completing the set). If you have both a mummy and sarcophagus card in your hand during the construction phase you may play them both together into an empty tomb space to receive a total of 8 points (2 per card, plus 2 bonus points per card).



Idols -

There are three different idols: cats, birds, and dogs. Idols score a different number of points depending on the number of unique idols within a pyramid. A player only scores points if they play a unique idol that was not already in the pyramid. After playing an idol card, if there is 1 type of idol in the pyramid the player scores 1 point, if there are 2 types score 3 points, and if all 3 types of idols are within the pyramid score 6 points.



Hieroglyphics -

Hieroglyphics score the points indicated on the card when played.

