

FAIYUM

GLOSSARY FOR ALL PLAYING CARDS



S - FARMER

Send out a farmer to gain one of the three basic types of resources.

Place 1 worker upright on any **undeveloped** resource space **adjacent** to another worker that is on any space, whether developed or undeveloped. If no other workers are on the game board, you have free choice of any undeveloped resource space on either peninsula.

Depending on the chosen resource space, gain 1 **matching resource** (grape, stone, or wheat).



If a crocodile on this space, remove it from the game and gain \$1.



S - TWO ROADS

Connecting places helps to urbanize Faiyum.

Place 2 roads, each of which must **connect** two **adjacent crocodile-free** spaces. These spaces are now **developed**. Any workers present remain on these spaces. You can place the two roads connected to one another or at different places on the game board. A road either starts in a settlement or building site, or continues another road or bridge (see **3B - BRIDGE** and **11B - GRAND BRIDGE**), including the road that begins the game on the dam. Roads can branch out only on settlements and building sites. Thus, you cannot build a junction on a resource space.

Pay 2 resources, one per road. The resource must **match** one of the resource spaces (grape, stone, or wheat) connected by that particular road. Gain 3 reputation. If a road finishes the first direct connection of two settlements, two building sites, or a settlement and building site, gain 1 extra reputation (up to 2 extra reputation for two separate first connections built with both roads). You also gain this extra reputation when you place a new settlement on a space already connected by roads to another settlement or building site.



S - SETTLEMENT

Urbanize Faiyum by building a new settlement.

Place 1 settlement on any **crocodile-free** resource space of your choice. That space is now **developed**. Any worker present remains on this space. A gap of at least 1 space must be present between two settlements, but settlements on opposite spaces of the channel are okay since the channel separates these spaces.

Pay 1 wheat, 1 grape, and 1 stone. Gain 3 reputation and \$3. You can gain 1 extra reputation as explained under **S - TWO ROADS**.



2 - GARDENER

Send out a gardener to gain a valuable rose.

Place 1 worker upright on any **undeveloped** space **adjacent** to the channel. "YES, Ronald, no need for an adjacent worker!"

Gain 1 rose. Anytime you pay resources, you can replace any needed resource with a rose.



Remove a crocodile as explained under **S - FARMER**.



4 - REVENUE

Some debtors always owe you money.

Gain \$5.



6 - SENIOR FARMER

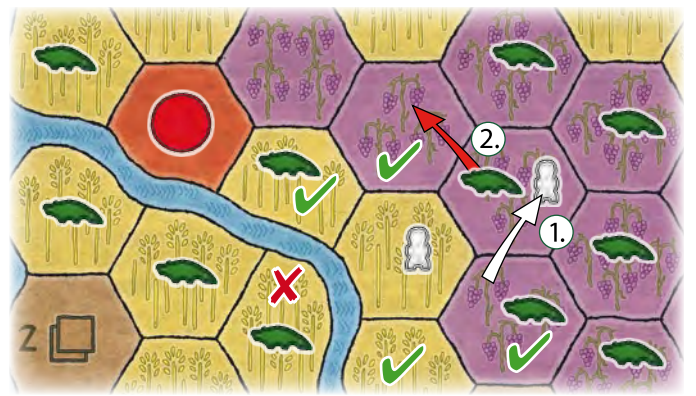
A senior farmer guarantees a better crop.

Place 1 worker as explained above for **S - FARMER**.

Depending on the chosen space, gain 2 **matching** resources (grape, stone, or wheat).

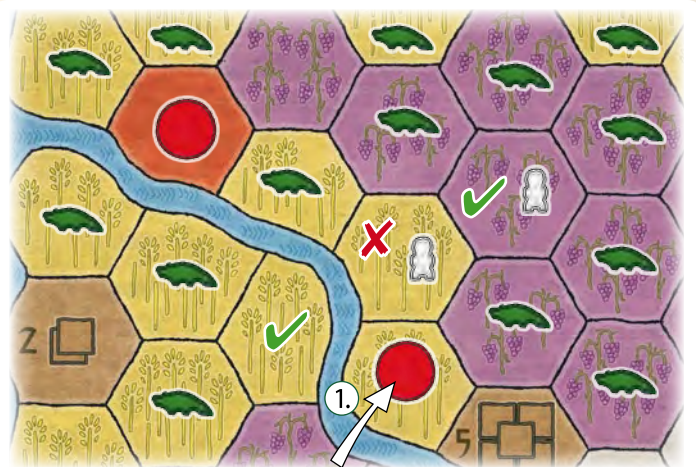


Remove a crocodile as explained under **S - FARMER**.

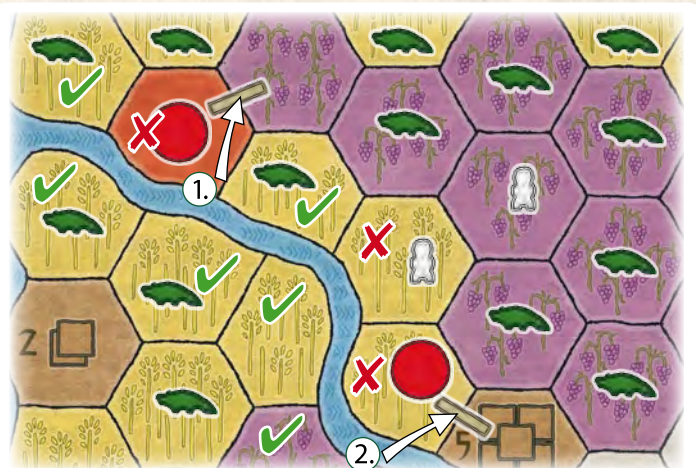


Example: Angelika plays **S - FARMER**. She places the worker on the grape space adjacent to the other worker (1) and removes the crocodile from the game (2). Angelika gains 1 grape and \$1. Alternatively, Angelika could choose the ✓ spaces (without getting \$1 for a crocodile-free space), but could not choose the ✗ space as it is not adjacent (other side of the channel).

If she played **6 - SENIOR FARMER**, Angelika would gain 2 grapes and \$1.



Example: Hedwig plays **S - SETTLEMENT** and places a settlement on the crocodile-free wheat space (1). She pays 1 wheat, 1 grape and 1 stone, then gains 3 reputation and \$3. The next settlement could be placed on the ✓ spaces as they are the necessary distance from the existing settlements. The ✗ space adjacent to the new settlement cannot be chosen, even though it is crocodile-free.



Example: Nicole plays **S - TWO ROADS**. She places two roads on two pairs of crocodile-free spaces. The first connects the settlement with the grape space (1), and the second connects the building site with the settlement (2). Nicole pays 1 wheat and 1 grape, then gains 3 reputation plus 1 extra reputation for the first direct connection between the building site and the settlement.

Next, Angelika plays **2 - GARDENER**. She chooses one of the ✓ spaces adjacent to the channel as the ✗ spaces are already developed or occupied by another worker. Angelika gains 1 rose and (if she removes a crocodile) \$1.



8 - HERMIT

A hermit searches pristine nature that is devoid of humanity. Place 1 worker upright on any **undeveloped** space where each **adjacent** space contains no worker and is also **undeveloped**.

Gain 2 reputation.



Remove a crocodile as explained under **S - FARMER**.



10 - SENIOR FARMER

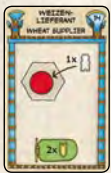
A senior farmer guarantees a better crop. Follow all rules as explained under **6 - SENIOR FARMER**.



12 - SACRIFICE

Making a sacrifice is rewarded by the gods. Place 1 building block on any building site. Any worker present remains there. Each building site has a limit for building blocks as shown via the shape of the structure (an obelisk, a colossus, and two pyramids) and the number next to it.

Remove 1 of your cards from the game. Gain 1 reputation and \$3. You can choose any card from your hand, your discard stack, or even this card. When removing a card from the discard stack, do not change the order of the remaining cards!



14 - WHEAT SUPPLIER

Send a supplier to a settlement to collect wheat. Place 1 worker upright on any settlement.

Gain 2 wheat.



16 - GRAPE SUPPLIER

Send a supplier to a settlement to collect grapes. Place 1 worker upright on any settlement.

Gain 2 grapes.



18 - STONE SUPPLIER

Send a supplier to a settlement to collect stones. Place 1 worker upright on any settlement.

Gain 2 stones.



20 - NEW SETTLEMENT

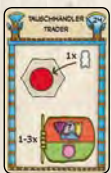
A senior builder saves some resources for the new settlement. Follow all rules as explained under **S - SETTLEMENT**.

Pay 2 **different** resources (grape, stone, wheat, or fish). Gain 3 reputation and \$3. You can gain 1 extra reputation as explained for **S - TWO ROADS**.



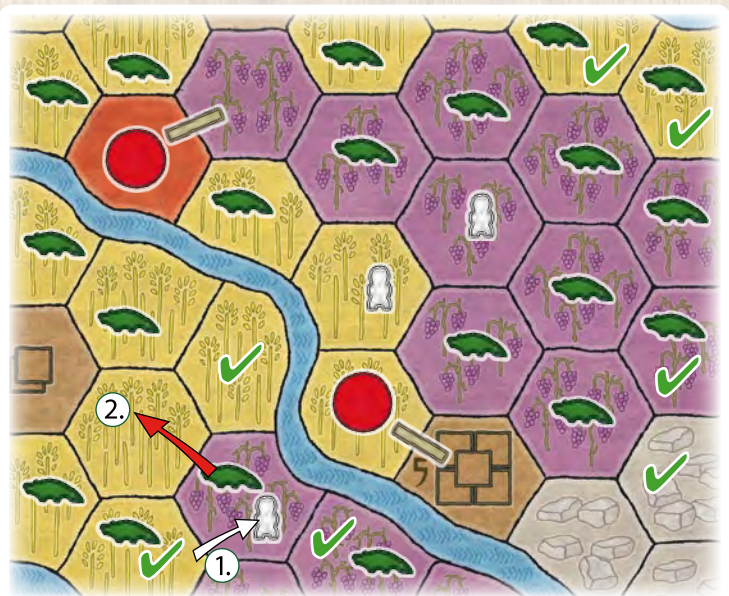
22 - REFINEMENT

In the right hands, anything can double its value. Choose up to 2 resources (grape, stone, wheat, fish, or rose) that **you own**. You can choose the same or different resources. Gain 1 of each of the **matching** resources.



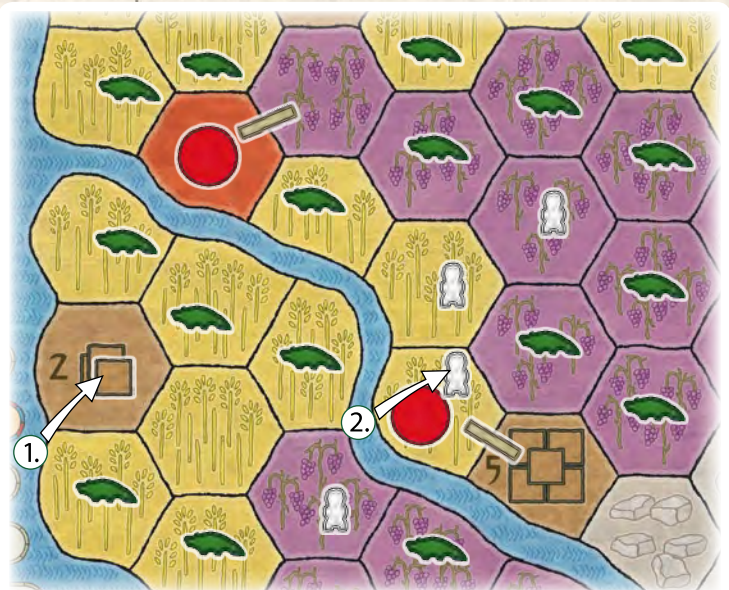
24 - TRADER

A good trader always makes a profitable deal. Place 1 worker upright on any settlement. From 1-3 times, pay 1 resource of **your choice** (grape, stone, wheat, or fish) to gain 1 rose. You can choose the same or different resources.



Example: Hedwig plays **8 - HERMIT**. She chooses the grape space on the small peninsula (1) that is on the opposite site of the channel from one of the settlements. Hedwig removes a crocodile (2), and gains 2 reputation and \$1.

While this region of the game board has become somewhat developed, she could choose any of the undeveloped ✓ spaces, which are mostly at the edges of the region.



Example: Nicole plays **12 - SACRIFICE** and places a building block on the obelisk building site (1), then she removes one of her **S - FARMER** cards from the game, taking it out of her discard stack without changing that stack's order.

Next, Angelika plays **14 - WHEAT SUPPLIER**. She places a worker on the settlement (2) and gains 2 wheat.

"YES, Ronald, the wheat supplier does not care about the type of resource space of the settlement. Angelika could have chosen the other empty settlement, too, to gain wheat."



26 - MIGRANT FARMER

A journeying farmer gains resources on their way.

Move 1 upright worker up to 2 **adjacent** resource spaces, or move 2 workers each 1 **adjacent** resource space. You can choose any workers on the game board (except prone workers from **60 - GEM SEARCHERS**), even workers standing on settlements or building sites.

Depending on the chosen spaces, gain 1 each of the **matching** resources (grape, stone, or wheat).



Remove up to 2 crocodiles as explained under **5 - FARMER**.



28 - SUPPLIER

A clever supplier always gets what they want.

Place 1 worker upright on any settlement.

Gain 2 resources **of your choice** (grape, stone, wheat, or fish). You can choose the same or different resources.



30 - MARKETER

With money, a marketer can gain anything.

Place 1 worker upright on any settlement.

From 1-3 times, pay \$1 to gain 1 resource **of your choice** (grape, stone, wheat, or fish). You can choose the same or different resources.



32 - PERFUMER

Only a perfumer really values a rose.

Place 1 worker upright on any settlement.

From 1-2 times, pay 1 rose to gain 3 reputation.



34 - CROOK

Sometimes a crook must cash in some of their reputation.

Place 1 worker upright on any settlement.

From 1-3 times, pay 1 reputation to gain \$4.



36 - THIEF

With the help of a thief, you gain better abilities.

Take 1 of the 4 cards from the current market for free. Place the stolen card on your discard stack, then place **THIEF** on top of it. If a discount token is on the chosen card, place it above the card market.



38 - BRIDGE

Connecting the two peninsulas brings great reputation.

Place 1 bridge **connecting** two **crocodile-free** spaces on opposite sides of the channel. Any workers present remain there. These spaces are now **developed**. (They are connected by the bridge, but still not adjacent.) Follow all placement rules as explained under **5 - TWO ROADS**.

Pay 2 resources **of your choice** (grape, stone, or wheat) to gain 4 reputation. You can choose the same or different resources. If you directly connect a settlement and/or building site with another settlement and/or building site for the first time, gain 1 extra reputation.

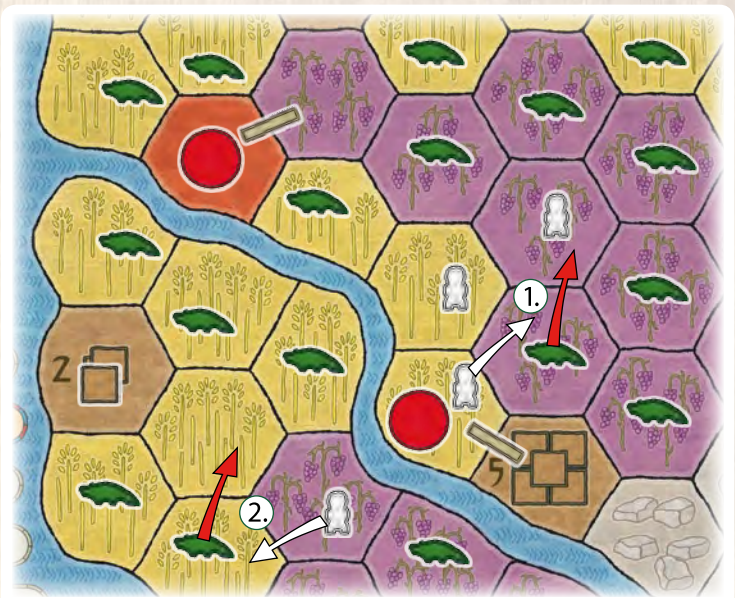


40 - SMALL TOWN

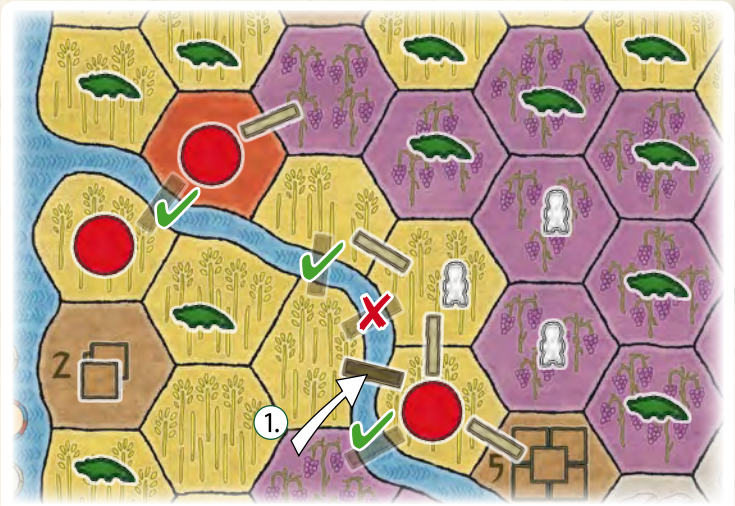
Thanks to a growing population, a settlement becomes a town.

Place 1 town on any settlement, which is not a town. Any worker present remains on this space. For other card actions, this space is now considered to be both a settlement and a town.

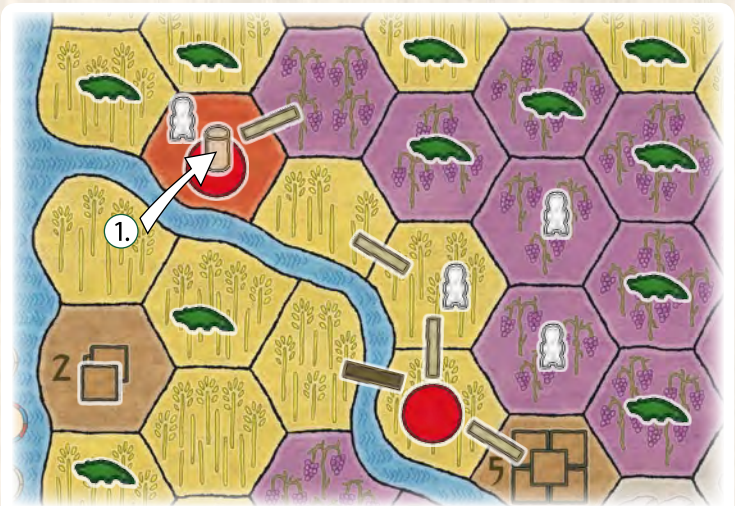
Pay 1 wheat, 1 grape, and 1 stone. Gain 5 reputation and \$2.



Example: Hedwig plays **26 - MIGRANT FARMER**. She moves the worker from the settlement to the adjacent grape space (1), and the other worker to the wheat space (2), removing both crocodiles along the way. Hedwig gains 1 grape, 1 wheat, and \$2.



Example: Nicole plays **38 - BRIDGE**. She places a bridge from the settlement across the channel (1). She pays 1 wheat and 1 grape, then gains 4 reputation. She could have chosen the ✓ places (even connecting the two settlements at the top), but could not choose the ✗ place as roads and bridges cannot branch on resource spaces.



Example: Angelika plays **40 - SMALL TOWN**. She places a town on the settlement (1). Angelika pays 1 wheat, 1 grape, and 1 stone, then gains 5 reputation and \$2. The worker present remains on this space.



42 - GROWER

Only the best grower knows how to handle a whole rose garden.

Place 1 worker as explained under **2 - GARDENER**.

Gain 2 roses. Anytime you pay resources, you can replace any needed resource with a rose.



Remove a crocodile as explained under **5 - FARMER**.



44 - FARM

Hungry people demand food.

Place 1 workshop on any wheat space that is already **developed** by a road or bridge. Any worker present remains on this space.

Pay 1 grape and 1 stone. Gain 3 reputation and 3 wheat.



46 - VINEYARD

Thirsty people demand wine.

Place 1 workshop on any grape space as explained under **44 - FARM**.

Pay 1 wheat and 1 stone. Gain 3 reputation and 3 grapes.



48 - PIT

Shelterless people demand building materials.

Place 1 workshop on any stone space as explained under **44 - FARM**.

Pay 1 wheat and 1 grape. Gain 3 reputation and 3 stones.



50 - ALL-ROUNDER

Having general knowledge is always helpful.

Choose one option:

- Take back the top card of your discard stack.

*"YES, Ronald, first take that other card, then place **ALL-ROUNDER** on top of your discard stack."*

- Gain 1 resource **of your choice** (grape, stone, wheat, or fish).
- Gain 1 reputation.



52 - ORDER

Orderly paperwork speeds up any decision.

Choose 1-3 cards in your hand, then place them at the bottom of your discard stack. Gain \$2 per card. Do not change the order of the other cards in your discard stack!



54 - EXPANSION

To cope with demand, increase the size of the workshops.

Place 1 expansion next to any workshop without an expansion.

Any worker present remains on this space. Regarding other card actions, this space is still considered to be a workshop.

Pay 1 resource **of your choice** (grape, stone, wheat, or fish). Gain 3 reputation.



56 - ASSISTANT

A good artisan always needs an assistant.

Place 1 worker upright on any workshop.

Gain 3 **matching** resources (wheat, grape, or stone).



58 - FISHER

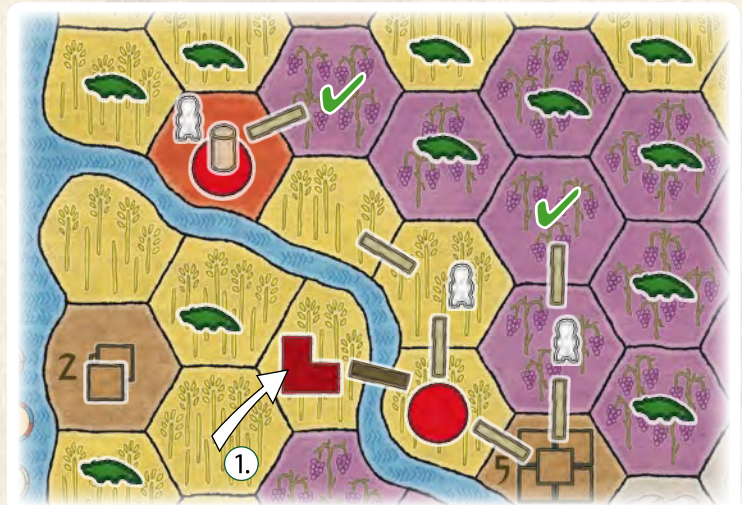
Catching fish gives you more options to pay costs.

Place 1 worker as explained under **5 - FARMER**. Additionally, this worker must be adjacent to the channel or lake!

Gain 3 fish.

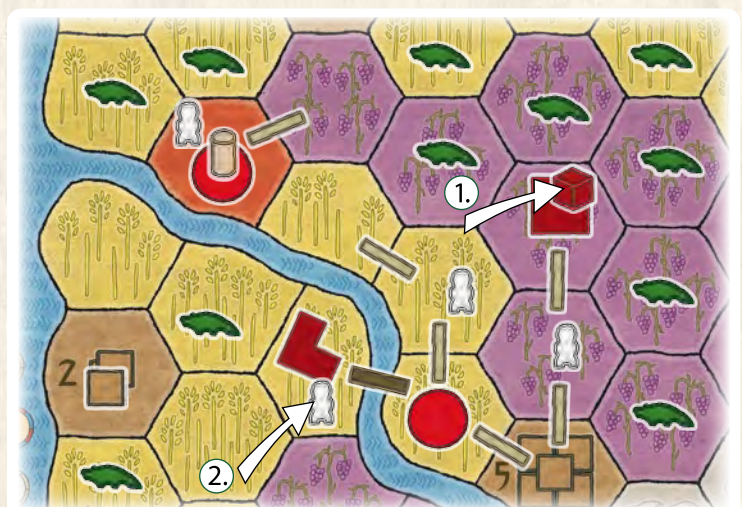


Remove a crocodile as explained under **5 - FARMER**.



Example: Hedwig plays **44 - FARM**. She places 1 workshop on the wheat space developed by the bridge (1). Hedwig pays 1 grape and 1 stone, then gains 3 reputation and 3 wheat.

If she had played **46 - VINEYARD** instead, she could place a workshop on either of the two ✓ spaces connected by roads.



Example: Nicole plays **54 - EXPANSION**. She places the expansion on the grape workshop (1), pays 1 stone, then gains 3 reputation.

Next, Angelika plays **56 - ASSISTANT**. She places a worker on the wheat workshop (2) and gains 3 wheat. She could have chosen the grape workshop to gain 3 grapes instead.



60 - GEM SEARCHERS

The search for gems can be a profitable endeavor.

Choose one option:

- Lay down 1-5 upright workers on any spaces. Pay \$1 per worker. These prone workers can be removed only by playing the **GEM SEARCHERS** card again and choosing the second option.
- Remove all prone workers from the game board. Gain \$3 per removed worker.



62 - NOVICES

Some chosen workers aspire to a clerical life.

Remove 1-3 upright workers from any spaces. You cannot choose prone workers from **60 - GEM SEARCHERS**.

Gain \$2 per removed worker.



64 - BAZAAR

Established connections give access to cheap abilities.

Pay \$2, then take 1 of the 4 cards from the current market into your hand. If a discount token is on the chosen card, pay only \$1.



66 - WHEAT TRADER

A senior trader always gets more wheat.

Place 1 worker upright on any settlement.

Gain 3 wheat.



68 - GRAPE TRADER

A senior trader always gets more grapes.

Place 1 worker upright on any settlement.

Gain 3 grapes.



70 - STONE TRADER

A senior trader always gets more stones.

Place 1 worker upright on any settlement.

Gain 3 stones.



72 - MONUMENT

Building giant monuments brings impressive reputation.

Place 1-3 building blocks on any building sites as explained under **12 - SACRIFICE**. If you place 2 or 3 blocks, you can place them on the same site or on different sites.

For each placed building block, pay 1 stone to gain 2 reputation.



74 - HOMESTEAD

An ever-growing hungry population needs more food.

Place 1 workshop on any wheat space that is already **developed** by a road or bridge. Any worker present remains on this space.

Pay 1 grape and 1 stone. Gain 3 reputation and 4 wheat.

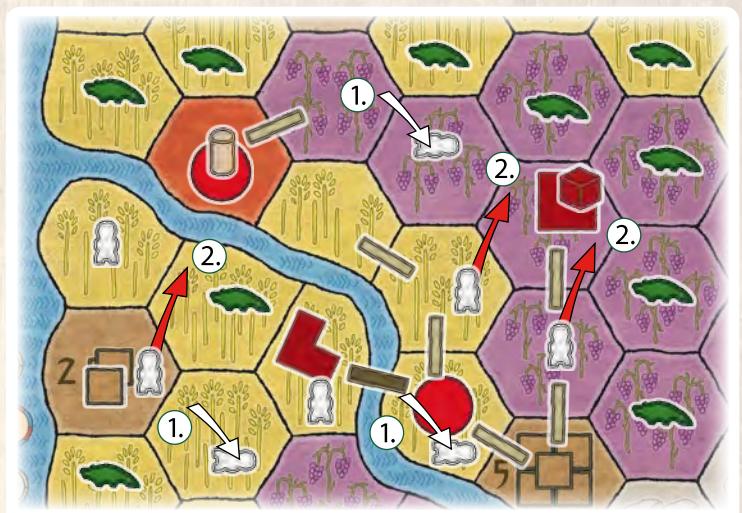


76 - PLANTATION

More and more thirsty people need more wine.

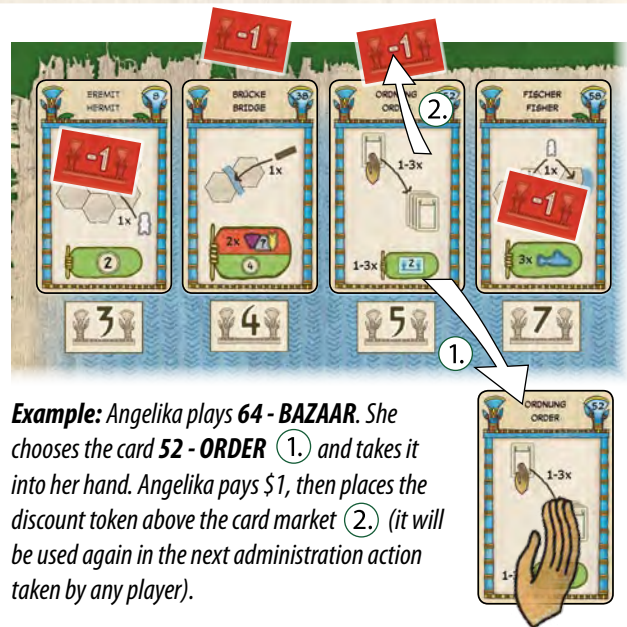
Place 1 workshop on any grape space as explained under **74 - HOMESTEAD**.

Pay 1 wheat and 1 stone. Gain 3 reputation and 4 grapes.



Example: Hedwig plays **60 - GEM SEARCHERS**. She uses the first option and lays down 3 workers (1) by paying \$3. These workers will remain on these spaces until Hedwig plays **GEM SEARCHERS** again and chooses to remove all prone workers.

Next, Nicole plays **62 - NOVICES**. She cannot choose the prone workers and instead removes 3 standing workers of her choice (2), then gains \$6.



Example: Angelika plays **64 - BAZAAR**. She chooses the card **52 - ORDER** (1) and takes it into her hand. Angelika pays \$1, then places the discount token above the card market (2). (it will be used again in the next administration action taken by any player).



Example: Hedwig plays **72 - MONUMENT**. She places 2 building blocks (1) — one to finish the obelisk and the other to start the pyramid. Hedwig pays 2 stones, then gains 4 reputation.



78 - QUARRY

Hordes of shelterless people need more building materials. Place 1 workshop on any stone space as explained under 74 - **HOMESTEAD**.

Pay 1 wheat and 1 grape. Gain 3 reputation and 4 stones.



80 - HARVEST HANDS

Hiring some harvest hands increases your crops.

Place 1-3 workers as explained under **S - FARMER**.

Pay \$1 for each worker. Depending on the chosen space, gain 1 **matching** resource (grape, stone, or wheat) for each worker.



Remove 1-3 crocodiles as explained under **S - HARVEST**.



82 - SENIOR SUPPLIER

Only the experience of a senior supplier guarantees a bigger margin. Place 1 worker upright on any settlement.

Gain any 3 resources **of your choice** (grape, stone, wheat, or fish). You can choose the same or different resources.



84 - TOWN

There is more demand for towns.

Place 1 town on any settlement, which is not a town. Any worker present remains on this space. For other card actions, this space is now considered to be both a settlement and a town.

Pay 1 wheat, 1 grape, and 1 stone. Gain 6 reputation and \$2.



86 - ESCORT

The soldiers of the pharaoh need to parade through Faiyum.

Move 1 upright worker (You cannot choose a prone worker from 60 - **GEM SEARCHERS**) from a settlement to 1-3 other settlements along directly connected roads. The destination must not have a worker. Then, remove that worker.

For moving to one settlement, pay \$2, then gain 4 reputation; for moving to two settlements, pay \$4, then gain 5 reputation; for moving all the way to three settlements, pay \$6, then gain 6 reputation.



88 - PAPYRUS

A good scribe can give you access to many abilities.

Copy the action of the top card on your discard stack.



90 - TAX COLLECTOR

Sending a tax collector can be profitable.

Place 1 worker upright on any workshop.

Gain \$1 for each workshop on the game board, plus \$1 for each town.



92 - FIVE ROADS

Advanced urbanization demands a lot more roads.

Place up to 5 roads. For each road, follow all rules as explained under **S - TWO ROADS** (payment and scoring).

Gain 1 reputation for each built road, plus 1 extra reputation for each road that is the first connection between two settlements, two building sites, or a settlement and a building site.

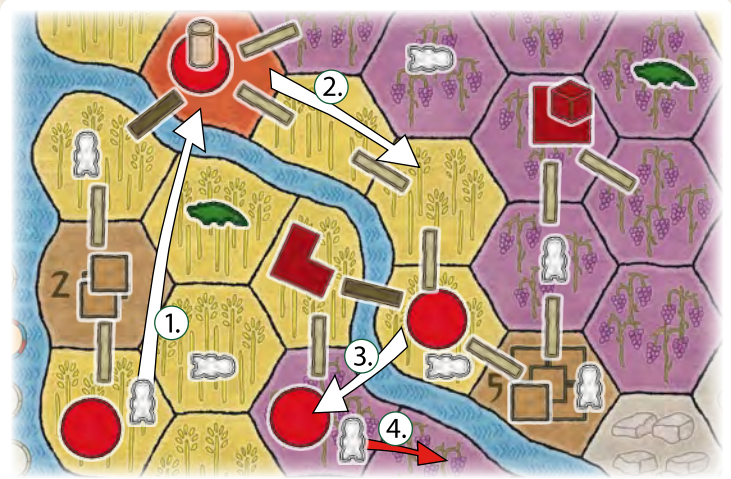


94 - BANQUET

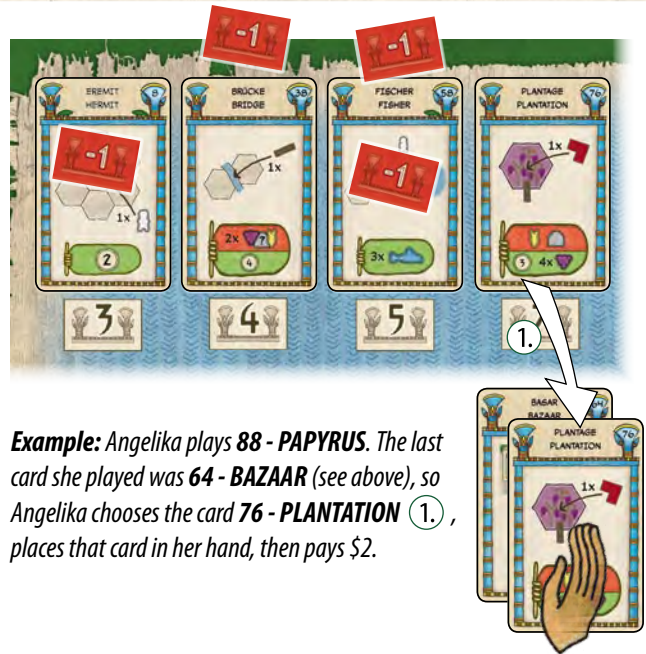
Everybody wants to participate at one of your banquets.

Place 1 worker upright on any building site.

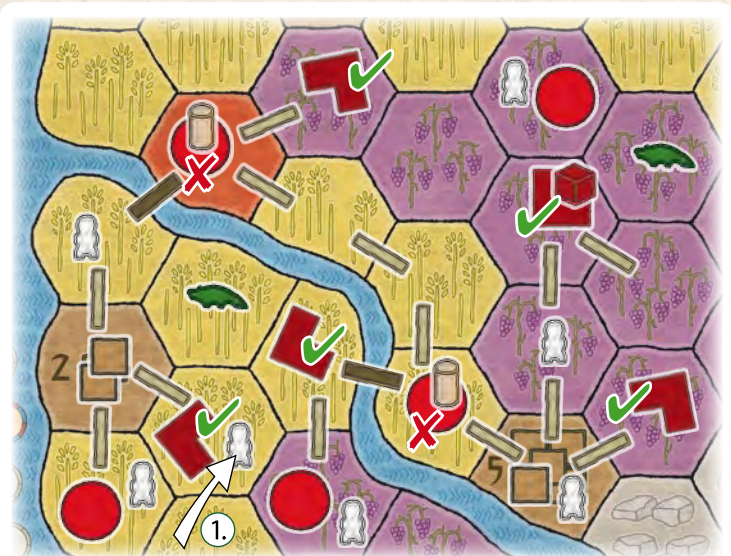
Pay 1 wheat, 1 grape, 1 fish, and \$6. Gain 8 reputation.



Example: Nicole plays 86 - **ESCORT**. She moves the worker from the settlement next to the lake up to the first settlement (1), down to the settlement next to the pyramid (2), and then to the settlement on the grape space (3). Nicole pays \$6, then gains 6 reputation. Finally, she removes the worker (4). She could not stop at the second settlement as a worker is on that space.



Example: Angelika plays 88 - **PAPYRUS**. The last card she played was 64 - **BAZAAR** (see above), so Angelika chooses the card 76 - **PLANTATION** (1), places that card in her hand, then pays \$2.



Example: Hedwig plays 90 - **TAX COLLECTOR**. She places a worker on a workshop (1), then gains \$7 (\$5 for the five ✓ workshops, and \$2 for the two X towns).



96 - CROCODILE SACRIFICE

Once in a while, the gods demand a crocodile sacrifice.

Place 1 worker upright on any building site.

Remove a crocodile from a resource space. Gain 3 reputation.



98 - BAKER

Hiring a baker stops the hunger.

Place 1 worker upright on any wheat workshop.

Pay 1 wheat. Gain 2 reputation and \$5.



100 - VINTNER

Hiring a vintner stops the thirst.

Place 1 worker upright on any grape workshop.

Pay 1 grape. Gain 2 reputation and \$5.



102 - STONEMASON

Hiring a stonemason guarantees enough building materials.

Place 1 worker upright on any stone workshop.

Pay 1 stone. Gain 2 reputation and \$5.



104 - CHANNEL FESTIVAL

The people living next to the channel have a big celebration.

Pay 1 resource **of your choice** (grape, stone, wheat, or fish) for each of up to 9 settlements next to the channel. You can choose the same or different resources. Gain 2 reputation per supplied town and 1 reputation per supplied settlement that is not a town.



106 - JUGGLER

The towns are happy to be entertained by the juggler.

Place 1 worker upright on any town.

Gain \$3 for each built town.



108 - MASONS' WORK

The masons are famous for their decorations on all monuments.

Place 1 building block on any building site as explained under **12 - SACRIFICE**.

Pay \$3 and up to 5 **different** resources (grape, stone, wheat, fish, or rose). Gain 1/3/5/10/15 reputation depending on the number of different resources you paid.



110 - HARVEST FESTIVAL

The people have a great celebration for the annual harvest.

Pay 1 resource **of your choice** (grape, wheat, or fish) for each of up to 10 settlements connected with one another by roads and bridges. You can choose the same or different resources. Gain 2 reputation per supplied town and 1 reputation per supplied settlement that is not a town.

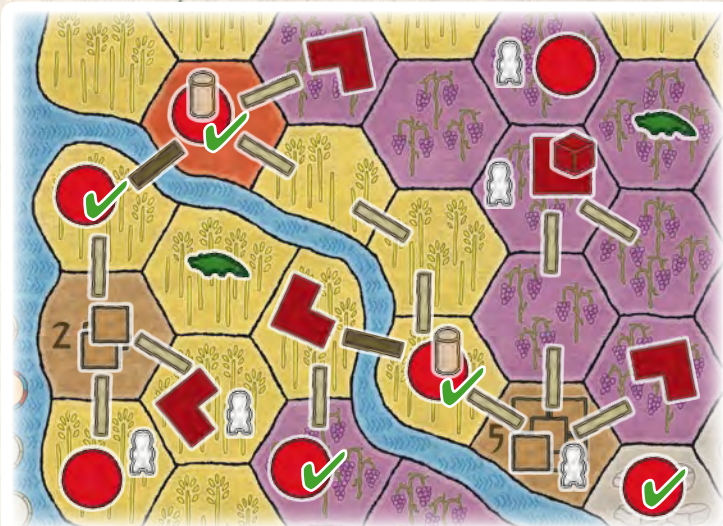


112 - PHARAOH

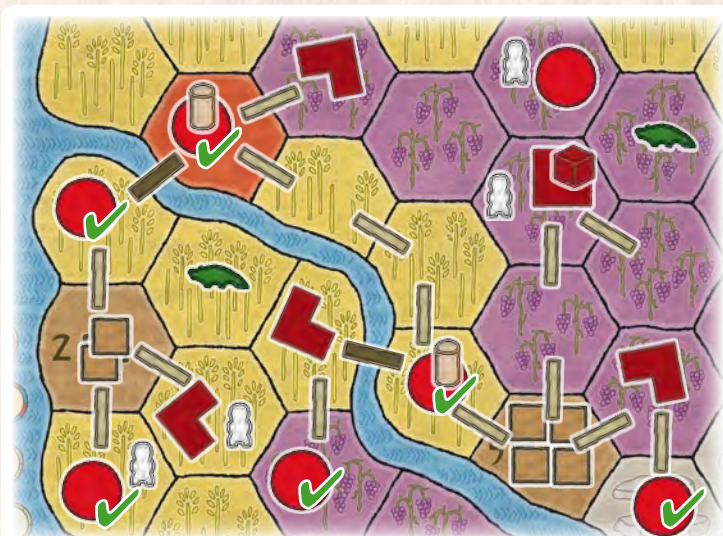
The pharaoh visits Faiyum.

Place 1 worker upright on any town.

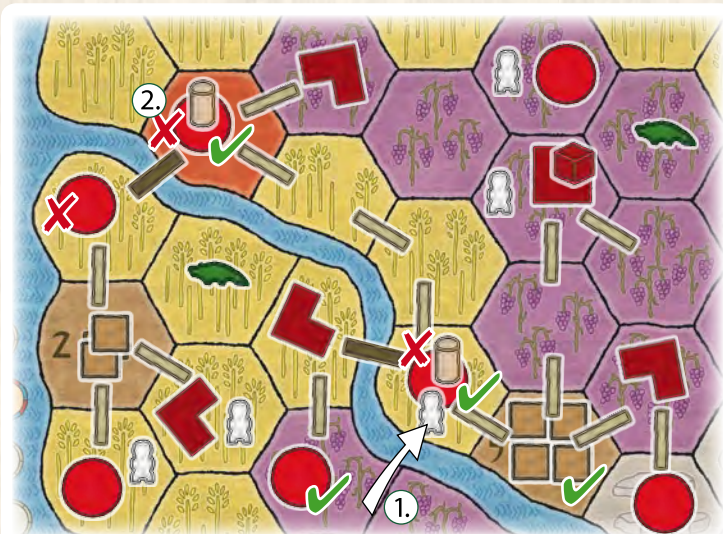
For the town of the pharaoh and each settlement, town, and building site directly connected to the pharaoh's town by roads and bridges (a workshop on a space between connected settlements and/or building sites does not interrupt the direct connection), gain the following reputation: 2 reputation per town, 1 reputation per settlement that is not a town, and 1 reputation for each building block on the building sites.



Example: Nicole plays **104 - CHANNEL FESTIVAL**. There are 5 ✓ settlements next to the channel, two of which are already upgraded into towns. Nicole decides to pay 5 resources—in this case, 2 fish, 2 stones and 1 wheat—then she gains 7 reputation (4 reputation for the towns and 3 reputation for the settlements).



Example: Angelika plays **110 - HARVEST FESTIVAL**. 6 ✓ settlements are connected by roads and bridges. Angelika has 2 fish and 3 wheat left and pays all of these resources, then gains 7 reputation (4 reputation for the towns and 3 reputation for the settlements).



Example: Hedwig plays **112 - PHARAOH**. She places a worker on the town ①, then gains 9 reputation (5 reputation for the ✓ pharaoh's town as well as the second ✓ town and settlement, and 4 reputation for the 4 building blocks on the ✓ pyramid, all directly connected to it). If she chose the other town ②, she would gain only 5 reputation for the directly connected ✗ towns and settlement.



114 - MUMMY

A funeral needs a lot of preparation.

Place 1 worker upright on any building site.

Pay 1-10 resources **of your choice** (grape, stone, wheat, fish, or rose). You can choose the same or different resources. Gain

1 reputation per resource, plus 1 reputation for each building block on the building site of the mummy.



116 - TREASURER

Secure your wealth in one of the monuments.

Place 1 worker upright on any building site.

From 1-12 times, pay \$2. Gain 1 reputation per \$2.



118 - GRAND BRIDGE

Crossing this bridge is a privilege allowed for a select few.

Follow all placement rules as explained under **38 - BRIDGE**.

Pay 1 wheat, 1 grape, 1 stone, and \$5. Gain 12 reputation.



120 - PALACE

A building meant for the pharaoh.

Place 1 palace on any town.

Pay 2 wheat, 2 grapes, and 2 stones. Gain 15 reputation.



122 - WASTELAND

A barren wasteland signals the end.

This is a natural disaster. You cannot buy this card.

When all 4 natural disasters are in the market, the last turns of the game are triggered.

In games with 5 players, the fourth player to pass takes this card, then gains 1 reputation. In games with 1-4 players, this card grants no reputation.



124 - HEAT

A merciless heat signals the end.

This is a natural disaster. You cannot buy this card.

When all 4 natural disasters are in the market, the last turns of the game are triggered.

In games with 4-5 players, the third player to pass takes this card, then gains 3 reputation. In games with 1-3 players, this card grants no reputation.



126 - DROUGHT

A great drought signals the end.

This is a natural disaster. You cannot buy this card.

When all 4 natural disasters are in the market, the last turns of the game are triggered.

In games with 3-5 players, the second player to pass takes this card, then gains 6 reputation. In games with 1-2 players, this card grants no reputation.



128 - SANDSTORM

A giant sandstorm signals the end.

This is a natural disaster. You cannot buy this card.

When all 4 natural disasters are in the market, the last turns of the game are triggered.

In games with 3-5 players, the first player to pass takes this card, then gains 10 reputation. In games with 2 players, the first player to pass takes this card, then gains 6 reputation. Only in solo games, this card grants no reputation.

BASIC SYMBOLS



Reputation: Typically, you gain reputation as depicted on the card. Only a single card lets you pay reputation.



Money: You pay and gain different amounts of money.



Resources: The resource types are grape, stone, wheat, fish, and rose, with the first three being basic resources.

Roses are wild. Anytime you pay resources, you can replace any required resource with a rose. You gain a rose only when it is depicted in the green box of a card.



Replace one basic resource with \$3: Each time you need to pay resources, you can avoid paying 1 basic resource — your choice of grape, stone or wheat — by paying \$3.

CHOICE OF RESOURCES



Matching resources: You must pay resources or you gain resources according to the guidelines depicted on the cards. You gain a rose only when it is depicted in the green box of a card.



Resources of your choice: You can choose to pay or to gain certain resources as depicted on the cards. The hand shows that you must own the resource.



Different resources: You must pay with different types of resources as depicted on the cards.

