

HEIR TO THE PHARAOH

A Cunning Game of Cats, Dogs and Quarreling Gods in the Sands of Ancient Egypt.

Designed by Alf Seegert

For 2 players, ages 10 and up. Plays in 45 minutes to an hour.



Ancient Egypt is going to the dogs — or maybe to the cats?

Displeased by his children, the Pharaoh favors his pets instead. He has decided to alter the lines of succession and will bequeath his entire kingdom either to the feline goddess Bast or to the canine god Anubis. But which one?

In *Heir to the Pharaoh*, you and your opponent play as Bast and Anubis, each one vying for the Pharaoh's affection — and for his throne! Impress the Pharaoh by digging your mighty paws into the sand. Build majestic Shrines, Sun Temples, and Obelisks! Use Animal Magic to unleash the power of the other gods to help win the favor of the Pharaoh!

The player who claws his way to victory will be the new top dog or fat cat and become HEIR TO THE PHARAOH!

Will the favor of the Dog Star shine down on you?

Will the windswept sands of Egypt become your royal litter box?

Play and find out!



CONTENTS

- Game Board
- 22 Bidding Cards
- 7 God Cards
- 14 Animal Magic Cards
- 12 Monument Cards
- 2 Player Reference Cards
- 8 Animal Magic Tokens
- 12 Monument Tokens
- 12 Monument Standees and Bases
- 18 Player Discs
- 1 Pyramid Base Tile
- 4 Pyramid Platform Tiles
- 2 Wooden Tokens (Ankh and Sun)
- This Rulebook



SETTING UP THE PLAYING AREA



A. The Game Board

Place the game board in the center of the table between the two players. Rotate the board so it makes a diamond shape (as shown above) with the Palace on the left side (“Crook & Flail” symbol) and the Corner Pyramid on the right side (it is called the “Corner” Pyramid to distinguish it from the Pyramid that players will build together on the board). *Directions in this section will be reversed for the player sitting on the other side of the table.*

B. The Players

One player will play as the cat goddess **Bast**, the other as the canine god **Anubis**. After players choose, give each player all 10 **Bidding Cards** and 9 **Player Discs** showing their god’s symbol and set them on the left side of the board. Players may look at all of their Bidding cards.

Shuffle each player’s **Animal Magic Cards** separately (sort by the Bast or Anubis symbol on the front) and place them in separate stacks (face down) on the right sides of the board as shown. *Players may not look at these stacks of Animal Magic cards—they may only view them when they add these cards to their hand one-at-a-time during the game.* Also give each player 4 **Animal Magic Tokens**.

C. Monument Cards and Tokens

Shuffle the 12 **Monument Cards** thoroughly to create a single face down deck. Draw the top three cards and place one card (face up) on each of the three sides of the Monument deck as shown. The card next to the Corner Pyramid on the board is the **active Monument Card**.

Mix all the **Monument Tokens** thoroughly and make one single stack from them. (It doesn’t matter which side of each Token faces up.) These go next to the active Monument Card. **Place the top Monument Token on the active Monument Card and set the matching Monument Standee on it, seated in its base.**

D. Other Components

- Place the Pyramid Base and Pyramid Platform Tiles to the side as shown (either side may face up).
- Put the Pharaoh’s Bidding Cards (Bidding Cards with numbers 11 and 12) face up as shown.
- Seat the Monument Standees in their bases in three columns, sorted by type, as shown.

Follow the steps shown at the top of the next page to prepare the game board for play.

PREPARING THE GAME BOARD

1) PLACE THE PYRAMID BASE TILE

This shows where the Pyramid will be built. Place it anywhere on the board where players agree. It must cover at least two spaces on the board that show the Nile River.

2) ADD THE ANIMAL MAGIC TOKENS

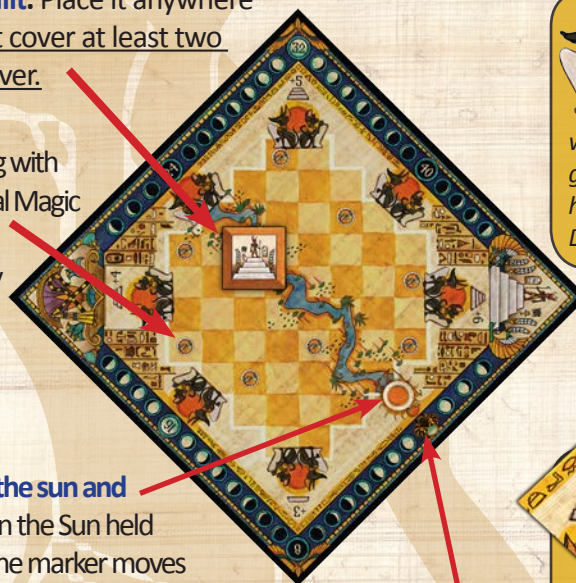
These show the sites of Magical Power. Starting with Bast, players alternate in placing the eight Animal Magic Tokens anywhere on the board (4 each). Magic Tokens must be placed at least two spaces away from each other and away from the Pyramid Base Tile, in all possible directions. They may be placed on river spaces if you choose.

3) PLACE THE SUN MARKER

This wooden token marks the movement of the sun and measures the progress of the game. Place it on the Sun held up by the god Ra (look for the falcon's head). The marker moves clockwise to the next Sun at the end of each round.

4) MARK THE STARTING SPACE ON THE SCORING TRACK

Stack one Player Disc for each player on the space marked by the Scarab beetle (next to Ra). Players move their discs clockwise around the scoring track to record points as they are scored.



Sun Alignments

Whenever the god Ra lets you claim one of these Suns, mark it with a Player Disc. At the end of the game, each player scores a bonus for his strongest single chain of Player Discs along the horizon.



Pyramid Construction Symbols

The Pyramid symbols on all four corners of the board record construction in progress, as indicated by the Sun Marker. Note that the bonus values increase as the game progresses.



THE GAME NOW BEGINS!

OBJECT OF THE GAME

The players play as the rival gods Bast and Anubis in ancient Egypt. The Pharaoh has declared that he will offer his kingdom to whichever of these gods most impresses him. Over a series of eight rounds, players work to build a Pyramid and a series of smaller monuments to impress the Pharaoh. The players receive help from the gods, who provide their services to the player who offers the higher bid. By performing actions unique to each god, players build monuments and align them to point at other monuments, gaining influence over the Pharaoh as they do so. To keep competition fair, the Pharaoh has declared that whatever resources either player uses during a playing round will be given to his opponent for use later in the game. Once the Pyramid is completed, the player with the most points is declared the Heir to the Pharaoh and wins the game.

HOW TO BEGIN THE GAME

First, summon all Gods to the Palace:

1. Place the **Thoth** God Card face down on top of the Palace symbol on the left corner of the board.
2. Shuffle all 6 remaining God Cards and place them face down in a single stack on top of the Thoth card.
3. Flip over the top God Card so that it faces up. **Keep it in place on top of the stack of God Cards.**
4. Place the wooden "Pharaoh's Favorite" marker (Ankh) on this top card. The top God Card each round is the "Pharaoh's Favorite" and has special abilities marked on the card next to the Ankh symbol. *Note: If the first card drawn is the Pharaoh, follow the Pharaoh instructions at the bottom of the next page. Then place the "Pharaoh's Favorite" marker on the next God Card instead.*



The game takes place over eight rounds. Each round is divided into two phases: a **Bidding Phase** (see next page) and an **Action Phase** (see page 5).

PHASE ONE: BIDDING PHASE

During the Bidding Phase, players simultaneously reveal one bidding card at a time to make an offering to each God at the Palace.

[OPTIONAL] Call on Animal Magic

Before placing a bid, if either player has an **Animal Magic Card** in her hand that she would like to play, she must say so and place that card face down in front of her.

- **Important: Keep Animal Magic Cards secret and face down until AFTER both players' bids have been placed** (see below).
- Players may play at most one Animal Magic Card each per bid.
- If your opponent has already secretly placed a bid before you could state that you wished to play Animal Magic, you may still play Animal Magic but your opponent may remove her bid and place a new one if she likes.

[REQUIRED] Bid for the favor of each God

1. Choose a Bidding Card from your hand as your secret bid for the face up God Card. *Note: The face up God Card is always the God "up for bid." If this God Card is the Pharaoh, see the bottom of the page.*
2. Place your Bidding Card face down just below the Palace on your side of the board. *Note: Once a bid is placed, it may not be changed! If your opponent decides to play an Animal Magic card after you place your face down bid, you may change your bid. See "Call on Animal Magic," above.*
3. If at least one player played an Animal Magic Card, turn Animal Magic Cards face up simultaneously and resolve them as follows:

- If the Animal Magic Cards played show the very same letter in the lower right corner, they have the same effect and cancel out. *In this case, discard both Animal Magic Cards without performing either of their actions.*
- Perform the Animal Magic card action. If two different cards were played, perform the Animal Magic actions indicated in alphabetical order as shown in the lower right corner of the cards. *See page 8 for details on each Animal Magic Card.*
- Discard used Animal Magic Cards face up at the bottom of your own Animal Magic deck.

4. Players now simultaneously flip over the Bidding Cards they played to reveal their number values.
 - The player with the higher-numbered Bidding Card claims the God Card up for bid and places it in front of her, face up. **If players tie, then the player with a Sun symbol on her card is the winner. Very Important: do NOT perform the God Card's action yet! Wait until the Action Phase to do so. The Bidding Phase must conclude and all God Cards must be awarded before the Action Phase begins.**
 - Each player moves the Bidding Card that she just played slightly to the side so that its value is visible to both players. *Note: Do not lose track of used Bidding Cards! At the end of the round, you will need to exchange every used Bidding Card with your opponent. The more powerful the cards that you play, the more powerful the cards you will give your opponent for future use!*
 - Turn the next God Card face up. **Bid as before by returning to the start of the Bidding Phase.**
 - **Thoth will always be the last God Card each round. If only the Thoth card remains, do NOT bid on it. Instead, award this card to the player who claimed fewer God Cards this round.**

After all God Cards have been awarded, continue with Phase 2: Perform Actions (see next page).



THE PHAROAH CARD AND THE CORNER PYRAMID

If the God Card up for bid is the Pharaoh, do NOT bid on it. Instead, do as follows:



- A) Immediately move the Pharaoh Card to the Corner Pyramid at the opposite corner of the board.
- B) Players now each choose one Bidding Card to secretly play face down below the Corner Pyramid. This card is the player's offering to help complete the next level of the Pyramid on the board itself. *It might be possible that one earlier card will already be in play at the Pyramid; this is normal. No Animal Magic Cards may ever be played at the Corner Pyramid.*
- C) Do NOT turn over your Bidding Card! Leave both players' Bidding Cards in place face down at the Corner Pyramid. *Note: These Bidding Cards will only be turned over during specific Action Phases marked by a Pyramid Construction Symbol on a corner of the board, never during the Bidding Phase.*
- D) **Never award the Pharaoh Card to either player**—he remains at the Corner Pyramid until the end of his Action Phase, when he returns to the Palace.
- E) **The Pharaoh is never the "Pharaoh's Favorite."** If the Pharaoh is the first God Card drawn, place the "Pharaoh's Favorite" marker on the next God Card instead. After completing the Pharaoh Card action, turn the next God Card face up with the "Pharaoh's Favorite" Ankh Token on it.

PHASE TWO: ACTION PHASE

The gods always perform their actions one at a time in ascending numerical order starting with Seshat (#1). Alternate between players as required. The player possessing the card for the active god performs that god's action. If the God Card is "Pharaoh's Favorite," it may instead perform a special action as indicated by the Ankh symbol on the card. Important: Once a god's action is completed, return its card to the Palace face up. (See page 9 for a detailed example.)



1. SESHAT — GODDESS OF SURVEYING

Place the active Monument Token on the board following these rules:

- Seshat is in charge of the placement of Monument Tokens on the board. However, she does not allow you to score points for these Monuments. That is the ability granted by Geb and Nut (see #2 below).
- The Monument Token may be placed with either side facing up (the face up side will only matter later). Move the Monument Standee along with the Monument Token.
- The Monument Token may not touch the Pyramid or any other Monument Token on the board belonging to either player. It must go at least two spaces away from any other Monument Token and the Pyramid in all directions (up, down, left, right, or diagonally). There are no restrictions on placing the Monument Token on spaces immediately next to, or even on top of, an Animal Magic Token.



Note: If no legal space remains on the board for the Monument Token, promote Seshat to a Pharaoh's Favorite (see below).

- If your chosen space has an Animal Magic Token on it, immediately draw the top Animal Magic Card from your supply and add it to your hand. Remove the Animal Magic Token from the game.



Pharaoh's Favorite: You may place the Monument Token on any unoccupied space on the board, even adjacent to the Pyramid or other Monument Tokens in any direction.

Strategy Tip: Although Seshat does not score any points, she is a very valuable God Card because of her power over the Gods Geb and Nut (#2). By placing a Monument Token carefully, you can thwart your opponent or set yourself up to score from future alignments! She is also a good way to claim Animal Magic Tokens.



2. GEB AND NUT - EARTH GOD / SKY GODDESS

- Flip the active Monument Token to display the side matching the player who claimed Geb and Nut (Bast or Anubis). Doing so records your control of this Monument for end-game scoring (see below).

- Rotate the Monument Token to face any direction you please (when finished it must fit squarely on the space beneath it). Pay attention to the arrows displayed on the Token. You will score points based on the directions they point!

• End-Game Scoring: Monuments. At the end of the game, you will score points equal to the value of all other Monuments you point at (it doesn't matter if they belong to you or to your opponent). Score points equal to the number of moon symbols on the Monument Standee (for example, if you point at an Obelisk, you will score three points at the end of the game for pointing at it).

Important: You score along each arrow's direction all the way to the edge of the board, even if multiple Monuments and the Pyramid are in the way! Point at the tallest Monuments you can as well as at as many Monuments as you can along the directions of the arrows!

- End-Game Scoring: The Pyramid. If any of the arrows on the Monument Token point at the Pyramid, you will score points equal to the Monument's own value, as shown on the Monument Standee.




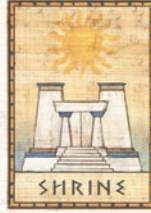


Pharaoh's Favorite: Before you rotate the Monument Token, you may move it one space in any direction (horizontally, vertically, or diagonally), even to a space adjacent to the Pyramid or next to another Monument Token. Note: if you move the Monument Token to a space with an Animal Magic Token, claim it and draw an Animal Magic Card immediately.



3. PTAH - GOD OF STONECRAFT

- Claim the active Monument Card and place it in front of you face up so that you and your opponent can see which type it is: Shrine, Sun Temple or Obelisk.
NOTE: You may only claim the active Monument Card next to the Corner Pyramid on the board. You may not claim either of the other two Monument Cards.
- In-Game Scoring: Immediately score the value of the Monument Card (+1/3/5/7 pts.) as shown below and move your scoring marker accordingly.

First card of any type: 1 pt		Second card of the same type: 3 pts		Third card of the same type: 5 pts		Fourth card of the same type: 7 pts	
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Pharaoh's Favorite: Instead of claiming the active Monument Card, you may exchange it for one of the two face up Monument Cards next to the draw deck and claim that one instead. You are not required to do so. **Note: If you exchange Monument Cards, then the Standee on the Monument Token will change also! This may affect end-game scoring results.**



4. RA - SUN GOD

- Place one of your Player Discs on the Sun currently marked by the Sun Marker. (Slide the Sun Marker clockwise about an inch to make room.)
- In-game Scoring: Immediately score one point for marking this Sun. Move your Scoring Marker accordingly.
- End Game Scoring. At the end of the game, each player claims a bonus of double the value of her strongest unbroken chain on the horizon (see example on Page 10).



Pharaoh's Favorite: Flip your Player Disc to the x2 point side (score 2 points immediately instead of just 1).



5. WADJET - GODDESS OF DIVINE PROTECTION

Draw the top Animal Magic Card from your supply and add it to your hand. It may be played during any future Bidding Phase. If no face down Animal Magic Cards remain, shuffle face up cards to create a new face down draw deck. *See detailed card descriptions on page 8.*

In-game Scoring: *In the final round instead of claiming an Animal Magic Card, score 2 points.*

End Game Scoring: *Any unused Animal Magic cards left in hand at the the end of the game score one point each.*



Pharaoh's Favorite: Draw the top three Animal Magic Cards and choose ONE to keep. Place the remaining two cards face up at the bottom of your Animal Magic Card deck.



6. PHARAOH - DIVINITY ENTHRONED

Players never claim the Pharaoh Card. Perform the Pharaoh's Action as follows:

- Check to see where the Sun Marker is located on the board. If it occupies one of the board's four corners (these show a small Pyramid Construction Symbol), then it is time to score the Pyramid: skip the next step and score it as indicated.
- If the Sun Marker does not occupy one of the board's corners showing a Pyramid construction symbol, leave each player's Bidding Card offerings in place at the Corner Pyramid face down and unrevealed. Return the Pharaoh to the Palace and move on to #7 Thoth - Calendar God. Do not score the Pyramid this round.
- When it is time to score the Pyramid, turn over all Bidding Cards at the Corner Pyramid to reveal the total value of each player's offerings. This will usually consist of two cards each. The player with the greater total offering scores the number of points marked on the corner of the board where the Sun Marker is currently located. *Note: In the event of a tie, players simultaneously make an additional offering of one Bidding Card as a tiebreaker. No Animal Magic Cards may be used when playing this extra bid.*
- The player with the greater total offering places the largest remaining Pyramid Platform Tile on top of the Pyramid Tile(s) on the board with her own color facing up. *Note: At the end of the game a 7 point bonus is awarded to the player with more platforms in her color, with ties being awarded to the player controlling the top Platform.*
- After the points for the Pyramid are awarded, each player moves all of the Bidding Cards he used at the Corner Pyramid to his "used card" pile for this round.

Strategy Tip: Don't underestimate the value of the Pyramid! It can add many points to your score. Bonuses increase as the Pyramid grows taller and taller, as marked on the board.



7. THOTH - CALENDAR GOD

The directions for the Thoth card below are repeated on the back of the Thoth card.

- Exchange all of the Bidding Cards that you used this round with those of your opponent. Do not exchange cards that remain in your hand. Do not exchange any cards still in play (face down) at the Corner Pyramid.
- Move the Sun Marker to the next Sun, clockwise, on the board. If it returns to the Sun where it began — at Ra — then the game is over (see "End of Game," below)
- Choose a new Monument Card to replace the one just claimed. You may choose either one of the two remaining face up Monument Cards or a hidden face-down Monument Card. *Note: If you choose a face-up Monument Card, immediately fill that empty space with another card drawn from the top of the Monument Card deck.*
- After you place the new active Monument Card, set the top Monument Token from the stack on top of the card. Set the matching Monument Standee on top of it.
- Summon Gods to the Palace: a) Place the Thoth Card face down on the Palace. b) Shuffle the remaining six God Cards and place them face down in a single stack on top of the Thoth card. c) Flip over the top God Card so that it faces up. d) Put the "Pharaoh's Favorite" marker (Ankh) on top of this card.

The Gods' actions are now finished. The round is over.

To begin a new round, return to PHASE 1, BIDDING (page 4).

END OF GAME

The game ends immediately when the Sun Marker returns to the Sun where it started (the Sun held by Ra). Proceed to Final Scoring (see next page).



FINAL SCORING

At the end of the game, players score points in four ways (see example on page 10). If your Player Disc circles the scoring track completely, flip it over to the “x2” side as a reminder.

- Unused **Animal Magic Cards** remaining in your hand: 1 point each. Reminder: the player who claimed Wadjet in the Final Round receives a 2 point bonus instead of drawing an Animal Magic Card.
- **Suns marked on the board**: Both players receive double points for the value of their strongest unbroken chain around the horizon. If any Sun in your strongest chain holds a disc worth 2 points, be sure to count it as double value when scoring this bonus (4 points). If two of your chains tie for the strongest, count only one of them. You may “wrap around” Ra and still consider a chain unbroken.
- **The Pyramid**: 7 points to the player with more Pyramid Platform Tiles in her color. If players tie, then the player who controls the top tile wins the bonus.
- For each **Monument Token** that you control on the board, score alignments all the way to the edge of the board for each arrow on the Token. *To make scoring easy, tally each player’s score one at a time, one Monument Token at a time. Remove each Monument Token after scoring for it but leave the Monument Standee in place.*
 - You score points for pointing at the Pyramid and for all Monument Standees along the directions of the arrows to the very edge of the board, even if they block one another, and even if they belong to your opponent.
 - If you point at other Monument standees, score points equal to the number of moons displayed on the Standee: **Shrine 1 point, Sun Temple 2 points and Obelisk 3 points.**
 - If you point at the Pyramid, score the value *of your own* Monument Standee.

Scoring is now complete.

The player who scores more points barks or hisses and is thereby declared HEIR TO THE PHAROAH, winning the game!

In the unlikely event of a tie, the player with more Monument Cards wins the game.

If players still tie, they share the victory and rule together.



ANIMAL MAGIC CARDS



Each player has her own set of Animal Magic Cards from which she can draw whenever she performs the Wadjet action or when collecting an Animal Magic Token. If your supply of Animal Magic Cards is ever depleted, simply reshuffle it to use it again.

A. **LAP OF LUXURY/PHAROAH’S BEST FRIEND**: Collect the highest-valued Pharaoh Card from the supply (an 11 or a 12). If no Pharaoh Card remains in the supply, you collect none.

B. **STEALTH OF THE CAT/ANUBIS UNLEASHED**: Move your current bid to the Corner Pyramid. Keep your card face down and do not reveal its value. By playing this action, you now have no bid for the current God Card; the other player will win this God Card automatically. Playing this card does not give you the lower bid for the current God Card up for bid; it gives you no bid at all (this means that you will not win if the other player plays *Way of the Kitten/Anubis Rolls Over*).

C. **PICK OF THE LITTER/BLESSINGS OF THE DOG STAR**: Promote the current God Card to Pharaoh’s Favorite, whether you win this god’s favor or not. Keep this card with the promoted god until it performs its action (there will be more than one *Pharaoh’s Favorite* this round). Then discard the card as usual. Note: the Pharaoh God Card cannot be made into *Pharaoh’s Favorite*.

D. **CAT’S EYE/NOSE OF THE JACKAL**: Reveal your opponent’s bid. You may now change your own bid if you choose. You are not required to change your bid if you do not wish to do so.

E. **ANIMAL LOGK**: Exchange your bid with that of your opponent. You must exchange your bids, even if you do not want to!

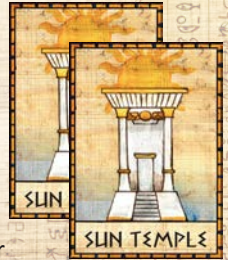
F. **HISS OF BAST/BARK OF ANUBIS**: Add one point to your bid and win all ties this turn. If you tie for the lowest bid and your opponent plays *Way of the Kitten/Anubis Rolls Over*, you still win.

G. **WAY OF THE KITTEN/ANUBIS ROLLS OVER**: This turn, the lower bid wins. See “Stealth of the Cat/Anubis Unleashed” for more details. Remember: Moon symbols have lower value than Sun symbols, so they beat Suns if you use this Animal Magic Card!

EXAMPLE: ACTION PHASE



- 1) In the second round of the game Anubis has won the favor of Seshat, which means that he can place the Monument Token anywhere he chooses on the board as long as it does not touch any other Monument. Because Anubis has also won the favor of **Geb and Nut**, he wants to place the Monument Token in a space favorable to scoring points by pointing at the Pyramid and other upcoming Monuments. He finds a strategically valuable space that also holds an Animal Magic Token. Anubis uses this Token to draw one Magic card immediately. *Note that Seshat does not allow Anubis to score any points for the Monument Token. (See below.)*
- 2) Anubis has also won the favor of **Geb & Nut**, which means that he can flip the Monument Token to show Anubis and rotate it to face any direction he pleases. Because he points this Monument Token at the Pyramid and the Monument Token holds a Sun Temple, he will score 2 points at the end of the game. Anubis will also score a bonus for each other Monument Token in this Token's arrow directions, including 3 points for the Obelisk marked by Bast. (See below.)
- 3) Anubis has won the favor of **Ptah**. He takes the Monument Card just completed (a Sun Temple) and places it in front of him (face up) where both players can see it. Because it scores +1/3/5/7 and it is his second card of this type, he immediately scores 3 points.
- 4) Bast has won the favor of **Ra**, which allows her to mark the current Sun with one of her Player Discs. Because Ra is Pharaoh's Favorite this round, Bast flips over her Player Disc and scores two points total. (See below.)
- 5) Bast has won the favor of **Wadjet**, and draws one Animal Magic card that she keeps secret.
- 6) Neither player ever claims the **Pharaoh**. Because the current Sun shows a Pyramid construction symbol (+3), the cards next to the Pyramid are now flipped face up and the Pyramid is scored. The Pharaoh is then returned to the Palace in preparation for next round. (See below.)
- 7) Bast has claimed fewer total God cards (two compared to three for Anubis). As a result, she receives the favor of Thoth. She performs the actions listed on the card and prepares the game for the next round.



- 1 Anubis receives the favor of Seshat and chooses to place the Monument Token at the bottom of the board. Because he placed the Monument Token on a space with an Animal Magic Token he immediately claims one Animal Magic card.
- 2 Anubis wins the favor of Geb and Nut. He flips and rotates the Monument Token so it points where he wishes. At the end of the game he will score 2 points for pointing at the Pyramid and 3 points for pointing at the Obelisk held by Bast. (See red arrows)
- 4 Bast wins the favor of Ra and marks the Sun indicated by the Sun Marker. Bast gets to flip over her Token to the x2 side because Ra is Pharaoh's Favorite. She immediately scores two points.
- 6 Because the current Sun shows a Pyramid construction symbol, both players now reveal their Bidding cards at the Pyramid. Here Bast has the higher total (17 compared with 10 for Anubis). Bast claims the +3 bonus shown next to the Sun Marker and places the first Pyramid Platform onto the Pyramid Base Tile.



EXAMPLE: FINAL SCORING



- ANIMAL MAGIC CARDS: 1 point each.** Anubis has one Animal Magic Card remaining in hand and thus scores 1 point. He moves his Token ahead one moon phase on the scoring track. Bast has no Animal Magic cards remaining in her hand and thus scores zero.
- SUNS MARKED ON THE BOARD:** Players each score double the value of their strongest unbroken chain on the horizon (see diagram below).
 - Bast's strongest chain is worth five points. **Bast scores $5 \times 2 = 10$ points.**
 - Anubis' strongest chain is worth three points. **Anubis scores $3 \times 2 = 6$ points.**
- THE PYRAMID: 7 points to the player with more Pyramid Platform Tiles in her color.** Examine the stacked platforms on top of the Pyramid Base Tile. Here there are two Anubis platforms and two Bast platforms. Players are tied two-to-two. The player controlling the top tile wins the tie, so **Anubis claims the 7 point Pyramid bonus.**
- MONUMENT TOKENS:** Score points equal to the value of each other Monument Standee that your own Monument Tokens point at. If you point to the Pyramid, score points equal to the value of your own Monument Standee. See the diagram below for the scoring of each individual Monument Token.



Anubis scores 5 points for his Obelisk:
3 for pointing at the Pyramid and 2 for pointing at a Sun Temple.

Bast scores 3 points for her Obelisk
because it points at the Pyramid.

Bast scores 4 points for her Shrine:
3 points for pointing at an Obelisk plus 1 point for pointing at the Pyramid.

Bast scores 3 points for her Sun Temple:
1 point for pointing at a Shrine plus 2 points for pointing at the Pyramid.

Bast was able to place this Monument Token adjacent to the Pyramid only because Seshat was Pharaoh's Favorite that round.

Bast scores 5 points for her Shrine:
3 points for pointing at an Obelisk plus 2 points for pointing at a Sun Temple.

Bast scored double
when marking this Sun because Ra was Pharaoh's Favorite during that round.

Bast scores 3 points for her Obelisk
because it points at the Pyramid.

Anubis scores 2 points for his Shrine
because it points at a Sun Temple.

Anubis scores 4 points for his Sun Temple:
3 points for pointing at an Obelisk and 1 point for pointing at a Shrine.



ABOUT HEIR TO THE PHARAOH

The premise of *Heir to the Pharaoh* is fanciful. It is unlikely that any Pharaoh ever offered his throne to his pets or to the animal gods Bast or Anubis! But the gods and goddesses in the game are all actual members of the ancient Egyptian pantheon. The precise ritual alignment of sacred monuments was also as crucial in ancient Egyptian culture as it is in the game. Here is some more information about the gods and goddesses in the game.



Bast (sometimes known as Bastet) was a feline goddess of protection. She was originally depicted with the head of a lion, but her fierceness was later tempered in her association with domestic cats. Bast is also a goddess of fertility, femininity and motherhood. An entire city, **Bubastis**, was dedicated to the worship of Bast.

The ancient Egyptians revered cats, which were valued in part for their protective role in killing rodents which threatened their grain and for defending against cobras. The Greek historian Herodotus wrote that if a fire ever broke out, the Egyptians would make certain that no cats were hurt by the flames. Herodotus also wrote that when a cat died, the household would go into mourning as if for a family member, often shaving their eyebrows to signify their loss. They would then often mummify their cat and provide offerings for its afterlife, which included pots of milk and mummified mice.

Anubis was the canine god of cemeteries and embalming. His association with both death and dogs probably derives from the scavenging of shallow graves by jackals. Like Bast, he is a protective deity, a guardian of the dead. His black color suggests fertility and rebirth like that offered by the rich soil along the Nile river. Gradually, the god Osiris took over most of the functions of Anubis in the Egyptian pantheon. The ancient Egyptian town of **Cynopolis** was dedicated to the worship of Anubis.



Seshat was goddess of surveying, writing and record keeping and was considered *foremost in the library*. Whenever a new temple was to be built, she assisted rulers in the *stretching of the cord* ceremony to ensure it was aligned properly. The ritual required the Pharaoh to hammer boundary markers into the ground to high precision under her guidance.

Geb and his consort **Nut** are the earth and sky divinities respectively. In most ancient cultures the sky was a masculine god of rainfall and the earth was a feminine goddess. In Egypt these roles were reversed, probably because Egypt received little rainfall. Instead, life-giving water flowed at ground level from the Nile. Nut's body stretches over the heavens and she was believed to swallow the sun each night and give birth to it each morning. The monuments of Egypt are aligned to the heavens and unite earth and sky much like Geb and Nut.



Ptah was the divine artisan, sometimes represented even as a creator-god. He was believed to have been the smith, sculptor and craftsman who fashioned royalty, mankind and the arts. Those who designed and built temples depended on Ptah's intimate guidance. The English name Egypt comes from Ptah. The ancient Egyptian capital city Hikuptah means "Home of the Soul of Ptah." This term entered Ancient Greek as Aiguptos, which entered Latin as Ægyptus, which in modern English became Egypt.

Ra (sometimes spelled Re) is the sun god and creator. He most often appears as a falcon with a blazing sun-disk on top of his head. He was understood as the ultimate source of unity and order in both the heavens and in government. Many of Egypt's temples were aligned to the position of the sun on the horizon during the solstices and the equinoxes.



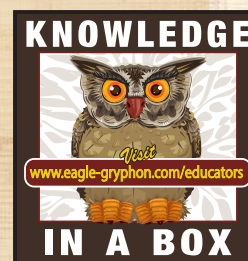
Wadjet was a goddess of protection, royal power and good health and was represented both as a fierce green cobra and as the "Eye of Horus" hieroglyph as shown here. One of her titles was "Great of Magic," and in her serpent form she was believed to spit flames at the king's enemies.

Thoth was the god of writing, scribes and knowledge generally. He was depicted with the head of an ibis or baboon. He was considered the author of the sciences, religion and philosophy. As "Reckoner of Time and of Seasons," Thoth was associated with the moon and lunar calendar, which is the basis for the very calendar we use today.



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SUGGESTED READING

- **George Hart**, *A Dictionary of Egyptian Gods and Goddesses*
- **E.C. Krupp**, *Echoes of the Ancient Skies: The Astronomy of Lost Civilizations*
- **Jaromir Malek**, *The Cat in Ancient Egypt*
- **Richard H. Wilkinson**, *The Complete Gods and Goddesses of Ancient Egypt*
- **Wikipedia**, *Cats in Ancient Egypt*



Rules layout by Rick Schrand
Rules editing by Ralph H. Anderson.