

SAILING TOWARD OSIRIS



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*A Game of Building Monuments in Honor of Pharaoh's Memory
and Selecting a New Ruler for the Kingdom of Egypt*

by W. David MacKenzie

Pharaoh is dead and his funerary barge sails slowly down the Nile toward his tomb, where his spirit will stand before the judgement of Osiris.

Pharaoh had no offspring so tradition holds that the Governors of the land be tasked with building monuments to Pharaoh's glory so that Osiris will favor his spirit in the afterlife. Accordingly, Pharaoh's successor will be the Governor who builds the greatest tribute.

Resources and laborers are limited, the gods are capricious, and time is short; the memorials must be finished before the barge reaches the tomb.

Goal

The winner will be the Governor with the most glory points at the end of the game. Glory is earned by building monuments along the river, arranging monuments in certain configurations, and building monuments in certain locations.

Components

1 Game Board	3 Regent Tokens	30 Stone Tokens	15 Obelisk Tokens
5 Player Screens	20 City Cards	30 Brick Tokens	10 Pylon Tokens
5 Score Markers	25 Boon Cards	1 Barge Token	12 Laborer Tokens
5 Withdraw Tokens	30 Grain Tokens	5 Camel Tokens	3 Master Laborers
		20 Sphinx Tokens	1 Draw Bag

Setup

Throughout these rules, "Governor" refers to any player and "Regent" refers to the Governor in charge of the current season. All players are Governors, but only one Governor is Regent.

Put the supply of grain, brick, and stone resource tokens in a convenient location. The total number of resources available in the supply is determined by the number of Governors in the game. Return unneeded tokens to the box.

- In a 5-Governor game, use 30 grain, 30 brick, and 30 stone tokens.
- In a 4-Governor game, use 25 grain, 25 brick, and 25 stone tokens.
- In a 3-Governor game, use 20 grain, 20 brick, and 20 stone tokens.
- In a 2-Governor game, use 15 grain, 15 brick, and 15 stone tokens.

Give each Governor a screen to hide their tokens and cards, then give each Governor 1 camel, 4 sphinxes, 3 obelisks, 2 pylons and a set of 5 boon cards in their chosen color, as well as 2 grain, 2 brick, and 2 stone resource tokens from the supply.

Place the score marker for each Governor on the score track start space.

Shuffle the city cards and deal one city card to each Governor. Place the remaining cards of the city deck in a convenient location.

Place the Pharaoh's Barge token in the river segment closest to the right side of the board and move it up to the river rapids mark separating the first two river segments.

The total number of laborers and master laborers used is determined by the number of Governors in the game.

- In a 3, 4, or 5-Governor game, use 3 master laborer tokens (1 of each color) and 12 regular laborer tokens (4 of each color).
- In a 2-Governor game, use 3 master laborer tokens (1 of each color) and 9 regular laborer tokens (3 of each color).

Place all of the laborer and master laborer tokens in the draw bag.

Select a Governor at random to be Regent for the first season.

Special Setup for 3-Governor Games

- **Use 6 monuments from an unused color to occupy the map sections marked with a yellow dot.**

- Use 2 camel tokens of unused colors to occupy the two caravan sections marked with a yellow dot.

Special Setup for 2-Governor Games

- In addition to the 3-Governor setup procedures, use 6 monuments of an unused color to occupy the 6 map sections marked with a blue dot.
- Use 3 monuments of an unused color to occupy the left-most construction cartouche in the sphinx, obelisk, and pylon areas on the lower edge of the game board.



Chapter One: In which the Governors obtain laborers to use for Pharaoh's glory.

The Regent checks to make sure that all the laborer tokens are in the draw bag, then randomly draws out a number of laborers, places them behind her player screen, and passes the bag to the Governor on her left. This is repeated until all Governors have drawn laborers and the Regent has the bag once again.

The number of laborers each Governor draws from the bag is determined by the number of Governors in the game.

- With 4 or 5 Governors each Governor draws 2 laborers from the bag.
- **With 2 or 3 Governors each Governor draws 3 laborers from the bag.**

When all Governors have drawn laborers from the bag, the Regent draws out all but 2 of the remaining laborers in the bag (all but 3 laborers in a 2-Governor game) and places those laborers on the board in the labor pool cartouche. The number of laborers placed in the labor pool cartouche will vary depending on the number of Governors in the game.

The Regent may then look at the laborers remaining in the bag, gaining a little knowledge that the other Governors do not have.

Chapter Two: In which the Governors spend the season performing many actions.

Starting with the Regent and moving clockwise, each Governor performs one action from the list below. A season consists of many turns and continues around and around until all Governors have withdrawn.

Available actions are...

1. Gather Resources
2. Visit a City
3. Start or Join a Caravan
4. Hire an Extra Laborer
5. Trade at the Market
6. Plan a Monument
7. Build a Monument
8. Play a City Card
9. Play a Boon Card
10. Withdraw from the Season

ACTION 1: HARVEST RESOURCES

Laborers come in three types and two skill levels.

- Farmer = solid tan
- Master Farmer = tan & white
- Brickmaker = solid red
- Master Brickmaker = red & white
- Stonecutter = solid gray
- Master Stonecutter = gray & white



Each type of laborer can only occupy a certain type of terrain space.

Farm Spaces

- Farmer
- Master Farmer

Brickyard Spaces

- Brickmaker
- Master Brickmaker

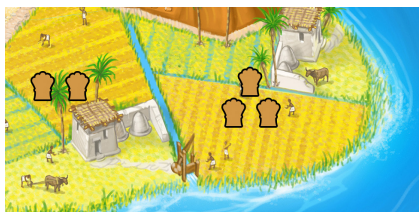
Quarry Spaces

- Stonecutter
- Master Stonecutter

Basic laborers (Farmer, Brickmaker, Stonecutter) may only be placed on terrain spaces that touch the river segment where the Pharaoh's barge is currently located, or on terrain spaces that touch river segments where the barge has already been.

Master laborers (Master Farmer, Master Brickmaker, Master Stonecutter) may be

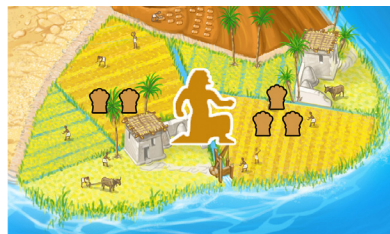
placed on terrain spaces anywhere on the map. In the fourth season, when all terrain spaces are available for all laborers, a master laborer gains an extra resource when performing the gather resources action.



To gather resources, place a laborer on the appropriate terrain space, take the number of resources marked on that space from the supply, and place them behind your screen.

Each terrain space on the map consists of two sections, and each section shows a number of resource icons.

- If there are no monuments on a terrain space, one laborer will occupy both sections and will gather all of the resource tokens marked on the terrain space.
- If a monument is on one section of a terrain space, a laborer can occupy the other section and will gather only the resources noted on that section.
- If both sections of a terrain space have a monument, then no resources are available on that space and a laborer cannot be placed there.
- **Only one laborer may be on a terrain space, even if that space contains no monuments.**



Resources are finite and tokens on the market and labor pool cartouches (see **Action 4: Hire an Extra Laborer** and **Action 5: Trade at the Market**, below) are “in use” and not available in the current season. If you perform an action that would give you resources from the supply

and there are insufficient resources to meet your need, then you get only what is available, even if that is zero.

ACTION 2: VISIT A CITY

Place a laborer of any type or skill level on any city space on the map to draw two city cards from the deck. Keep one city card for yourself and give the other to an opponent. All city spaces are available throughout the game, regardless of the location of Pharaoh's barge.



In a 3, 4, or 5-Governor game, a laborer may be placed on a city space containing a monument and, if that monument belongs to an opponent Governor, that Governor must receive the extra city card. Otherwise, the extra city card is given away as usual.

No more than one laborer may be on a city space.

While you must give away one of the two city cards, the other Governors may find it fruitful to offer bribes (resources, cards, promises) to sway your choice.

In a 2-Governor game, you may discard one of the city cards to receive 1 grain token instead of giving the city card away to your opponent. Of course, your opponent may try to sway your decision by offering a greater-value bribe to obtain the extra card.

ACTION 3: START OR JOIN A CARAVAN

There are 2 caravan spaces on the map and each is composed of two sections. Each section of a caravan space will accommodate one laborer of any type or skill level. All caravan spaces are available, regardless of the location of Pharaoh's barge.

In a 2 or 3-Governor game, one caravan space is completely blocked.

When you place a laborer on one section of a caravan space, you immediately receive the resources noted on that section.



If yours is the first laborer on a caravan space, place your camel token on the space along with your laborer to signify that you are the leader of that caravan. If you are the leader of one caravan, you may not lead the other caravan on the opposite side of the river.

If an opponent places a laborer on the open section of a caravan space you are leading, that player takes the noted resources, then must pay one of those resources as tribute to you, the caravan leader. If you place the second laborer on a caravan that you lead, you just collect the resources.

No more than one laborer may be placed on each section of a caravan space.

ACTION 4: HIRE AN EXTRA LABORER

To hire a laborer from the labor pool, pay any two resources (mix or match) to the labor pool cartouche, then take a laborer of your choice from the labor pool and place it behind your screen.

Basic laborers and master laborers in the labor pool cost the same.

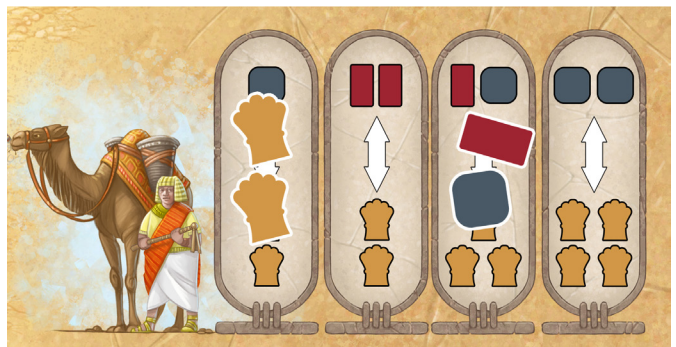
Resources paid to hire a laborer are not available to gather and remain on the labor pool cartouche until the end of the season.



ACTION 5: TRADE AT THE MARKET

To make a trade at the market, pay one of the resource sets noted on a market cartouche to receive the other resource set.

The resources you pay remain on the market cartouche and block any other Governor from using that particular market cartouche for the rest of the current season.



These resources are not available to gather and remain on the market cartouche until the end of the season.

ACTION 6: PLAN A MONUMENT

There are three types of monuments you may plan: a sphinx, an obelisk, and a pylon. Each monument type has 2 or 3 planning formula cartouches available so that you can make the most efficient use of your resource tokens.

To plan a monument, select one of the planning cartouches, pay the resources shown in the cartouche to the supply, and place your appropriate monument token on the cartouche used. While your monument token is on a planning cartouche, no other player may use that particular cartouche.



You may have multiple monuments in the planning stage simultaneously, but only one monument may be on any individual planning cartouche.

Unless you have played a Boon of Horus card in the current season (see **Action 9: Play a Boon Card**, below), you may not withdraw from the current season's actions until you have built all of your planned monuments (see **Action 7: Build a Monument**, below).

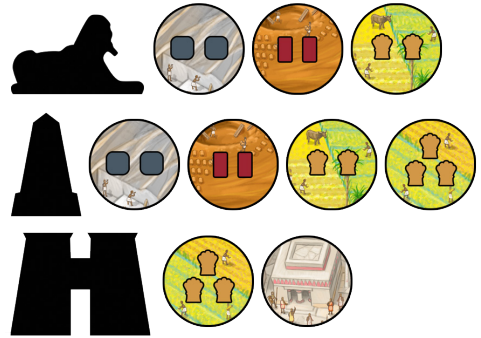
ACTION 7: BUILD A MONUMENT

Move one of your monument tokens from its planning cartouche to a valid position on the map, and score the number of glory points shown on the board. Be sure you pay close attention to the valid locations available on the map while you have a monument in planning; in the event that you are unable to build or hold over a planned monument by the end of any season, you score zero points for it and the monument is removed from the game.

The suitability of any particular map position depends on the size of the monument, the resource icons on the terrain section, and whether a laborer or other monument is already on that map position.

Each terrain space on the map is made up of two sections, and each section may hold 1 monument within certain rules of placement. Each city space may hold only 1 monument.

- The terrain section or city space must not have a laborer on it. Remember that a laborer on a terrain space with no monuments occupies both sections.
- The terrain section or city space must not already have a monument.
- A Sphinx may only be placed on a terrain section that shows two resource icons.
- An Obelisk may only be placed on a terrain section that shows two or three resource icons.
- A Pylon may only be placed on a terrain section that shows three resource icons or on a city space.



Monuments may not be built on a caravan space.

The first Governor to build all of a particular monument type earns an immediate glory point bonus.

- 1 Glory Point for the first Governor to build all of their sphinxes.
- 2 Glory Points for the first Governor to build all of their obelisks.
- 2 Glory Points for the first Governor to build all of their pylons.

Locations on which to build monuments are not limited by the position of Pharaoh's barge; **every space (except caravan spaces) is available for building a monument.** However, building a monument on a terrain section or city space that touches the river segment on which Pharaoh's barge is currently located earns you 1 extra glory point.

In a 2-Governor game, when you move your monument off of a planning cartouche, move the placeholder monument onto the planning cartouche that you just vacated.

ACTION 8: PLAY A CITY CARD

Every city card has two optional actions. It can be played to receive the resources noted on the upper left side of the card from the supply, or it can be played to perform the special action described on the lower half of the card.



A city card may NOT be used for both resources and its special ability.

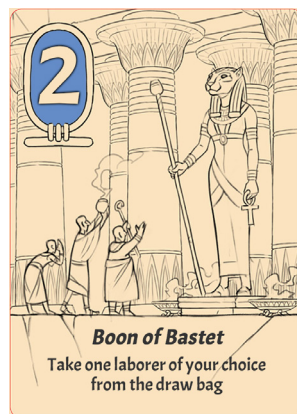
Once played, a city card is discarded. If you need to draw a card and one is not available, reshuffle the discards to form a new city deck.

ACTION 9: PLAY A BOON CARD

At the start of the game, each Governor has an identical set of boon cards. Each Governor may play ONE boon card each season, but it must not be the same as any other boon cards already played by opponents in the current season.

Example: In the current season, Orange has played Boon of Bastet and Purple has played Boon of Horus. Blue may not play either of those cards in the current season.

Because duplicate boon cards may not be played in the same season, played boon cards are left face-up in front of a Governor's screen for all Governors to see.

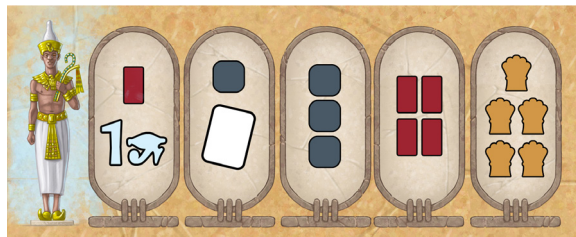


At the end of each season, played boon cards are removed from the game.

Action 10: Withdraw from the Season

When you reach a point in a season where you are unable or unwilling to take actions, your final action is to withdraw from play for the remainder of the season.

The first Governor to withdraw will be Regent for the next season, and chooses a bonus from the line of Regent cartouches in the lower right corner of the game board. The Governor places her withdraw token on the bonus selected and receives that bonus immediately. If there are insufficient resources in the supply, take the needed resources from the labor pool and/or market as needed.



The possible bonuses for first to withdraw are:

- 1 Glory Point + 1 Brick
- 1 City Card + 1 Stone

- 3 Stone
- 4 Brick
- 5 Grain

At the end of the season, block the chosen bonus with a regent marker and return the withdraw token to the Governor. The bonus chosen may not be selected in future seasons.

When other Governors withdraw, their withdraw tokens are placed in front of their Governor screen for all Governors to see.

You may NOT simply pass and remain active. Once you withdraw for the season, you may not take any other actions until the next season begins.

You may barter and haggle with other Governors (see **Chapter Three**, below) after you have withdrawn, as long as the object of the transaction does not require you to make a game action in the current season. Also, you may receive city cards from other Governors after you have withdrawn, but you may not play those cards during the current season.

The season continues, around and around, until all Governors have withdrawn.

Chapter Three: In which the Governors haggle amongst themselves to advance their goals.

Governors may barter and haggle among themselves at any point in the game and for any items within their control, be they resources, unplaced laborers, city cards, future actions... anything at all.

Haggling, itself, does not count as a game action, but any regular game actions that result from the haggling, do count as actions.

The promise of future acts is not enforceable.

Withdrawn Governors may barter and haggle, but may not perform any game actions.

Chapter Four: In which the season ends, the old Regent steps down, a new Regent rises, and Pharaoh's barge sails nearer to the king's glorious tomb.

At the end of seasons one, two, and three, when all Governors have withdrawn, a series of tasks are performed to get ready for the next season.

- Advance Pharaoh's Barge to the next river segment.
- Return played camel tokens to their Governors.
- Return all resources on the market and the labor pool to the supply.
- Use a regent marker to block the regent bonus taken by the Governor who withdrew first, then return all withdraw tokens to the Governors.
- Return all laborers to the draw bag. Be sure any unhired laborers in the labor pool and any unplaced laborers behind Governor screens make it back into the draw bag, too. **Laborers MAY NOT be held over from season to season.**
- Remove played boon cards from the game.
- Remove any planned but unbuilt monuments from the game.

This season is now complete and the Governor who withdrew first takes on the role of Regent for the new season. Return to Chapter One and play out the next season, unless you just completed season four; in which case, move to Chapter Five.

Chapter Five: In which Pharaoh's barge reaches the Temple of Osiris and bonus glory is tabulated.

Bonus glory points are awarded at the end of the game based on each Governor's success at achieving certain monument configurations during the game.

- Score 2 glory for each set of 3 monuments you built adjacent to each other.
- Score 3 glory for each set of 4 monuments you built on the same river segment.

Each set of monuments must be unique to that particular bonus configuration.

Example: If you have five monuments adjacent to each other, you only score the 2 glory bonus

once because there is only one unique set of 3 adjacent monuments.

After all Governors have added their bonus glory, the Governor with the most glory becomes the new Pharaoh.

If there is a tie, the tied Governor with the most remaining resource tokens will be the Pharaoh.

If the tie persists, the kingdom is divided. One Governor is crowned Pharaoh of the Upper Kingdom and the other becomes Pharaoh of the Lower Kingdom. Play again in an attempt to re-unify the kingdoms.

The Season's Actions

- Put a Laborer to Work
 - Harvest Resources
 - Visit City
 - Start or Join a Caravan
- Hire an Extra Laborer
- Trade at the Market
- Plan Monument
- Build Monument
- Play a City Card
- Play a Boon Card
- Withdraw
 - Your actions for this season are complete.
 - First governor to withdraw each season earns a one-time bonus.
 - You may barter or receive cards but you may not perform any actions until next season.


Bartering initiated by the current player is allowed and does not count as an action.


Resources and City Cards may be held over from one season to the next, but Laborers and Planned Monuments must be used or lost at the end of each season.


Earn Bonus Glory

For these items, score Bonus Glory immediately when you...

1  Build a Monument on the Barge's River Segment


1  First to Build 4 Sphinxes

2  First to Build 3 Obelisks

2  First to Build 2 Pylons

For these items, score Bonus Glory at the end of the game for each successful configuration.

2  3 of your Monuments Adjacent to each other

3  4 of your Monuments Adjacent to one River Segment