

EGYPTIA

1-99 players | Ages 12+ | 30-45 minutes | Game Design by Steven Aramini

As one of Egypt's most respected builders, you have been selected by the Pharaoh to expand the land. Each builder is given their own plateau to develop. Producing resources will be critical to your success, but do not be too tempted by your ambition, lest you should unleash a plague upon your growing city. Manage your resources and plan your city wisely to become the best builder in all of Egypt and earn a coveted place beside the Pharaoh!

Components & Setup

- You must supply one set of polyhedral dice: D4, D6, D8, D10, D12, D20 (the percentile die is not used).
- Print and trim the Resource Board, Pharaoh cards, and one Player Sheet per player.
- Give each player their own Player Sheet and pencil.
- Set the Resource Board in the center of play
- Separate the Pharaoh cards by letter and randomly select one card for each letter (A, B, C, D, E). Set these five cards face up in the center of play to reveal the Pharaoh's demands for this game. Set the remaining cards out of play.

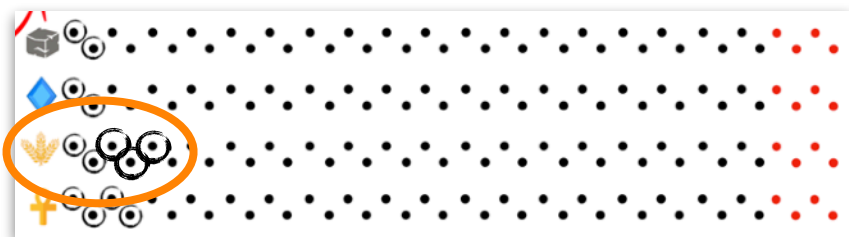
Game Play

Each round is made up of three phases:

- 1) Produce
- 2) Plague (3+ Dice)
- 3) Build and Confirm

To begin a round, choose any player to **roll all of the dice and arrange them on the central Resource Board by their value and type**. There should be one die placed in each of the six rows (once placed, you may ignore the dice values for the rest of the round).

- 1) **PRODUCE** – Simultaneously each player **chooses one column and produces a number of resources equal to the number of dice in that column**. Multiple players may choose the same column. The top of each column shows the type of resource that column allows you to produce – grain, diamond, stone or favor (the ankh symbol). For each resource produced in the chosen column, circle one dot at the bottom of your Player Sheet on the matching Resource Track, circling from left to right. Note that you begin the game with some starting resources already circled.



Example: You choose the grain column, which has 3 dice in it. This allows you to produce 3 grain, which you mark by circling 3 dots on the grain resource track.

	BURIAL MOUND +200/100	Grain	Diamond	Stone	Favor
4	PYRAMID	1	2	3	4
6	QUARRY	3-4	5	6	
8	MINE	1-3	6	6-7	8
10	OBELISK	7	4-6	7-8	9-10
12	FIELD	7	5-7	8-10	11-12
20	ANY +COST	15	7-12	13-17	18

PLAGUES

Grain	Diamond	Stone	Favor	Pharaoh
Grain	Diamond	Stone	Favor	Pharaoh

2) **PLAGUE (3+ DICE)** – If you chose a column with 2 or fewer dice in it, your moderation is rewarded and you suffer NO plague this round. **If you chose a column with 3 or more dice in it, you must suffer a plague.** Immediately choose one of the 10 plagues listed at the bottom of the Resource Board and suffer its result (see “Description of Plagues” at right). You must choose a plague that you can pay for/adhere to (for example, if you choose the plague of locusts, you must have 2 grain to destroy or you cannot choose that plague). After choosing a plague and paying for it, scribble out that plague symbol at the top right of your Player Sheet. You cannot choose that plague again for the rest of the game. Note that the death plague (the skull and crossbones symbol) cannot be scribbled out, as this plague may be chosen more than once.

3) **BUILD AND CONFIRM** – Finally, you must **choose a building to add to your city.** Look at the dice that are located in the same column that you chose during the

“Produce” phase. These dice represent the building types available for you to build this round. Choose one building (leave all dice on the Resource Board) and draw its corresponding shape into any empty hex space on your Player Sheet. You may not build on the center oasis hex. Multiple players may choose the same die/building. **You must build 1 building each round.**

The cost to build is listed directly below each building’s symbol along the lefthand side of the Resource Board. This is repeated on the lefthand side of your Player Sheet for your convenience. To pay, scribble out the required resources on your Resource Track, moving from left to right.

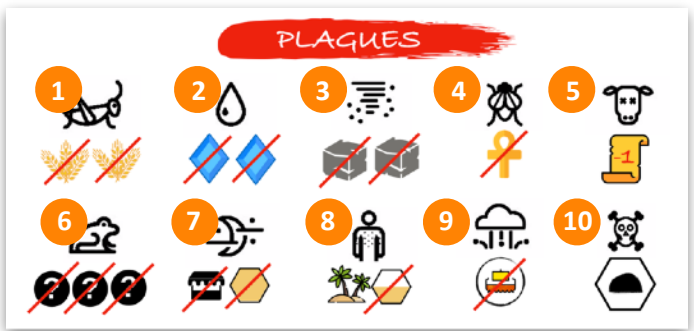
The D20 die is considered “wild” and may represent any building of your choice; however, you must pay 1 favor in addition to the cost of the building you wish to build.

If you cannot afford any of the buildings that are available to you, or if you don’t want to build any of them, you must instead build a **Burial Mound**, regardless of which column you chose. The Burial Mound is free to build and rewards you with 2 basic resources of your choice (any combination of stone, diamond or grain) or 1 favor. Circle your chosen resources on your resource track.

Finally, all players must **confirm the number of buildings in their city and announce it to the group** to ensure everyone has the same number of buildings.

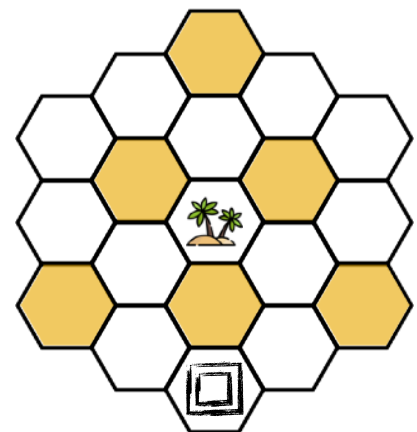


Example: You choose a Quarry to build, paying 1 diamond and 2 grain, scribbling out these resources on your Resource Track and drawing a Quarry in an empty hex space of your choice.



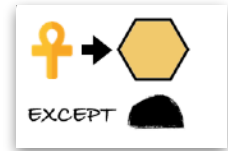
Description of Plagues

- 1) **Locusts** – Lose 2 grain
- 2) **Blood** – Lose 2 diamonds
- 3) **Dust Storm** – Lose 2 stone
- 4) **Flies** – Lose 1 favor
- 5) **Pestilence** – Lose 1 point at game end
- 6) **Frogs** – Lose 3 resources of your choice
- 7) **Darkness** – This round, you may not use the Market and you may not build on a Sacred Site (yellow hex)
- 8) **Boils** – This round, you may not build adjacent to your oasis
- 9) **Hail-fire** – Lose 1 ship that you have not yet used. You do not gain the resources next to that ship
- 10) **Death** – This round, you must build a Burial Mound as your building. You still gain resources for doing so as normal



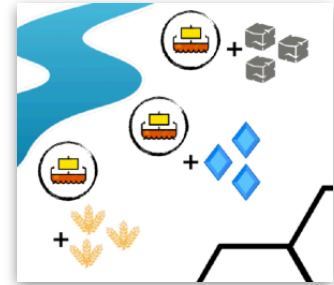
Sacred Sites

The yellow hexes are called Sacred Sites. **To build on any of these spaces requires you to pay 1 favor in addition to the cost of the building** unless you are building a Burial Mound, in which case no favor is required.



Ships

Along the river are three docked ships. At any point during the game, **you may use (scribble out) a ship and take the resources listed beside it**, circling them on your resource track. Each ship may only be used once per game. You may use multiple ships in the same round. Each unused ship is worth 2 points at game end.



Market

The Market allows you to trade goods at any point during the game. You may trade: 2 basic resources of your choice (any combination of stone, diamond or grain) for 1 different basic resource of your choice (excludes favor); or 3 basic resources of your choice for 1 favor; or 1 favor for 1 basic resource of your choice. **There is no need to mark trades on your resource track so long as you adhere to the trade ratios when paying to build a building.** For example, a Mine costs 2 stone and 1 grain but you have no grain. Instead, you pay 2 stone and 2 diamonds (to represent the 1 grain). You scribble these resources out on your resource track and build the Mine. If you wish, you may use the Market during the Plague phase to help you pay for a plague.



Productivity Track

There are 3 production building types in the game: Quarries, Mines and Fields. **After building one of these production buildings, circle the matching modifier on your Productivity Track**, circling from left to right (a red arrow points to the correct track). On future rounds whenever you choose to produce that resource type, you now gain additional resources equal to the last circled modifier on that track. Note that the maximum modifier for each track is +4. You may continue to build additional buildings of that type, but you may not increase your productivity any further.



Example: You built a Quarry, circling the +1 modifier for stone. Now whenever you produce stone during Phase 1 (Produce Phase), in addition to earning 1 stone per die in the stone column, you also earn 1 bonus stone.

New Round

After all players have completed all 3 phases of the round, a new round begins by removing all of the dice from the Resource Board. Once again, choose any player to roll all of the dice and arrange them on the central Resource Board by their value and type. A new round is underway!

Ending the Game

The game ends in one of two ways:

- All players draw a building in the last empty hex space on their Player Sheet OR
- Any player circles any of the red dots on their Resource Track, which ends the game at the conclusion of that round (even if there are still empty hex spaces on players' maps)

Winning

Tally points for each of the 5 Pharaoh card and write them in the scoring area on your Player Sheet. Next award yourself 1 point for every 2 favor you have circled but not scribbled out. **Note that you may use the Market at game end to trade basic resources for favor at the normal 3:1 ratio** (adjust your Resource Track appropriately). Award yourself 2 points per ship that you did not use. Finally, lose 2 points if you suffered the pestilence plague (the livestock symbol). The player with the most points wins. If tied, the tied player who scribbled out the fewest plagues wins, followed by the tied player with the most unused favor. If still tied, players share the victory.

Solo Play

Solo play is identical to the multiplayer game. Compare your score to the chart below to determine your level of success:

Points	Builder Status
0-49	APPRENTICE
50-59	STANDARD
60-64	SKILLED
65-69	MASTER
70+	LEGENDARY

End Game Example

The board shows a hexagonal grid of structures including Pyramids, Obelisks, Mines, and Fields. To the left is a resource track with various symbols. To the right is a scoring area with goal cards A through E and a total score of 55. The goal cards are: A (5 points per Pyramid on a Sacred Site), B (3 points per Quarry adjacent to 2 or more Sacred Sites), C (3 points per Mine adjacent to at least 2 Pyramids), D (1 point per unused Favor, 2 points per unused Ship), and E (3 points per Field adjacent to your Oasis but not adjacent to a Pyramid).

Example: The game is over and scores have been tallied. You gain 24 points for Goal A (5+5+5+5+4), 5 points for Goal B (3+2), 6 points for Goal C (3+3+0), 14 points for Goal D (for having 4 obelisks), 3 points for Goal E (3+0), 1 point for having two unused favor, 2 points for having one unused ship, and -0 points because you did not suffer the pestilence plague, for a total of 55 points. In a solo game, this would earn you the title of STANDARD BUILDER.



































































5 points per PYRAMID built on a SACRED SITE

3 points per QUARRY adjacent to 2 or more SACRED SITES








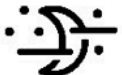





3 points per MINE adjacent to at least 2 PYRAMIDS. A PYRAMID may be applied to more than one MINE

1 point per unused FAVOR
2 points per unused SHIP

3 points per FIELD adjacent to your OASIS but not adjacent to a PYRAMID

	<p>BURIAL MOUND</p>  <p>+   / </p>				
	<p>PYRAMID</p>  <p>    </p>				
	<p>QUARRY</p>  <p>  </p>				
	<p>MINE</p>  <p>  </p>				
	<p>OBELISK</p>  <p>   </p>				
	<p>FIELD</p>  <p>  </p>				
	<p>ANY</p>     <p> + COST</p>				

PLAQUES

A

5 points per PYRAMID adjacent to your OASIS

4 points per PYRAMID not adjacent to your OASIS

A

5 points per PYRAMID built on a SACRED SITE

4 points per PYRAMID not built on a SACRED SITE

A

5 points per PYRAMID not adjacent to another PYRAMID

4 points per PYRAMID adjacent to another PYRAMID

B

3 points per QUARRY adjacent to at least 1 PYRAMID, but not adjacent to an OBELISK.

B

3 points per QUARRY adjacent to only 1 SACRED SITE

2 points per QUARRY adjacent to 2 or more SACRED SITES

B

3 points per QUARRY adjacent to at least two other production buildings (any combination of MINES/FIELDS/QUARRIES)

C

3 points per MINE adjacent to both an OBELISK and PYRAMID

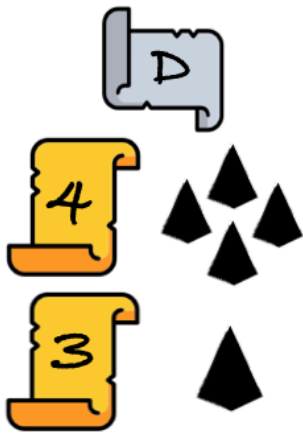
2 points per MINE adjacent to either an OBELISK or PYRAMID

C

3 points per MINE not adjacent to your OASIS and not built on a SACRED SITE

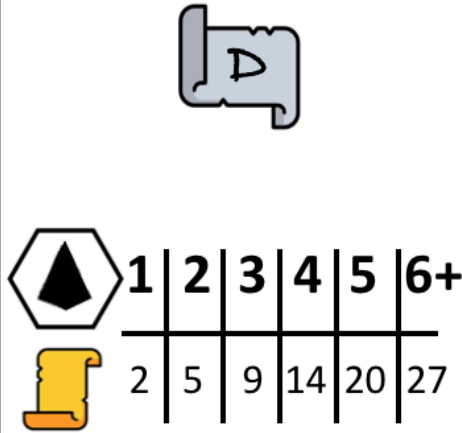
C

3 points per MINE adjacent to at least 2 PYRAMIDS. A PYRAMID may be applied to more than one MINE

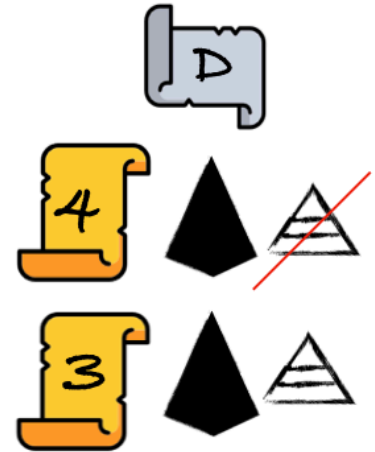


4 points per OBELISK in your largest OBELISK group
(if tied for largest group, choose one)

3 points per OBELISK not in your largest OBELISK group

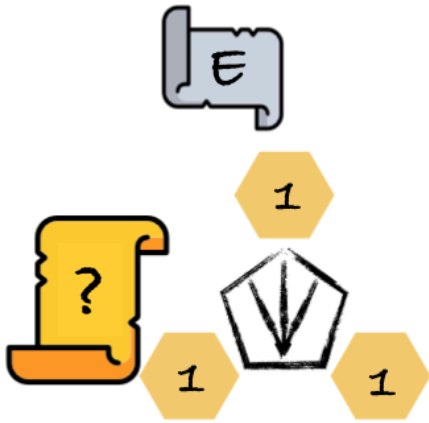


Score points based on how many OBELISKS you have built

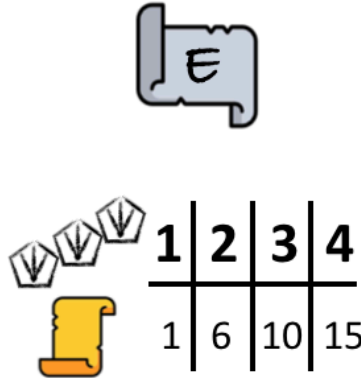


4 points per OBELISK not adjacent to a PYRAMID

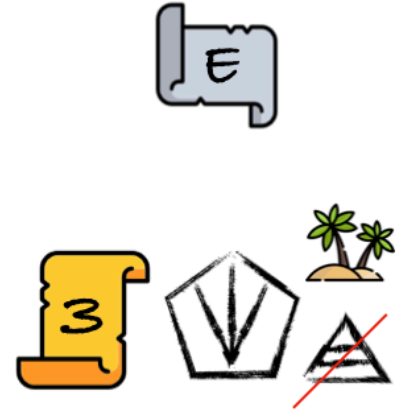
3 points per OBELISK adjacent to a PYRAMID



For each FIELD, score 1 point per SACRED SITE adjacent to that FIELD. A SACRED SITE may be applied to more than one FIELD



Score points based on how many FIELDS you have built along the same line in your city
(Fields do not have to be adjacent)



3 points per FIELD adjacent to your OASIS but not adjacent to a PYRAMID