

PATH OF PHARAOHS

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STORYLINE

As a rite of passage, young pharaohs seek to build new pyramids at the 13 locations of ancient ruins starting in southern Egypt winding their way to the Northern point of the nation near Alexandria. The location sites to build upon are scarce; so many pharaohs are attempting at times to build at the same location. Due to the amount of resources and space available, only one or two pharaohs may work in a location simultaneously - causing battles and major conflicts between the workers if more are there than the area can support. As a pharaoh moves his workers into a location under construction by another pharaoh's workers they tell horrific stories of the damage they have just inflicted upon the pyramids in their path. The frustrated workers would then retreat back to a pyramid they had previously erected to repair the damage before moving to a new pyramid construction site. A constant struggle emerges as the young pharaohs create new lavish structures while at the same time destroying the magnificent creations of others.

As time passes, ancient pyramids near the new construction sites are disturbed and mummies are awakened out of centuries of sleep. These mummies are the protectors of the pyramid locations and will do anything to see that it is not desecrated any further. Select locations may no longer be built upon which causes more issues, as there are fewer sites on which a pharaoh may build.

The struggles continue as the pharaohs wind up the path of pyramids along the Nile. The pharaoh who first builds a pyramid upon the mouth of the Nile is the pharaoh who will reside in the legacies of Egypt. His face is carved in stone upon the pinnacle of the Alexandria pyramid as a tribute to his greatness.

EQUIPMENT

Pharaoh Markers (1 per player)
60 Pyramid Block Cards (values 0 – 9)
18 Location Cards
5 Mummy Location Cards
1 Sands Of Time Card
20 Action Cards

Number of Players: 3 to 6

Playtime: 10 minutes times the number of players

Ages: 8+

OBJECTIVE

To be the first Pharaoh to successfully build a pyramid at the end of the path after constructing many pyramids throughout the land of Egypt. Other Pharaohs will be attempting to resurrect pyramids faster and even using your building sites, pushing you back the path, losing time and locations that must be regained.

ACTION CARD DESCRIPTIONS

The following are action card descriptions with an overview of the attributes each card.

Zero Block Value: Can be played by the current player any time during his turn onto one of the Level 2 or 3 block positions of an opponent. That opponent will not receive any points for that block position when placing a card. After the pyramid has been built, the card is discarded with the other blocks. The card may only be placed in a block position that can be played upon by the opponent during his next turn ie. Both cards on the prior level must be present to place a Zero Block Value card.

Wild: The wild card may be played as any valid value card onto the pyramid within the rules of value card placement.

Thief: The Thief card, when discarded, allows the player to randomly draw two cards out of any opponent's hand. The cards are then added to the player's hand without the seven-cards per hand restriction until the turn is over. Multiple Thief cards may be played per turn, even one just stolen from an opponent's hand.

Sandstorm: When handed to an opponent, disallows opponent to play on their next turn. Uncover a Sands Of Time pyramid after handing the card to an opponent. After the skipped turn has passed, opponent places the card on the discard pile. See Sands Of Time Setup for details on Mummy placement and Sands Of Time usage.

GAME SETUP

Separate out the Pyramid Blocks, Locations, Pharaoh Markers, Sands Of Time, Mummy, and Action Cards.

Location Area Setup:

Build the pyramid location playing area in the middle of the players as shown below. The river will connect the cards together with A cards on the left and B on the right. Place a Pharaoh marker per player below the first Location card.



Sands Of Time Setup and Usage:

Place the Sands Of Time card within reach of everyone and position the Mummy cards ordered from 2 to 10 with the 2 card on top in one stack over the pyramid icons of the card. The Sands Of Time card is used to track the amount of time and disturbance that will at some point irritate a nearby mummy.

Each time a Sandstorm action card appears, whether used against another player or discarded as an invalid starting block card for a pyramid, move the mummy card stack to the right, displaying one more pyramid icon than was displayed prior.

Once all three (4) icons are revealed, place the top mummy card onto the corresponding xB Location card. If a player is on the same B location space as the mummy appears, the player must retreat to a prior location (x-1). If another player is on the prior location, continue down the location areas by one until a vacant location is found. Replace the mummy card stack on the Sands Of Time card to hide all four pyramid icons and continue game play.

PYRAMID SETUP AND OVERVIEW

Shuffle block and action cards together and place face down as the draw pile. Deal two (2) cards from the draw pile face up in front of each player in the left and right positions creating the bottom level (pyramid base) of each player's pyramid. Only value cards are allowed as valid blocks. Discard any Action Cards turned up. Move Sands Of Time if a Sandstorm card is discarded.

Figure 1 shows what the initial setup will look like for each player. Figure 2 shows an overview of the structure that the pyramids will be built in. Figure 3 shows the value of cards placed in pyramid block positions.



Figure 1: Initial Pyramid Base

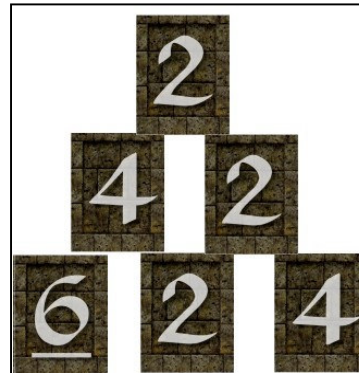


Figure 2: Completed Pyramid

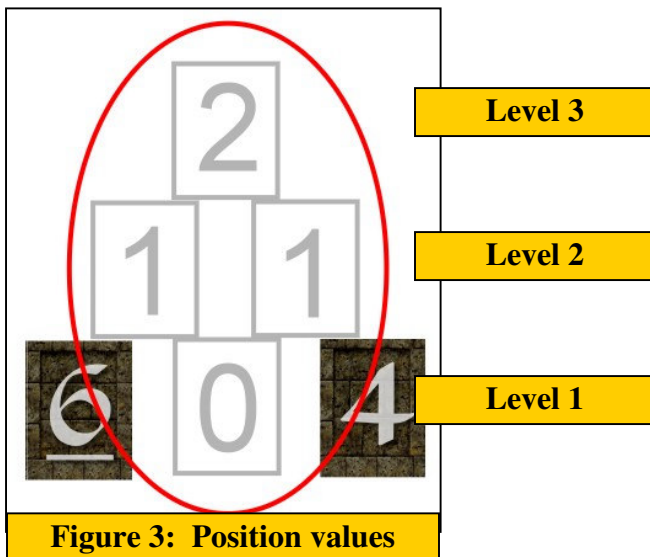


Figure 3: Position values

Next, deal 5 cards initially to each player from the draw deck. Subsequent turns allow a player to hold up to *seven* (7) cards as those from previous turns are kept for future turns. Players are to keep their hands hidden from others.

The oldest player goes first and play moves clockwise.

TURN ACTIONS

1. Place cards on the player's own pyramid and play action cards against other.
2. Move the location marker after each movement point gained.
3. Move Sands of Time for each Sandstorm card played.
4. Place Mummy card on corresponding pyramid location if awakened.
5. After ending the turn, if an opponent is in the same building location, move the opponent's marker back three spaces per the movement rules.
6. Draw 3 cards. If needed discard cards to have a maximum of *seven* (7) in hand.

GAME PLAY

Based on the cards in hand, a player places cards onto his pyramid block locations from the bottom (Level 1) to the top (Level 3) gaining movement points for block placement on certain levels. Level 2 cards can only be placed after a level one card is placed. And likewise, a level 3 card cannot be placed until both Level 2 cards have been placed.

Valid Level 2 and 3 cards to be played are based on the following rules:

Only value cards and the Wild action cards are to be placed on the pyramid.

The value of the card(s) placed must be the difference of the values of the previous level cards it is bridging. For example, if Level 1 consists of 1, 7, 2... the only single card that can be placed between 1 and 7 is a 6 ($1+6=7$) and the only card that can be placed between the 7 and 2 is a 5 ($7-5=2$). All values must create a difference between 0 and 9. For each movement point gained, move the player's pharaoh marker up the path. The bottom blocks (level 1) of the pyramid are all worth zero points for path movement but are crucial to the blocks to be placed.

If a single card cannot bridge the difference of the lower level cards, multiple cards may be combined to generate the number needed. If a 6 is needed, some (but not all) possible combinations would be: two 3's ($3+3=6$), 4 and 2, 1 and 5, 7 and 1 ($7-1=6$), 8 and 2, 9 and 3, 1 and 2 and 3, or 2 and 5 and 1 ($5+2=7-1=6$). Place the cards in an offset single stack in the block location so that all of the numbers are showing.

If a pyramid is completed by placement of a card on Level 3, the location marker is moved up the path two location spaces and the cards are removed from the pyramid - placed face up on the discard pile. The left and right Level 1 pyramid locations are dealt new cards from the draw deck and play continues until the current player runs out of cards or cannot place any cards. Action cards are placed on the discard pile if dealt as base cards.

Any action card may be played at any time during the turn to activate the action.

The turn is over once all cards in hand are depleted, no valid cards are held for placement, or the player chooses to stop his turn.

After the turn has been completed, draw three (3) cards to have a maximum of seven (7) in hand, discarding if needed.

The turn then moves to the next player.

Reshuffle the discard pile after exhausting the draw deck.

MARKER MOVEMENT

As the player places cards on level 2 and 3 blocks, move the location marker the number of locations up the Path as building points allotted for the block. See *Figure 4*. If at the end of the turn the marker now shares a location with an opponent's marker, the opponent's marker is moved back three (3) locations. If that space is occupied, the marker continues down the Path by one until an empty pyramid location is found. Some pyramid locations are capable of retaining two markers (A/B), while the other locations only allow for one.

For locations allowing two markers and one player must be bumped, the marker on the "B" pyramid is moved down the path three locations.

END GAME

A player wins the game by ending his turn and moving his marker onto the number 13 pyramid at Alexandria.

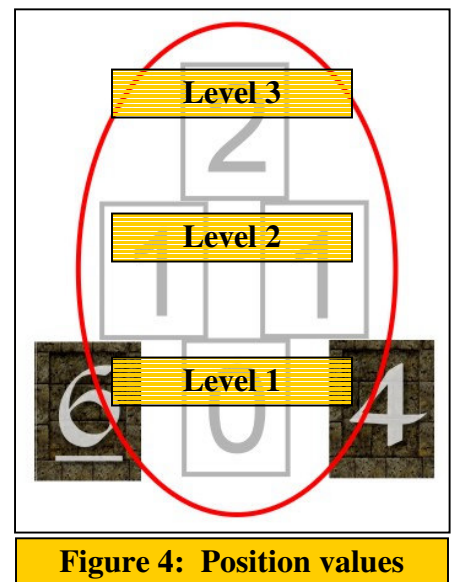


Figure 4: Position values