

MARKETS SHEET

Gizeh (Giza)



The market closes as soon as Servants are placed on 4 or more connected squares (side by side and adjacent, not diagonally).

Examples: 1-3-4-5 or 2-4-5-7...

The market closes as soon as 3 Servants of different colors, or any 4 Servants (regardless of their color and bids) are placed on the stall.

Akhet-Aton



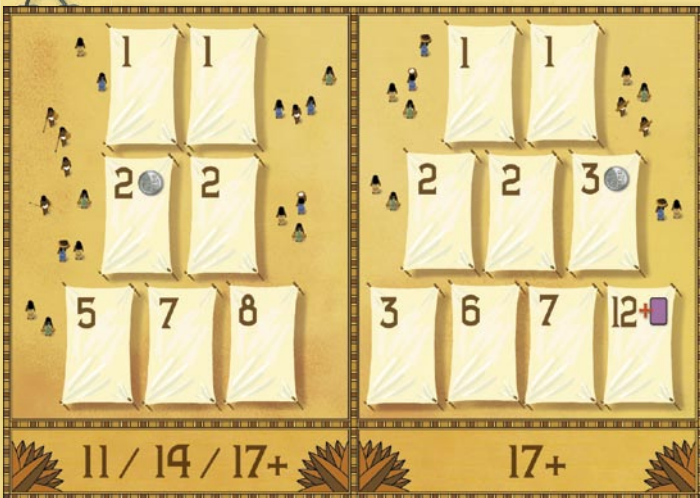
The market closes as soon as at least one Servant is present on each of the 4 levels of the pyramidal structure of the stall.

Examples: 0-1-4-7 or 0-1-3-5-8...

As in a game of tic-tac-toe, the market closes as soon as 3 Servants form a line, either vertically, horizontally or diagonally.

Examples: 0-3-6 or 2-4-6 or 3-4-5...

Abou Simbel (Abu Simbel)



The market closes as soon as the sum of the offers is equal to 11, equal to 14, or superior or equal to 17.

There are several bid squares with the same value: ties are settled on each line from right to left.

Examples: 1-1-2-7 or 2-5-7 or 1-2-7-8...

The market closes as soon as the sum of the offers is superior or equal to 17.

There are several bid squares with the same value: ties are settled on each line from right to left.

Examples: 1-2-2-6-7 or 2-3-12...

Louqsor (Luxor)



When a player places a Servant in this stall, they roll two dice. The market closes if the result of each die corresponds to a number on which Servants are placed.

If not, the player keeps the dice in front of them: if at the end of their next turns, no new Servant has been placed in this stall, then they may roll the dice again to determine whether the market now closes.


Examples: if the squares 2, 3 and 7 are occupied, the market closes if the player rolls 2-2, 2-3 or 3-3.


When a player places a Servant in this stall, they roll one die. The market closes if the result on the die is less than or equal to the number of Servants forming the longest chain (Servants next to each other) present in the stall.


If not, the player keeps the die in front of them: if at the end of their next turns, no new Servant has been placed in this stall, then they may roll the die again to determine whether the market now closes.

Examples: if the squares 3, 4, 5 and 8 are occupied, the longest chain adds up to 3 (3-4-5); the market closes on a die result of 3 or less.

There are certain market bid square symbols that modify the rules:

 "Deben" symbol: If the player places a Servant on a square bearing this symbol, the player immediately takes a Deben from the market's Reserve (if the Market has any money).

 "Single card" symbol: If when the market closes the highest bidder is on a square bearing this symbol, this player may take only 1 card (with or without a Royal Seal).

 "Extra card" symbol: If when the market closes the highest bidder is on a square bearing this symbol, this player may take an extra card from the lower row (there are 2 options: either the three cards in the lower row, or the card with the Royal Seal and one card from the lower row).

CHARACTERS SHEET



Vizier 1x

Allows the player to immediately score 2 points for each different type of Gift that the player currently holds (the Gifts are not discarded).

Example: Black recruits the Vizier and scores 8 points because she holds 4 types of Gifts: senet, statuette, mirror and necklace.



The symbol on the upper right of the Character card indicates that this card allows the players to earn prestige points immediately when used.



Merchant 3x

Allows a player to exchange a Gift card with an opponent. If the maximum* value of the Gift given away is inferior to the one that was taken, the player who played the Merchant must pay the difference in Deben. The player choosing the merchant must hold in front of them at least one Gift of the type that they want to take. **The First Merchant (with the x2) allows the player to make two exchanges** but it must be with two different players.

Example: Red recruits the First Merchant. She exchanges one of her harps for Green's statuette (paying 2 Deben to cover the difference in maximum value) and one necklace for Blue's statuette (when comparing maximum values, the necklace is worth more than the statuette, so neither player pays anything in Deben).

During the game setup, **place the Merchants in a single pile** with the First Merchant placed on top.

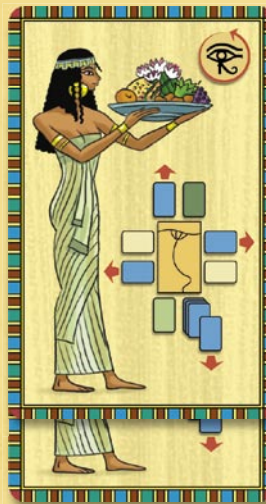
**Maximum value of a Gift card is the leftmost value, the one used if only a single player possesses this type of Gift (for example, 14 for a necklace). Note: the maximum value for a double senet is 12.*



High Priest 1x

Allows the player to place an extra Servant during this turn, in addition to the normal 1 Servant. These Servants may be placed in the same market or different markets; if the first Servant placed closes a market, the market closing is settled immediately before the player places the second Servant.

Note: If the player doesn't have enough Servants in reserve to place two, they designate one market where at least one of their Servants is present; this action replaces the placement of one of the Servants.



Royal Servant 2x

Makes all players (including the one who recruited her) discard a Gift card of the type chosen by the player who recruited the Servant. All players immediately score points equal to the current value of this Gift.

Example: Green holds 5 chairs while 2 other players each also have a chair. Green recruits the Royal Servant and chooses the type "chair": the 3 players discard a chair card scoring 5 points each. Green still holds 4 chair cards that are now worth 9 points each for the final scoring (rather than 5 before the intervention of the Royal Servant).

During the game setup, **place the Royal Servants one on top of the other.**



Thief 1x

Allows the player to take any Gift card (even one with a Royal Seal on it) from the market where the "Market Closed" tile is placed.

Near the end of the game, more than one market may be closed at the same time: the Thief can steal only from the market with the "Market Closed" tile and not any other closed markets.



Scribe 4x

Allows the player to score one type of Gift that the player possesses; he or she immediately scores points as indicated in the "Final Scoring" rules section, then discards all cards of this type. This scoring is personal; if other players have cards of the chosen type, they keep their cards and do not score any points.

Note: The scribes belong to different castes with more or less influence, and award bonus points (+3, +2 or +1) for each Gift scored in this manner.

Reminder: The "double senet" cards count as 2 Gifts for this bonus.

Example: Blue holds 1 double senet and 2 single senets while 2 other senet cards are held by Black. He recruits the Scribe +2 and scores 7 points for each of his 4 senets (the current value of 5 points plus a 2 point bonus) for a total of 28 points. He discards all of his senets and the current value of the Senets held by Black goes up to 6 points.

During the game setup, **place the Scribe cards in a single pile**, the +3 on top, followed by the +2 and the +1 last.



Treasurer 1x

Allows the player to take up to 4 Deben out of the Reserve of a single market (whether open or closed).