

CLEOPATRA

AND THE SOCIETY OF ARCHITECTS

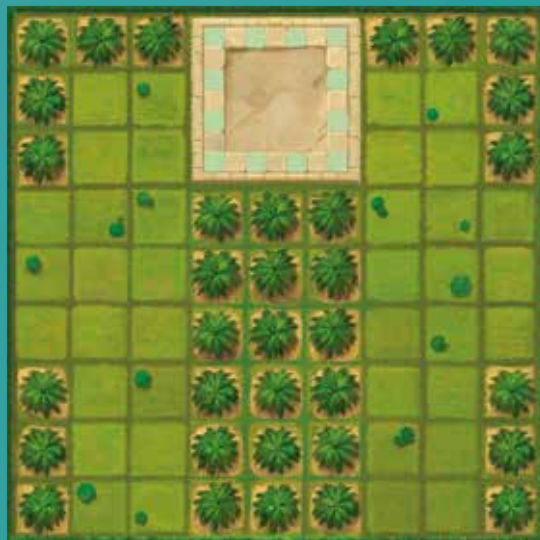


RULEBOOK

The Queen of Queens has asked for a new Palace, a Wonder that will show the whole World her majesty's splendor! The challenge has begun: every member of the Society of Architects is involved, trying to demonstrate their superiority. However, the enormous wealth promised by Cleopatra has prompted many to seek Sobek's help. More and more insistent rumors tell stories about rituals and ceremonies in honor of the crocodile god, and strange inscriptions and amulets have begun to appear in the building under construction. Pray these voices do not reach the Queen's ear! Because Cleopatra can be as generous with those who will satisfy her wishes, as unforgiving with those who betray her.

Will you be the best without disappointing your Queen, becoming the Chief Architect of the Kingdom, or will you succumb to the lures of the god Sobek and end up in the belly of Cleopatra's favorite puppy?

CONTENTS



1 Palace Garden



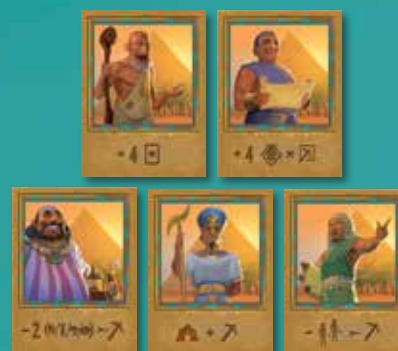
1 Sphinx Plaza



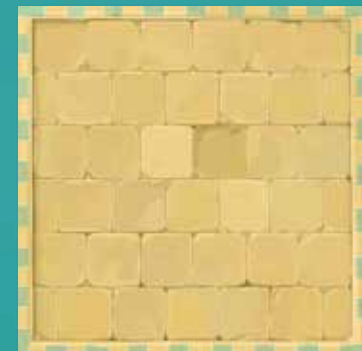
12 Mosaics of the Gods



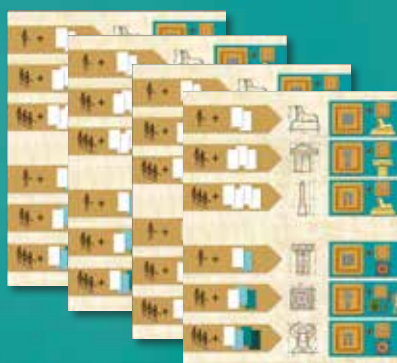
1 Worshippers of Sobek Board



5 Worshippers of Sobek tiles



1 Floor Tile



4 Summary Sheets



11x each Standard resource cards

30x Artisan cards



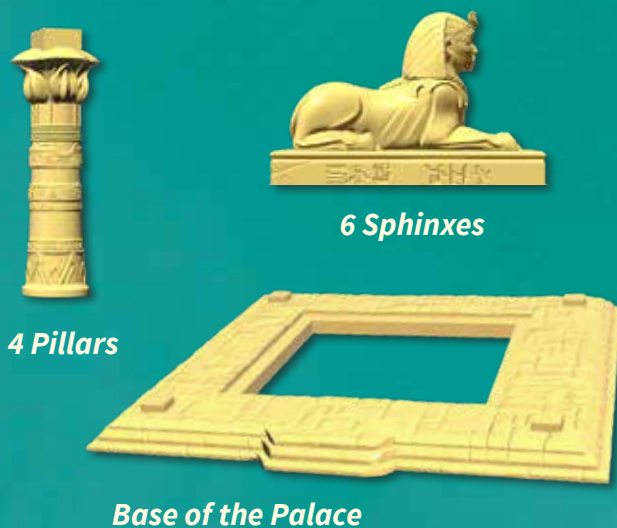
3x each Tainted resource cards

8x Cave cards

100 Treasure Scarabs (Victory Points)
with different values on the back:



90 Amulets of Corruption



For each of the 4 colors:



SETUP

1 Lay the base of the Palace in the middle of the table with the Floor placed on it and put the 4 Pillars onto their dedicated spaces. Place then the Palace's Garden on top of the Pillars, making sure that each Pillar is installed correctly.

2 Place the Sphinx Plaza adjacent to the Palace, with the 5th space in front of the stairs, and place the figure of Cleopatra on the illustration representing her, before the numbered footsteps leading to the Palace.

3 Place the Worshippers of Sobek board next to the Sphinx Plaza, shuffle the 5 Worshippers of Sobek tiles and place them in random order, face up, on the 5 corresponding slots.

4 Shuffle all the cards, then deal 3 cards, face down, to each player. After this cut the deck in three roughly equal decks. Flip two decks face up and shuffle them together with the other deck face down to generate a new deck in which the face up and face down cards are mixed. Draw the top three cards from this deck and lay them side by side, matching the three spots under the Worshippers of Sobek, without changing the orientation of the cards (face up cards comes into play face up, and face down cards come into play face down).

5 Place the Amulets of Corruption and the Treasure Scarabs, sorted by value, as two heaps of supplies, within easy reach of all players.

6 Choose a color, take the corresponding Pyramid of Corruption and the two Anubis figures. Then take Treasure Scarabs with a total value of 5, and a Summary Sheet. Keep the Treasure Scarabs in front of yourself, with their value hidden from your opponents.

7 The remaining components are the pieces that you will use to build the Palace during the game. Place them within easy reach of each player and create a pile in random order with the Mosaics of the Gods. You are now ready to start playing!



OVERVIEW

The object of the game is to become the wealthiest of Cleopatra's architects, by constructing the most magnificent and valuable parts of her Palace.

Given the intense competition among the members of the Society of Architects, you will often be tempted to deal with shady characters and trade in materials of dubious origins.

While these corrupt practices may indeed allow you to stay a step ahead of the pack, they come at a heavy price: the cursed Amulets of Corruption honoring Sobek, the Crocodile-god, which you store inside your Pyramid of Corruption, hidden from the preying eyes of your competitors.

When Cleopatra finally strolls into her new Palace, at the end of the game, the architects are forced to pay for their corruption. If they are too corrupt, they will be offered to Cleopatra's sacred crocodile as a tasty morsel! Only then the wealthiest architect, from among those still alive, will be declared the winner.

GAME TURN

The player with the best Egyptian credentials (a nose as famous as Cleopatra's, a mummified Crocodile pet, or an extensive hieroglyph library) starts the game. Otherwise, the youngest player goes first.

The gameplay then proceeds clockwise around the table, with each player taking one turn at a time until the game ends. On his turn, a player **MUST** perform one (and **ONLY ONE**) of the following two actions:

VISIT THE MARKET:

If you choose to visit the Market (), pick all the cards from the column of cards (called a "Market Stall") of your choice and take them in your hand.

If you end the turn with more than 10 cards in your hand, you must immediately choose between these two options:

Discard the cards of your choice into the discard pile next to the Market's draw deck (keeping only 10 cards in your hand),
OR

Keep ALL of the cards in excess of 10 in your hand, and place 1 Corruption Amulet in your Pyramid for EACH card in excess.

Then replenish each Market Stall by drawing the top three cards from the draw deck, and placing them, one at a time, maintaining the orientation of their faces, in the order of your choice.

A card must be placed in each Stall, slightly offset from the cards already laying there, if any, so that cards that are face up always remain partially visible to the players. The amount of face-up/face-down cards will vary from stall to stall as the game progresses.

When the draw deck dries up, a new one is formed from the cards in the discard pile, using the same shuffle mechanism as during the game's set up.

VISIT THE QUARRY:

You may decide to visit the Quarry (↗) instead, to acquire the pieces of the Palace you wish to build this turn. To build a piece of the Palace, you must:

Discard any combination of Resource and Artisan cards from your hand that match or exceed the construction requirements of the piece that you want to build, and discard them in the Market's discard pile.

Note: The Cave is a Tainted card (see page 8) that can be used to replace any Resource.

Take the piece you decided to build and place it on its reserved spot on the Palace grounds, according to the placement rules (see pages 11-15). If multiple spots are available, you may choose where to erect the piece. If you wish (and can afford it), you may build multiple pieces, or multiple copies of the same piece, during the same turn.

Earn Treasure Scarabs of a total value indicated on the Summary Sheet. The Treasure Scarabs are placed face down in front of you, with their value hidden from your opponents.

Note: The Treasure Scarabs have different values, be sure you take the correct value, not randomly.

If the piece(s) built this turn result in one entire category of pieces (the Sphinxes, Obelisks, Throne and Pedestal, Door Frames, Column Walls, or Mosaics of the Gods) being completed, move Cleopatra one space forward towards the Palace door for each completed category of pieces.

When Cleopatra crosses the line between the 3rd and the 4th space of the walk, proceed to making an Offering to the Great Priest (see page 8).

When Cleopatra reaches the 5th space of the walk, the game end is triggered (see page 9).

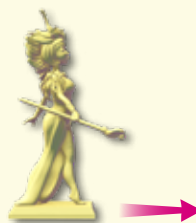
Example: Miguel wants to build a Sphinx. According to the Summary Sheet, he needs to discard 1 Artisan card, plus 2 equal Resources:



Miguel discards 1 Artisan card and 2 standard Stone cards: he can now take a Sphinx from the Quarry and place it on the Plaza.



Miguel earns 5 Treasure Scarabs (see page 11 for reward details).



Once all the Sphinxes are been built, move Cleopatra's figure 1 space forward.

WORSHIPPERS OF SOBEK

At the beginning of your turn, IN ADDITION to your mandatory action (Visit the Market OR Visit the Quarry), you may, if you wish, activate one of the Worshippers of Sobek.

- Choose the character you want to activate.
- Pay the penalty indicated on the board (taking Amulets of corruption or paying Treasure Scarabs).
- Apply the effect shown on the tile.
- Place this character in the last position of the board (on the right), by shifting the others characters forward to fill the gap.

Note: If you use the character in the last position, it just stays in the same position.



THE ARCHITECT

In this turn, earn 4 Treasure Scarabs for each piece you build.

Example: Miguel wants to perform more actions, so he decides to activate the Visir. He takes 2 Amulets of Corruption so he can visit both the Market and the Quarry. Then he shifts the Merchant tile to the left and places the Visir tile in the last space.



THE VISIR

In this turn, you can visit the Market AND the Quarry.



THE BEGGAR

Draw 4 cards from the deck.



THE MERCHANT

In this turn, you can build with 2 less resources.



THE FOREMAN

In this turn, you can build with 2 less Artisans.

TAINTED CARDS

When you Visit the Quarry, for any Tainted card (identified by the red frame) you discard, you immediately add 1 Amulet of Corruption to your Pyramid.

A Tainted resource card is worth 2 Resource cards of that kind. Exchanging a Tainted resource card for 2 Standard cards is NEVER allowed.

A Cave card is worth 1 Resource card of your choice (Artisans are not allowed).

The resource count paid during a Visit to the Quarry does not have to be exact (e.g. you can discard a Tainted 2-Marble card even if a single Marble is required), you never receive change back.

A Tainted resource card can be split over several pieces being built at the same time (e.g. a Tainted 2-Wood card may be used to account for the Wood portion of a Column Wall and of a Door Frame).



*a Tainted
2-Wood card*

Note: At any moment during the game, you can take a look at the inside of your Pyramid of Corruption, to know how many Amulets you have.

OFFERING TO THE GREAT PRIEST

When Cleopatra crosses the line between the 3rd and the 4th space of the Walk, proceed to making an Offering to the Great Priest. All the players put in their hands the secret amount of Treasure Scarabs they want to offer. Once ready, all players now reveal their offering:

The player who bid the most discards 3 Amulets of Corruption from his Pyramid of Corruption back into the supply next to the game board. If they have less than 3 Amulets of Corruption, they only discard as many as they have.

The second highest bidder adds 1 Amulet of Corruption to their Pyramid of Corruption. The third player receives 2 Amulets and the fourth receives 3. Ties between players are broken based on the players' actual rank in the offering, e.g. Two players tied for first place will each get the right to get rid of 3 of their Amulets of Corruption; the next player will then be considered to be in 3rd place, and has to put 2 Amulets of Corruption into their Pyramid, etc.

OFFERING TO THE GREAT PRIEST

1st - Get rid of



2nd - Take



3rd - Take



4th - Take



Note: All Treasure Scarabs bid by the players during an Offering to the Great Priest are lost, regardless of their rank in the auction, and placed back into the Treasure Scarabs supply.

END OF THE GAME

The player who moves Cleopatra's last step (number 5, right in front of the Palace doors) triggers the end of the game. This occurs as soon as 5 out of the 6 categories of buildings have been fully built.

All the other players play their last turn, then the game ends. Take the following steps:

-  **1** Discard any cards still in your hand, collecting 1 Amulet of Corruption for each Tainted card.
-  **2** Open your Pyramid of Corruption and reveal the Amulets you accumulated during the game.
-  **3** Place 1 Amulet of Corruption on each space of the Palace Garden composing any Sanctuary (see pages 14-15) you claimed, where you have placed an Anubis Statue (including the space where the Statue is laid).
-  **4** Count how many Amulets of Corruption you still have in your possession: the player who has the least discards them all, then each opponent discards this same amount.
-  **5** Pay a penalty according to the number of Amulets of Corruption you have left, as reported on the scale on the right.

END OF THE GAME

-  - discard **1** Scarab
-  - discard **3** Scarabs
-  - discard **6** Scarabs
-  - discard **10** Scarabs
-  - discard **15** Scarabs
-  - discard **20** Scarabs
-  - discard **25** Scarabs
-  - **ELIMINATION**
(you are fed to the crocodile!)

The richest of the survivors wins!

Example:

-    After discarding the cards, Miguel has 12 Amulets of Corruption and a 10 grid square Sanctuary. Ludovic has 7 Amulets of Corruption, but only a 2 grid square Sanctuary, while Bruno has 10 Amulets of Corruption, with no Sanctuaries.
-  Miguel has 2 Amulets of Corruption left, Ludovic 5 and Bruno 10: each player discards 2 Amulets of Corruption.
-  Now Miguel has 0 Amulets, Ludovic has 3 Amulets, so he must pay a penalty of 6 Treasure Scarabs. Bruno, instead, has 8 Amulets and is thrown to the crocodile: he has lost the game regardless of the amount his Treasure Scarabs.

The wealthiest among Miguel and Ludovic wins!

THE QUARRY



The Quarry is the set of all the pieces that might get built during the construction of the Palace. The Summary Sheet shows an entry for each kind of piece you can build. It lists the required resources for each piece and the Treasure Scarabs that you will receive once it is added to the Palace.

SPHINXES /6x



A row is composed of three Sphinx spots and one Obelisk spot on the same side of the Sphinx Plaza (separated by the Walk of Cleopatra).

COST: 1 Artisan + 2 equal Resources



REWARD: 3 Scarabs + 1 Scarab for each Sphinx already built on the same row



Example: In the example on page 6 Miguel is building the last Sphinx, this means that on the same row there are two Sphinxes already built: $3 + (1 \times 2) = 5$ Treasure Scarabs.

DOOR FRAMES /2x



COST: 2 Artisans + 3 equal Resources



REWARD: 5 Scarabs + 1 Scarab for each Column Wall linked to that Door Frame corner



The Door Frames are placed around the structure of the Palace, on the side facing the Sphinx Plaza.

This Wall does not count

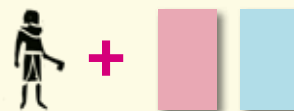
COLUMN WALLS /9x



Left Column Center Column Right Column

Note: There is no difference between the Column Walls, except for their position. If you want to build a Column Wall in the central part of the Palace side, you have to pick one of the Central Columns left, if any.

COST: 1 Artisan + 2 different Resources



REWARD: 3 Scarabs + 1 Scarab for each Mosaic square adjacent to the Column Wall being built



The Column Walls are placed around the structure of the Palace, with the top adjacent to the Garden border. Each Column Wall must be placed along 3 Garden squares, so that 3 Walls may fit on each side of the Palace.



Example: In the example above, you earn 3 Treasure Scarabs for building this Column Wall, and 1 additional Treasure Scarabs for each of the two Mosaic squares adjacent to it, for a total of $5+(1 \times 2)= 7$ Treasure Scarabs.

MOSAICS OF THE GODS /12x



COST: 2 Artisans + 3 different Resources



REWARD: 5 Scarabs + 1 Scarab for each covered palm OR the right to erect an Anubis statue if a Sanctuary is formed (see below)



If you want to build the Mosaic of the Gods, take the piece that's on top of the pile and place it on the Palace Garden grid. The Mosaic must be entirely contained in the Garden, and placed in a way that doesn't cover the Throne space or another Mosaic tile.

Each time you build one (or more) Mosaic(s), verify whether the next Mosaic piece now on top of the pile in the Quarry can still be built in the spaces left in the Palace Garden. If not, immediately remove it from the game. Then check the newly revealed piece, as well, and remove it if it can't be built, and so on. If the pile of Mosaic tiles is thus emptied, move Cleopatra one space forward as indicated on page 6.

CLAIM A SANCTUARY

If you build a Mosaic of the Gods in a way that a new, closed garden area is formed, in which no further Mosaic can be built (due to the lack of space, or to the fact that all Mosaics that fit have already been built somewhere else), a Sanctuary is formed.

Often a Sanctuary will be 4 or less spaces large, but some larger ones can be claimed, as long as no remaining Mosaic piece could be placed inside the newly formed Sanctuary.

Whenever a Sanctuary is formed, the player who created it may decide to place one of the Statues of Anubis inside the Sanctuary to claim its ownership.



Example: In this case you earn 5 Treasure Scarabs for the Mosaic, plus 1 Scarab for each covered Palm tree:
5+(1x3)= 8 Scarabs.

If a newly formed Sanctuary is not immediately claimed by its rightful owner, no other player will be able to claim this particular sanctuary later in the game.

At the end of the game, any player who owns a Sanctuary (or two) can get rid of 1 Amulet of Corruption for each grid square of Sanctuary space under their control, including the space on which their Statue is laid!



Note: If you have already placed both of your Anubis Statues, you can't claim any more Sanctuary.

Note: In some cases, placing a Mosaic tile can form 2 closed gardens. If you still have 2 unused Anubis statues, you can claim two Sanctuaries at the same time.

PEDESTAL+THRONE /2x



The Pedestal must always be built first.



COST: 3 Artisans + 4 different Resources



REWARD: 10 Scarabs + 1 Scarab for each Mosaic square adjacent to the Throne space



Example: In the example on the left, you earn 10 Treasure Scarabs for building the Pedestal, and 1 additional Treasure Scarab for each of the 4 Mosaic squares adjacent to its space, for a total of $10+(1 \times 4) = 14$ Treasure Scarabs.

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GAME DEVELOPMENT: Mojito Studios

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