Ancient Architects

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CRAFTY

Ancient Architects

INTRODUCTION

Welcome, Architects!

The Pharaoh is planning his legacy and voyage to the afterlife. Show his court that you are the most skilled architect by making the best pyramid design, and you will be appointed Master Architect and win the game!

OBJECTIVE

Make the best pyramid design by scoring as many points as possible. Points can be scored in many different ways: reaching high up with same colored stones, connecting burial chambers to the edge, adding symbols of the Gods, collecting excess small stones and balancing the workforce.

The game is played in turns, in which players place one or more stones in their pyramid. When all players have placed the 15th and last large stone in their pyramid design, the game is over and the player with the highest score wins!
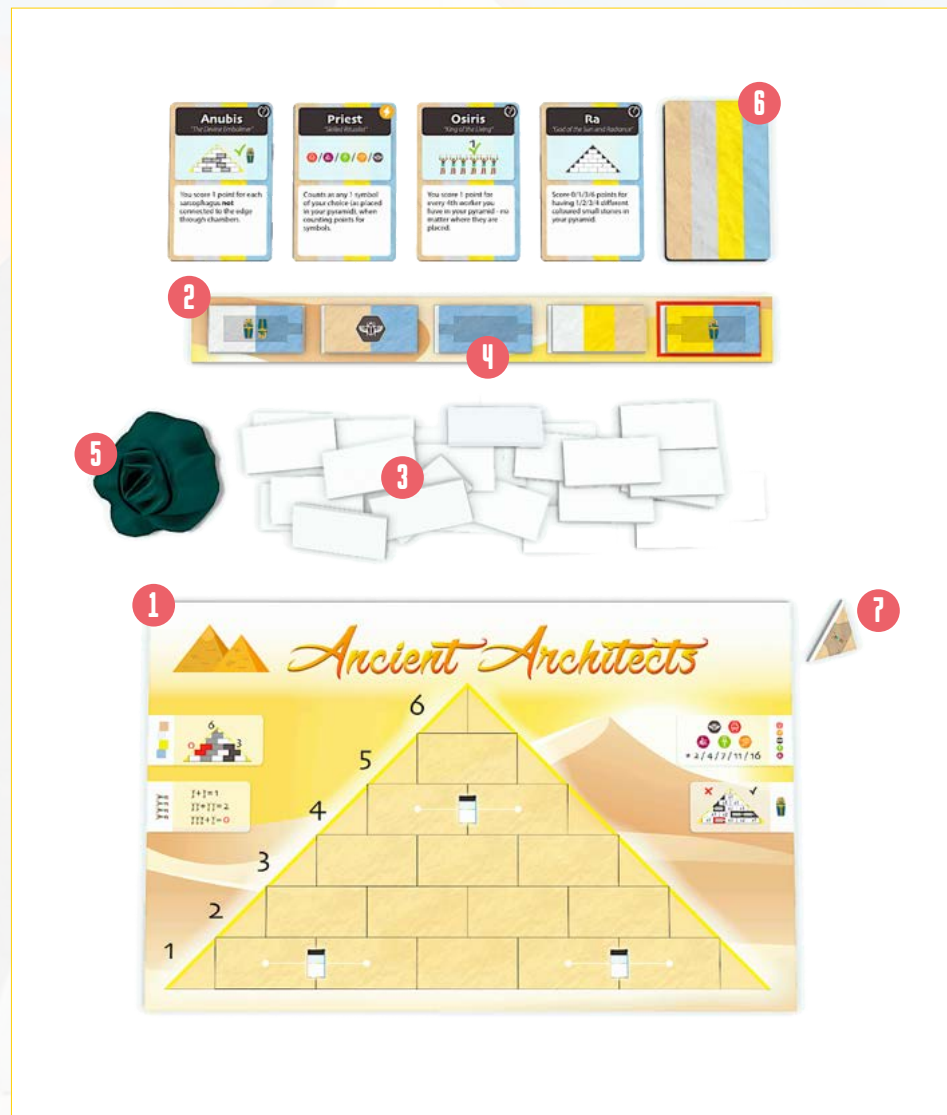
SETUP

1. Give each player a player board.

2. Place the common board in the middle of the play area.

3. Shuffle and place the large stones face down on the table. Keep them in a supply near the common board.

4. Draw and place a large stone, face up, onto each space on the common board.

5. Put the small stones in the bag and keep the bag close by.

6. Shuffle the cards and place 4 cards face up, above the common board. Leave the rest of the cards in a face down draw pile nearby.

7. Each player now draws 1 small stone from the bag.

COMPONENTS

20 cards
4 player boards
1 common board
72 small stones (triangular)
74 large stones (rectangular)
1 cloth bag (for small stones)

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HOW TO PLAY

The game is played in turns, and the youngest player takes the first turn. When a player's turn is over, the next player to the left takes their turn and so on, until the end of the game.

Each turn you do the following:

1. **Take stone(s)**

2. **Place stone(s)**

3. ...and if you've met the requirements (otherwise skip): **Gain a card**

4. **Refill** the common board

5. **Draw a small stone** (to be used next turn)

6. **End turn**

TYPES OF STONES

There are two types of stones:

Large stones (rectangular)

Small stones (triangular)

TAKE STONE(S)

On your turn, you **must** take a large stone from the common board. You have two options:

A Pay the small stone in your hand by placing it on the **first** large stone (outlined in red) on the common board.

This allows you to take **any one** of the **4 other** large stones on the common board (not outlined in red).

OR

B You can take the first large stone on the common board (outlined in red), **and** all small stones on it (placed by other players in previous turns). If you do this, you **must** also add the small stone from your hand, to the stones you took.

In the next step, you will place these stones.

Note: When taking a large stone with small stones on it, you **must** take **all** the small stones.

A

B

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Collection: The area above your player board is called your Collection. This is where you place small stones that you can't or won't place in your pyramid. If you ever run out of small stone spaces in your pyramid, you **must** place all further small stones here. **Remember:** Stones - large or small - never leave once placed in either your Collection or in your pyramid.

PLACE STONE(S)

At this point you must place all stones gained this turn in your pyramid. This means the large stone you took, plus any small stone(s) you may also have in your possession.

PLACING LARGE STONE ❶

You **must** place large stones in **any** unoccupied large stone space in your pyramid. You are allowed to rotate the stone 180° (upside down).
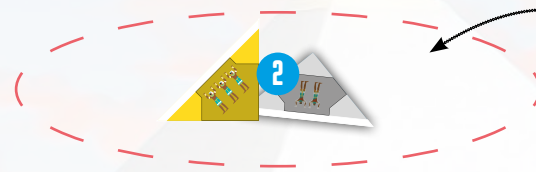
PLACING SMALL STONES ❷

You **must** place small stones in **any** unoccupied small stone space in your pyramid AND/OR into your **Collection** (above your player board).
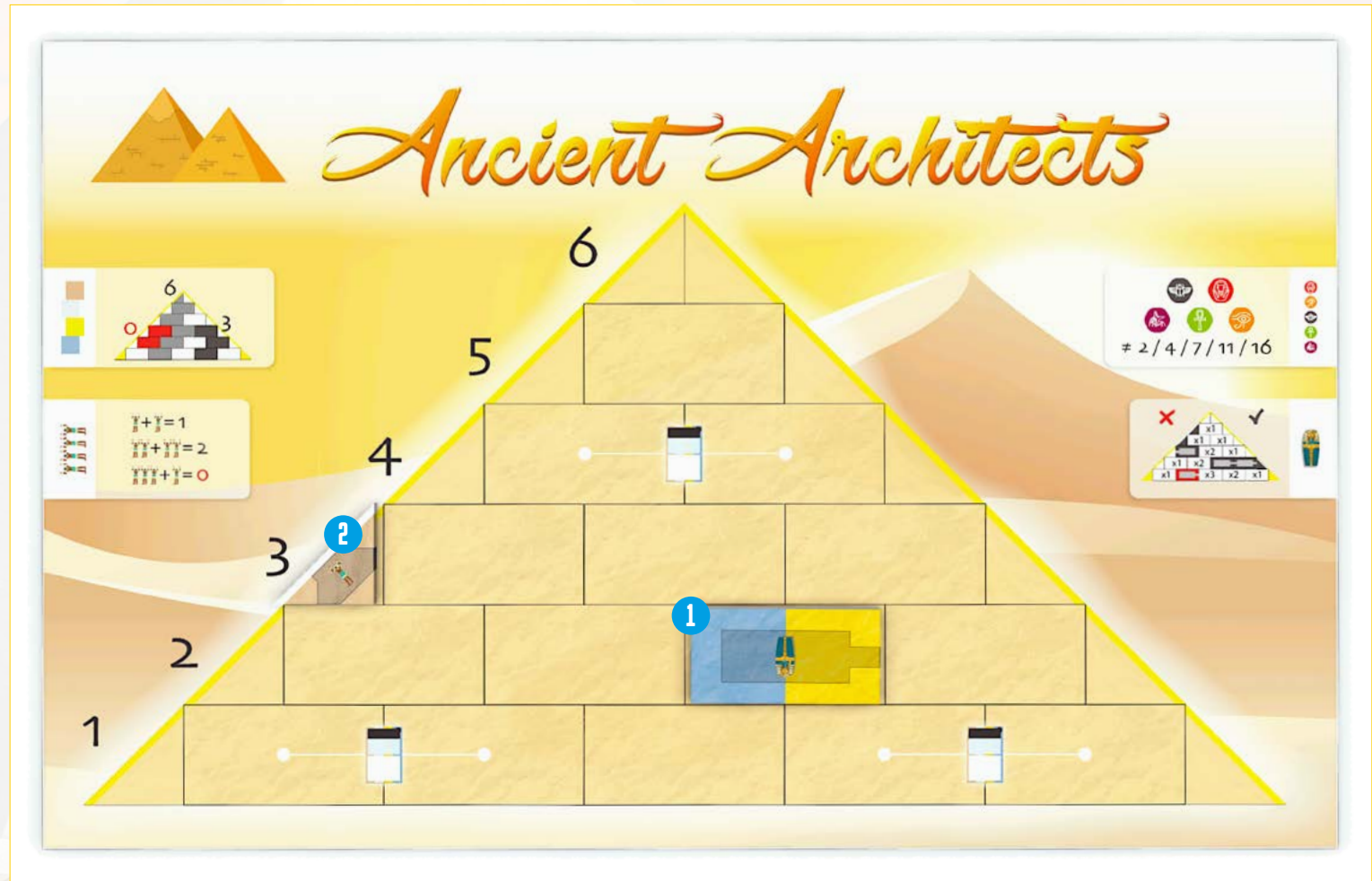
Note: You must place all small stones you have at this point. You cannot 'save' small stones for later turns.

Important: Stones placed into your collection/pyramid stay there until the end of the game. They cannot be used as 'payment' on the common board etc.

Each set of **any** 2 small stones in your **Collection** (see illustration) is worth **1 Victory Point** at the end of the game.

GAIN A CARD

In your pyramid, you'll find 3 side-by-side connected large stone spaces with a card symbol in between them:
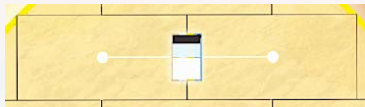
Immediately after you have filled both of these spaces (when placing the second large stone in a connected space), you must immediately take a card.

You can take any one of the four face up cards. Most cards will award you additional Victory Points at the end of the game based on different criteria (ⓥ-symbol), while others grant a specific benefit (⚡-symbol).

See a reference of all cards and their effects at the end of this rules booklet.

END OF TURN

To end your turn, slide all large stones in the direction of the arrows (if applicable) and then draw and place a new large stone and place it in the empty space at the end of the row of large stones.

DRAW A SMALL STONE

Finally, draw a small stone from the bag (to be used in your next turn). End of turn.
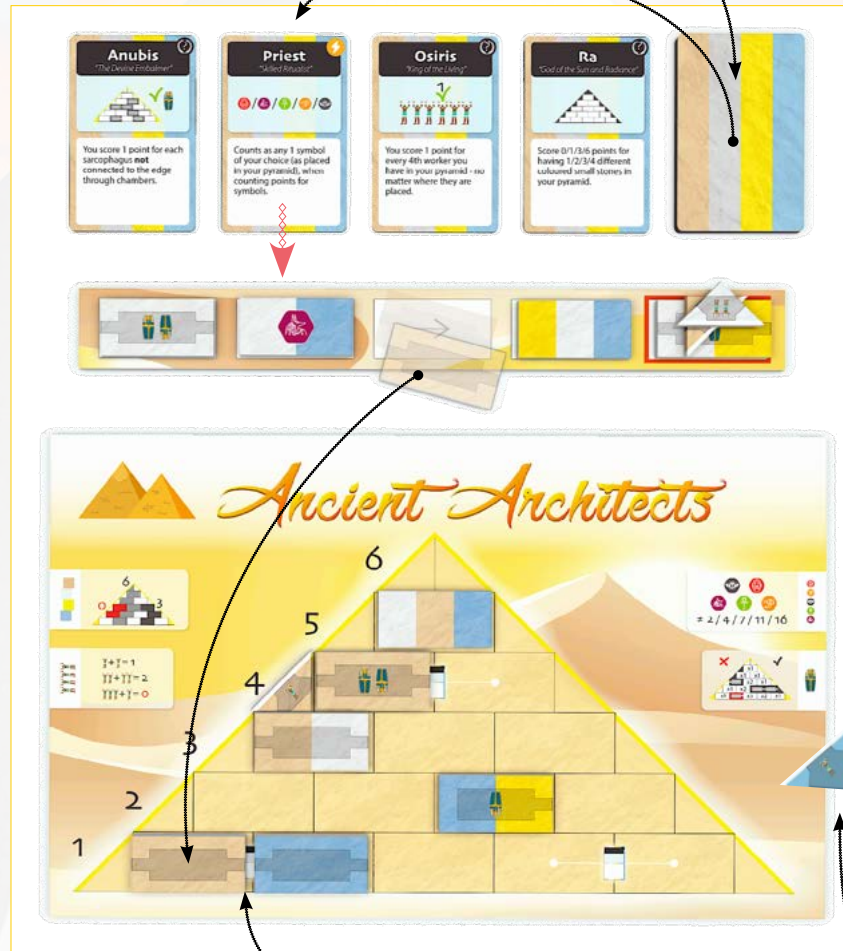
Take a card when you completely cover a card symbol on your board

REFILL COMMON BOARD
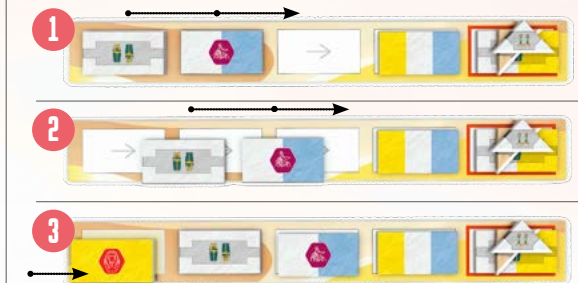
Example: Refilling common board.

END OF GAME AND FINAL SCORING

The game is over when all players have placed the final and 15th large stone in their pyramid. Then each player scores points as follows...

Example: Draw small stone. End turn.

SOLID STRUCTURE

For each of the four colors of stones, score 1 Victory Point for each vertical level you have built, which have an **uninterrupted connection to the bottom** of your pyramid. Each color only scores once, so if you have multiple "lines" of the same color stone, you only score the highest reaching one.

Tip: The small stones can be used to help connections along the edges, and small stones are also the only ones that can help reach the top level (for a maximum of 6 Victory Points for a color).

In this case the player will score:

- 6 points for blue (highlighted)
- 6 points for brown
- 5 points for yellow
- 3 points for white

BROWN (6)   BLUE (6)

YELLOW (5)

WHITE (3)
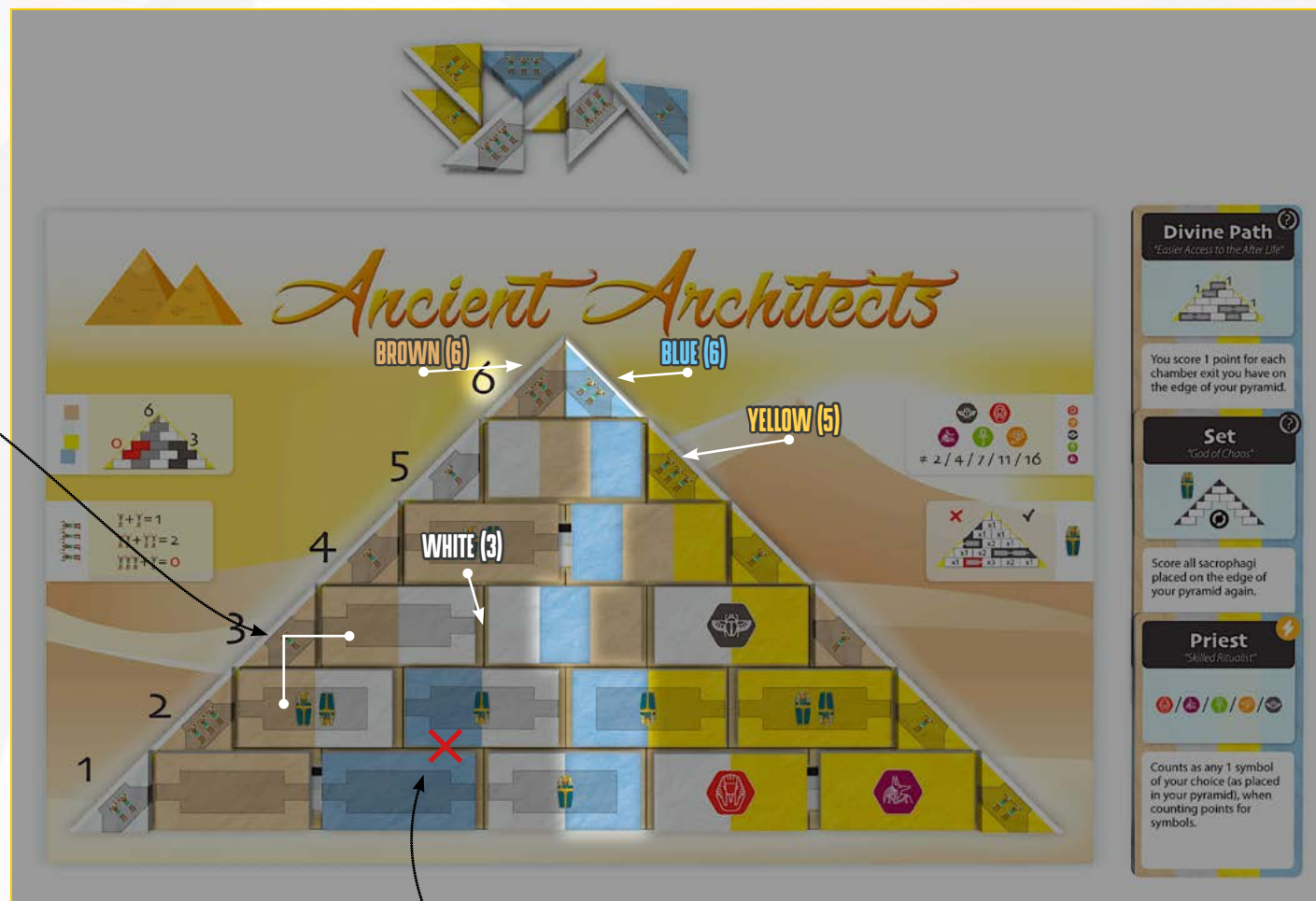
No Victory Points for this second "line" of blue

BURIAL CHAMBERS

Large stones with sarcophagi (sarcophaguses) on them can score you Victory Points, but only if they have an uninterrupted connection to the edge of your pyramid through chambers.

You score 1 Victory Point for each sarcophagi multiplied with a placement bonus:

- Sarcophagi on large stone spaces along the edge of your pyramid is worth x1 Victory Point each.

- Sarcophagi that is one space away from the edge is worth x2 the amount of Victory Points each.

- Sarcophagi two spaces away from the edge is worth x3 the amount of Victory Points each.

Important: Only sarcophagi connected to the edge through chambers score you Victory Points (✗ marks one that is not).

In this case the player will score:

- 3 Victory Points on level 1

- 6 Victory Points on level 2

- 2 Victory Points on level 4

- + 6 additional Victory Points for the card Set

Set
"God of Chaos"

Score all sarcophagi placed on the edge of your pyramid again.

Divine Path
"Easier Access to the After Life"

You score 1 point for each chamber exit you have on the edge of your pyramid.

Set
"God of Chaos"

Score all sarcophagi placed on the edge of your pyramid again.

Priest
"Skilled Ritualist"

Counts as any 1 symbol of your choice (as placed in your pyramid), when counting points for symbols.

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SYMBOLS OF THE GODS

You score for:

Number of different symbols:	1	2	3	4	5
Victory Points:	2	4	7	11	16

Note: Cards can modify most scorings

Priest
"Skilled Ritualist"

Counts as any 1 symbol of your choice (as placed in your pyramid), when counting points for symbols.

This player has the Priest card, which counts as an additional symbol.

So in this case, the player will score:

- 11 Victory Points for a set of 4 different symbols (3 in the pyramid + 1 "wild" on the Priest card).

Priest
"Skilled Ritualist"

Counts as any 1 symbol of your choice (as placed in your pyramid), when counting points for symbols.

Divine Path
"Easier Access to the After Life"

You score 1 point for each chamber exit you have on the edge of your pyramid.

Set
"God of Chaos"

Score all sacrophagi placed on the edge of your pyramid again.

Priest
"Skilled Ritualist"

Counts as any 1 symbol of your choice (as placed in your pyramid), when counting points for symbols.

WORKERS

On each level in your pyramid where you have the exact same number of workers on both the left- and the right hand side, you score points for that number of workers once. Only the number of workers needs to match - not the color.

In this case the player will score:

- 2 Victory Points for matching 2+2 workers on level 6

- 1 Victory Point for matching 1+1 worker on level 4

- 1 Victory Point for matching 1+1 worker on level 3

- 2 Victory Points for matching 2+2 workers on level 1

Osiris
"King of the Living"

1 ✓

You score 1 point for every 4th worker you have in your pyramid - no matter where they are placed.

Osiris can give you a bonus for getting many workers on your pyramid.

Small stones have either 1, 2 or 3 workers on them.

Divine Path
"Easier Access to the After Life"

You score 1 point for each chamber exit you have on the edge of your pyramid.

Set
"God of Chaos"

Score all sacrophagi placed on the edge of your pyramid again.

Priest
"Skilled Ritualist"

Counts as any 1 symbol of your choice (as placed in your pyramid), when counting points for symbols.

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COLLECTION OF SMALL STONES

Each set of any 2 small stones in your collection (on top of your player board) is worth 1 Victory Point.

In this case the player will score:

- 3 Victory Points for 7 small stones (rounded down to 6 and divided by 2).

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CARDS

Each player will have exactly 3 cards at the end of the game.

Any cards that grant you Victory Points are scored as explained on the card.

In this case the player only has the Divine Path card left to score:

- 5 Victory Points for 5 chamber exits

Note: Text on cards always override the rules found in this rules booklet. So if ever in doubt about a conflict between the rules in this booklet and the rules written on a card, the rule/effect on the card is always the correct one to follow.

GAME END

Add up all your Victory Points and compare your score to the other player's. The player with the most Victory Points is the most skilled architect, and will be appointed Master Architect and wins the game!

In case of a tie, the player with the most small stones in their pyramid and collection combined is the winner. If it's still a tie, the victory is shared :)

Divine Path
"Easier Access to the After Life"

You score 1 point for each chamber exit you have on the edge of your pyramid.

Divine Path
"Easier Access to the After Life"

You score 1 point for each chamber exit you have on the edge of your pyramid.

Set
"God of Chaos"

Score all sacrophagi placed on the edge of your pyramid again.

Priest
"Skilled Ritualist"

Counts as any 1 symbol of your choice (as placed in your pyramid), when counting points for symbols.

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Priest
"Skilled Ritualist"

Counts as any 1 symbol of your choice (as placed in your pyramid), when counting points for symbols.

Osiris
"King of the Living"

You score 1 point for every 4th worker you have in your pyramid - no matter where they are placed.

Optimization
"Saving Ressources"

You score 1 point for each single-colored large stone in your pyramid (they can have chambers, sarcophfagi or symbols on them).

Divine Path
"Easier Access to the After Life"

You score 1 point for each chamber exit you have on the edge of your pyramid.

Set
"God of Chaos"

Score all sacrophagi placed on the edge of your pyramid again.

Ceremony
"Honouring the Gods"

When scoring symbols, you may score several sets instead of just one.

Amun-Ra
"The Hidden One"

Immediately draw four small stones and place them in your pyramid (if there's no room, put them into your collection).

Stone Carver
"Skilled Craftsman"

You score 1 point for all small stones you have in your pyramid and collection of a single color of your choice.

Ra
"God of the Sun and Radiance"

Score 0/1/3/6 points for having 1/2/3/4 different coloured small stones in your pyramid.

Anubis
"The Devine Embalmer"

You score 1 point for each sarcophagus not connected to the edge through chambers.