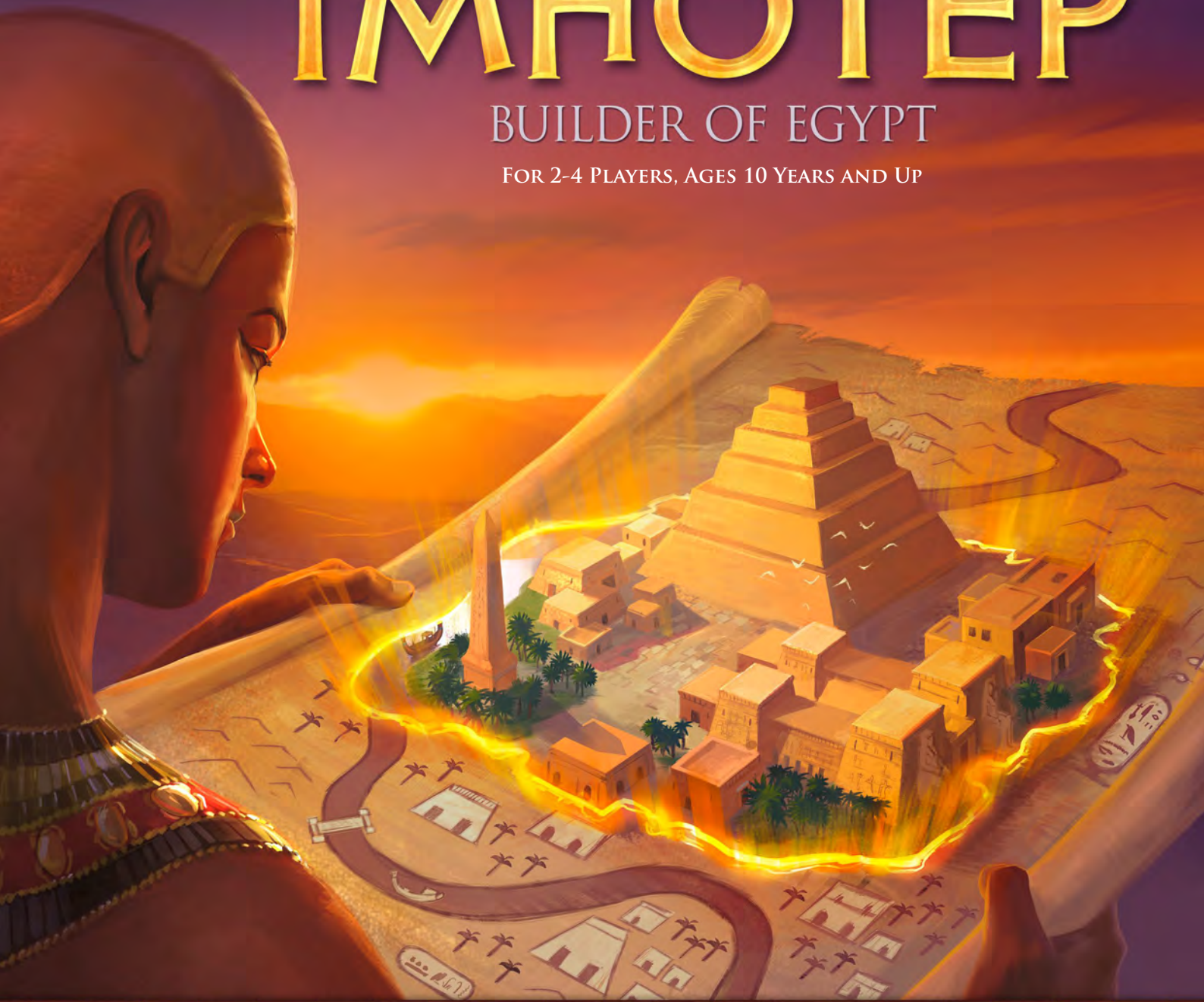


PHIL WALKER-HARDING

IMHOTEP

BUILDER OF EGYPT

FOR 2-4 PLAYERS, AGES 10 YEARS AND UP



GAME STORY

Imhotep was the first and most famous master builder of ancient Egypt. He is considered one of the earliest polymaths in the history of humanity. For example, he is said to have been responsible for building the very first pyramid in Egypt — the Pyramid of Djoser in Saqqara. Can you match his accomplishments in creating monuments for the ages? You will need ships to transport blocks of stone to various building sites. But you will not be the only one making decisions about where to send the ships and their cargoes. Your opponents will have their own plans and will try to prevent your success. A fierce competition will unfold over the most valuable stone shipments. It will take clever tactics and a little luck to achieve success.

GAME OBJECTIVE

Each player assumes the role of an Egyptian master builder. You will have 6 rounds to transport your stones to the various sites and to erect monuments in such a way that you earn the most points. Whenever your turn comes up, you will select one of the following 4 action options:

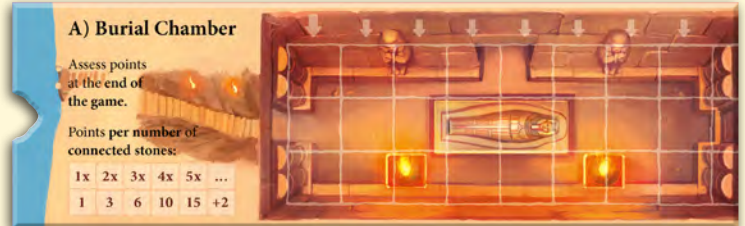
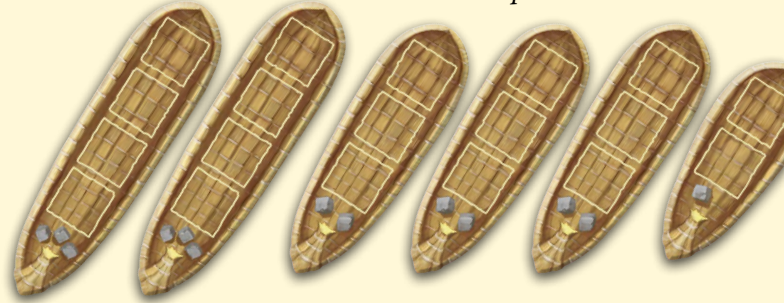
- Get new stones
- Place 1 stone on the ship
- Sail 1 ship to a site
- Play 1 blue market card

Delivering the stones gets you various points in various ways — sometimes more points, sometimes fewer; sometimes right away, sometimes at the end of a round, and sometimes at the end of the game. Whoever has the most points after 6 rounds is the winner.

GAME MATERIALS

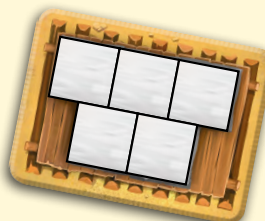
- 120 Wooden blocks (called “stones”) (30 in each of the 4 game colors: black, white, brown, and gray)
- 5 Site boards
- 1 Scoring track board
- 8 Ship tokens
- 4 Supply sled tokens (1 in each of the 4 game colors: black, white, brown, and gray)
- 21 Round cards
- 34 Market cards

Ship tokens



Site boards

Supply sled tokens

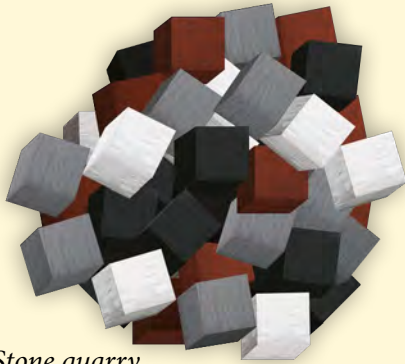


GAME PREPARATION

Round cards



Market cards



Stone quarry
(with all players' stones)



Scoring track board

(You can earn more than 40 points. In this case, just keep moving your stone block around the board and remember that you have circled the board once already.)

Starting player
(2 stones on his or her supply sled token)



- Place the **5 site boards** in the center of the table as shown in the illustration. **All site boards** have an **A side** and a **B side**. In your first few games, use the A side. You can use the B sides in later games as a variant to the standard game play. So be sure that the **A sides** of the boards are showing in your first game.
- Place the **scoring track board** to the right of the site boards. Use this to keep track of all players' points.
- Have the **8 ship tokens** ready above the boards.
- Separate the **21 round cards** from the **34 market cards**.
- Shuffle the **34 market cards** and place them face down as a draw pile to the right of the "A) Market" board.
- There are **7 round cards** for two, three, and four players.

Use the 7 round cards with **2 heads** on them in a **two-person game**.



Use the 7 round cards with **3 heads** on them in a **three-person game**.



Use the 7 round cards with **4 heads** on them in a **four-person game**.



Pull out the 7 round cards **corresponding to your number of players**. You will not need the other 14 round cards. Place them back in the box. Since you will only be playing for **6 rounds**, you must now pick **one** of your 7 round cards at **random** and place it back in the box as well. **Shuffle the remaining 6 round cards** and place them **face down in a single stack** next to the 8 ship tokens.

- Each player chooses a **color** (black, white, brown, or gray) and gets a **supply sled token** in that color.
- With **fewer than 4 players**, the **unused** supply sled token(s) and stones of the unused color(s) go **back in the box**.
- All of the stones** go in a pile to the right of the site boards, forming the **stone quarry**.
- Each player places **1 stone** in his or her color on the **"0/40" space** of the **scoring track**.
- Decide who will be the **player to start**. The starting player gets **2 stones** in his or her color from the stone quarry and places them on his or her **supply sled token**. The second player (who is the player **to the left** of the starting player) gets **3 stones** for his or her supply sled token, the third player (the player to the left of the second player) gets **4 stones**, and the fourth player gets **5 stones**, each in their color.

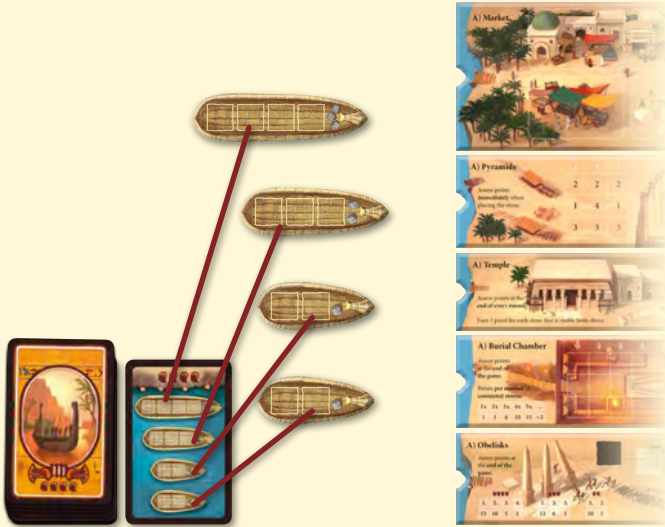
COURSE OF PLAY

The game is played over **6 rounds**.

COURSE OF A ROUND

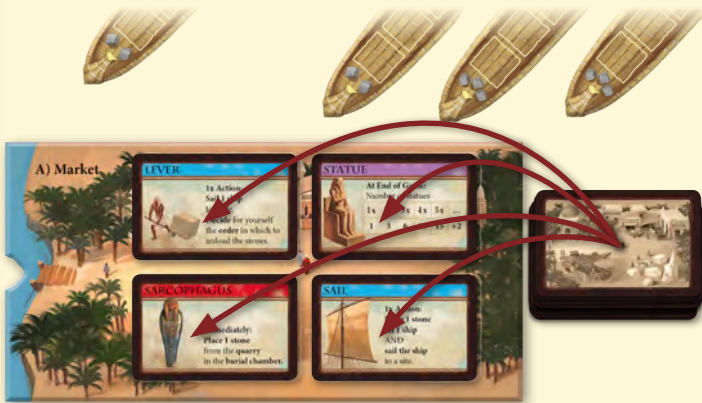
Each round proceeds as follows:

- At the **start of the round**, turn over the **top round card**. It will indicate which **4 ship tokens** are available in this round. Arrange these tokens spaced not too closely together to the left of the site boards. There are ships with various amounts of space for stones: Two boats have space for 4 stones, three have space for 3 stones, two have space for 2 stones, and one boat has space for 1 stone.



Example: If you have turned over the round card shown above, take one four-stone ship, one three-stone ship, and two two-stone ships, and arrange them spaced not too closely together to the left of the site boards.

- Then turn over the **top four market cards** from the draw pile and place them face up on the market board.



If the draw pile is empty, shuffle the discard pile and create a new draw pile.

- Then all the players take their actions in turns, beginning with the starting player.

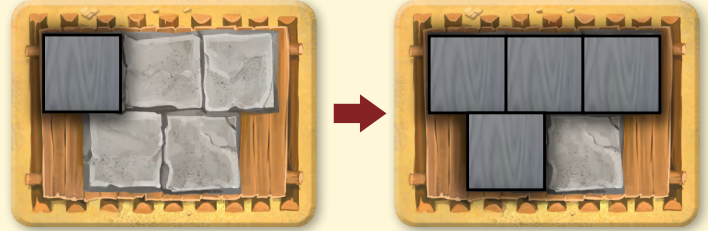
Each turn goes as follows:

TURN

The player whose turn it is **must** carry out exactly **one** of the following **4 actions**:

Get new stones

Take **3 stones** of your color from the **stone quarry** and place them on your **supply sled token**.



Note: Your supply sled token has enough space for a **maximum of 5 stones!**

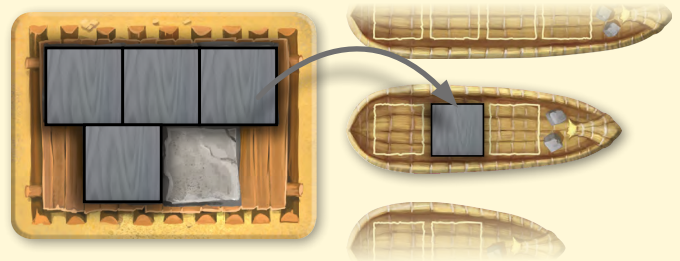
For example, if you only have space for 2 stones and you choose this action, you can only take 2 stones from the quarry.

If you have **no more stones in the quarry**, you cannot take any more stones.

OR

Place 1 stone on a ship

Take **1 stone** from your **supply sled token** and place it on **any empty space on a ship** that has not yet sailed to a site.



OR

Sail 1 ship to a site

Slide **1 ship** to a **site board**.

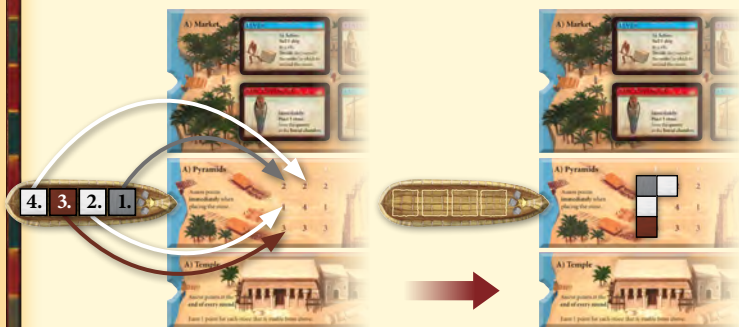
You must observe **2 conditions**, however:

- The **ship** must already be loaded with at least the **minimum required number of stones**. The gray **stone symbols** at the bow of the ship indicate the minimum number for that ship. This number varies from ship to ship.
- The **site to which the ship is sailing** must still have an open dock. In other words, no other ship can have sailed to it in this round.

The ship's stones are then unloaded by their owner (indicated by color) **in order from front to back** and delivered to the site — **beginning with the stone placed closest to the front**. Ignore any empty spaces on the ship.

At each of the 5 sites, there are **different rules** for what the **stone's owner** will receive for **each stone delivered**, and **when** they will receive it. The **market** and the **pyramid** are assessed **immediately**. The **temple** is assessed at the **end of each round**. The **burial chamber** and the **obelisks** are not assessed until the **end of the game**. Read the exact rules for each site under the "Explanations of the A sides of the sites" heading on pages 7 and 8 of this manual.

Important: You are also permitted to **sail a ship** when you **do not have a stone of your own on it**. The only requirement is that both of the above conditions must be met. After a site has been sailed to, the now-empty ship remains at the site's mooring area **until the end of the round**. This way, you can see that no more ships can sail to that site during that same round. **No more than one ship** can sail to any given site per round.



Example: This four-stone ship was sailed to the pyramid. Beginning with the stone closest to the front, all the stones are now placed on the pyramid. The pyramid yields points immediately for each stone delivered, in accordance with the number value indicated on the space.

OR

Play 1 blue market card

If you have one of these cards, you can play it and make use of its benefit.

The played card is then placed on the **discard pile**.

You can only play **1 blue market card per turn**.



Each player takes action in turns and always performs **exactly one action per turn**.

Each player's turn will come up **several times per round**.

The **round does not end** until **all 4 ships** have been sailed to the various sites.

Important: Since there are only 4 ships available per round, there will always be 1 of the 5 site boards that will not be sailed to in each round!

END OF ROUND

When **all 4 ships** have been sailed to the sites, the round ends immediately.

Now the **temple is assessed**. Each stone **visible from above** yields **1 point**. In other words, stones covered by other stones no longer yield any points.



Example: The temple is assessed at the end of the round. Here, the gray player gets 2 points (for 2 stones visible from above). The white, brown, and black players get 1 point each (each for 1 stone visible from above).

PREPARE FOR THE NEXT ROUND

- Return the 4 ships **to the pile of other ships**.
- Gather up any **market cards still remaining on the market board** and place them on the **discard pile**.
- All stones already placed on site boards and supply sled tokens stay in place.

The **next round** begins.

Turn over the **next round card** from the pile, get the **4 ships** indicated on the card, and place them to the left of the site boards.

Turn over **4 new market cards** from the pile and place them on the market board.

The starting player for the new round is the player to the left of the player who sailed the fourth ship in the previous round.

END OF GAME

The game ends after **6 rounds**.

Then the final point assessment, or scoring, takes place.

Final point assessment (scoring)

Start by assessing the stones in the **burial chamber**. The point assessment is explained on **page 7** under the "A) **Burial chamber**" heading.

Then it is time to assess the **obelisks**. Their point assessment is explained on **page 8** under the "A) **Obelisks**" heading.

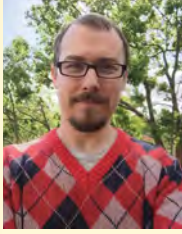
The **decoration** and **statue market cards** yield **points** in accordance with what is **printed on them**. The point assessment of the cards is explained on page 12. **Unused blue market cards** yield an additional value of **1 point each**.

The player with the most points is the winner.

In case of a tie: The player with the **greater number of stones** on his or her **supply sled token** is the winner. If this is also a tie, the tied players share first place.

PUBLISHER'S INFORMATION

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Since childhood, **Phil Walker-Harding** has loved playing and inventing board games. He particularly likes games that bring together people of different ages and personality types.

Phil is also interested in theology, classic Hollywood films, and the myths of ancient Egypt. He lives with his wife Meredith in Sydney, Australia.

The prototype edition of "Imhotep," under the name "Builders of Egypt," won second place in the Premio Archimede board game designers' competition in 2010.



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EXPLANATIONS OF THE A SIDES OF THE SITES

A) Market

For each stone delivered here, the owner of the stone can **immediately** take any **1 face-up market card**.



Explanations of the various market cards can be found on page 12 of this manual.
Important: The delivered stones must be **returned to the quarry** after taking the card.
 Drawn cards must be placed **face up** in front of you.
 The **red cards** must be played immediately. These are then placed in the discard pile.
 The **blue market cards** can be played exactly once as an action in a **later turn of the player who draws it**. The **purple statue cards** and the **green decoration cards** will earn you **points at the end of the game**.



Example: This four-stone ship was sailed to the market. The white player can first take a card and she selects the sail card. Then the brown player chooses the statue card. Then the gray player chooses the lever card. By the end, all of the stones that were on the ship are returned to the quarry.

A) Pyramid

For each stone delivered here, the owner of the stone earns **points immediately**. Place the stone on the **next free space** in the pyramid. Stones are placed column by column. Placement of the stones begins at the **top left** until the column is full. Continue to the **center** column, starting again at the **top**.
 When the **first level (3x3 stones)** is full, continue building in the second level, as shown in the illustration.
 In the **second level**, start once again at the top left. The second level only includes **2x2 stones**, however.
 When the second level is full, continue building in the **third level**, which only consists of **one single stone**.
 Each stone that you place yields the number of points indicated on the space. The values of the spaces in the second and third levels are indicated on the right side of the board.



Once the **pyramid is completely built**, each **additional stone** delivered to the pyramid yields **1 point**. Place these stones at the right edge of the pyramid board.



Example: The illustration above shows how a completed pyramid (consisting of 3 levels) can look at the end.

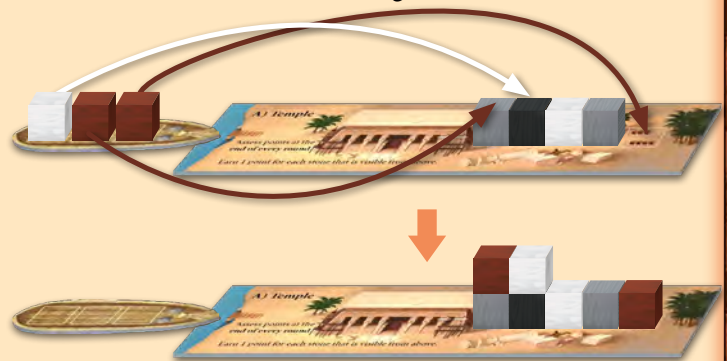
A) Temple

For each stone delivered here, the owner of the stone earns **points at the end of the round** if the stone is visible from above.



Place the stone on the **next free space** in the temple. Placement of the stones begins from the **left**, until the first level is full. With **3 and 4 players**, all **5 spaces** of the temple are covered. With **2 players**, just the **first 4 spaces** are covered.

When the **first level is full**, continue to the **second level**, **beginning again from the left**. The stones on the first level are **covered over** in the process, and so on with additional levels. There is no height limit.



Example: This three-stone ship was sailed to the temple. The first brown stone goes on the last free space on the lowest level. The second brown stone goes on the first space on the second level. The white stone goes on the second space on the second level.

A) Burial Chamber

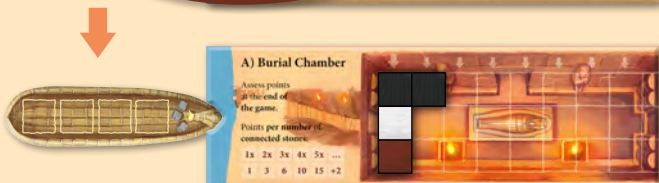
For each stone delivered here, the owner of the stone earns **points at the end of the game**. Stones are placed column by column. Placement of the stones begins at the **top left** until the column is full. Then continue to the next column, **starting again from the top**, and so on.



The burial chamber is **unrestricted in the rightward direction**. In other words, there can be as many columns as you like, even if you have to go to the end of the board. **At the end of the game**, points are earned as follows: Each area consisting of one stone or more than one **connected stones** of a single color yields a certain number of points depending on the number of stones. Connected stones must be touching along at least one side. Stones **touching only diagonally** at corners are not connected.

Number of stones:	1x	2x	3x	4x	5x	...
Points:	1	3	6	10	15	+2

In areas with **more than 5** connected stones, **each additional** connected stone yields an **additional 2 points**. **Important:** Each player can get points for **more than one "field"** of connected stones. So **don't just add up points for the largest field** for one player!



Example: This four-stone ship was sailed to the burial chamber. The stones are unloaded in order and placed on the burial chamber column by column starting from the top left.



Example: In a game with four players, the burial chamber could look as shown in the illustration above. The white player gets 3 points for her field consisting of 2 stones. Black gets 1 point for his 1-stone field. Brown gets 6 points for her field of 3 stones and 1 point for her 1-stone field. Gray gets $15 + 2 = 17$ points for his field consisting of 6 stones.

A) Obelisks

For the stones delivered here, the players earn **points at the end of the game**. Place each stone delivered here on the **space matching your color**. In that way, you will create a stacked **tower** of your stones. Each player will be building his or her own obelisk. Add up the points **at the end of the game** — with the tallest obelisk getting the most points, of course.



The following point assessment applies to a two-person game:

The player with the tallest obelisk gets 10 points.
The person with the second-tallest obelisk gets 1 point.

The following point assessment applies to a three-person game:

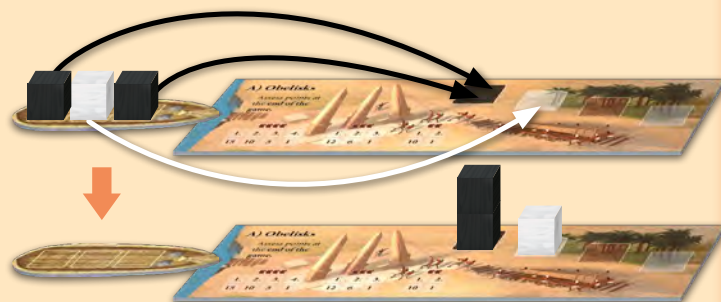
The player with the tallest obelisk gets 12 points.
The player with the second-tallest obelisk gets 6 points.
The player with the third-tallest obelisk gets 1 point.

The following point assessment applies to a four-person game:

The player with the tallest obelisk gets 15 points.
The player with the second-tallest obelisk gets 10 points.
The player with the third-tallest obelisk gets 5 points.
The player with the fourth-tallest obelisk gets 1 point.

Important:

- You must have delivered **at least 1 stone** to the obelisks to participate in this point assessment.
- In case of a **tie**, **divide** the total points among the number of players who tied. Every player involved in the tie shares in the divided-up point total **rounded down** to the nearest whole number.



Example: This three-stone ship was sailed to the obelisks. The stones are placed on the correspondingly-colored spaces and stacked into towers.



Example: In a four-person game, the black player ends up with an obelisk that is 3 stones tall. The white player has a 4-stone tower. The brown player has no stones at all. The gray player has 3 stones. That means that the white player gets 15 points. The black and gray players share second and third places. They both get $(10 + 5) / 2 = 7.5$ points, which when rounded down yields 7 points for each player. Brown gets no points, because he did not deliver any stones at all to the obelisks.

VARIANT: THE B SIDES OF THE SITES

All site boards have an **A side** and a **B side**. You should always start playing with just the A sides. Later on, you can try the B sides.

You can also play with a **mix of A and B sides**. Why not try various combinations?

B) Market



The B side works just like the A side, except for the following difference:

At the start of the round, place **2 cards face down** on the **card space at bottom right** (instead of 1 face-up card). For a stone delivered to the market, you can **pick up both cards** and look at them. Then, **select 1 card** to keep. Place the **other card** on the **discard pile**.



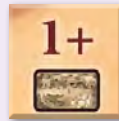
B) Pyramids



The B side works just like the A side, except for the following differences:

For a stone delivered to the pyramids, **the owner of the stone gets to decide which of the 3 pyramids** the stone is to be delivered to.

Some of the pyramids yield special bonuses:



You get **1 point** and can take the **top market card** from the **draw pile**.

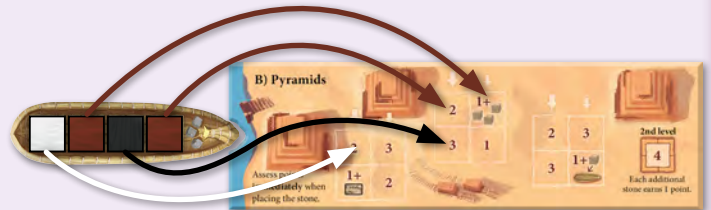


You get **1 point** and can immediately take **3 stones** from the **quarry** and place them on the **supply sled token**.



You get **1 point** and can place **1 stone** from your **supply sled token** on **any empty space** of a ship that has not yet sailed to a site.

Each pyramid is started from the top left. Stones are placed column by column. Each stone in the **second level** of a pyramid is worth **4 points**. Once the **pyramids are completed**, each **additional stone** delivered to the pyramids yields **1 point**. Place these stones at the right edge of the pyramid board.



Example: This 4-stone ship was sailed to the pyramids. The brown player places her first stone on the first space of the middle pyramid. Then, the black player places his stone on the second space of the middle pyramid. Then, the brown player places her second stone on the third space of the middle pyramid. Finally, the white player places his stone on the first space of the left pyramid.

B) Temple



The B side works just like the A side, except for the following difference:

At the end of each round, there are **various bonuses** for each stone **visible from above** — depending on the temple space on which the stone is placed:



You get **1 point** or, if you prefer, you can take **2 stones** from the **quarry** and place them on your **supply sled token**.



You get **2 points**.

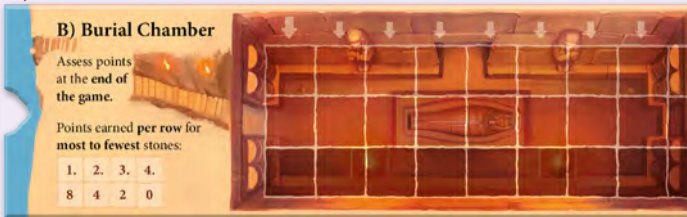


You get the **top market card** from the **draw pile**.



Example: The point assessment for the temple is performed at the end of the round. The gray player can decide whether to take 1 point or 2 stones from the quarry. The brown player gets 2 points. The white player gets to decide whether to take 1 point or 2 stones from the quarry. In addition, the white player gets to take the top market card from the draw pile. The black player gets to decide whether to take 1 point or 2 stones from the quarry.

B) Burial Chamber



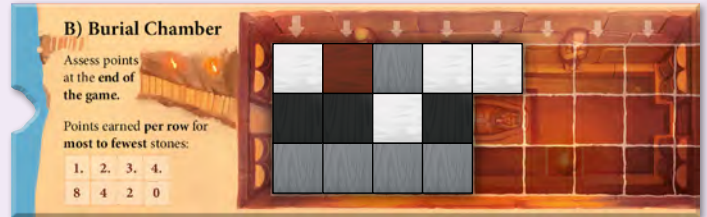
The B side works just like the A side, except for the following differences:

At the end of the game, the players earn points for having the **greatest number of stones in the 3 rows** of the burial chamber.

Each row is assessed individually.

Important:

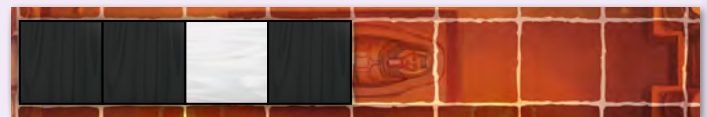
- You must have **at least 1 stone** in a row in order to be involved in the point assessment for that row.
- The stones of any one color **do not have to be adjacent**.
- In case of a **tie**, **add up** the placement points and divide them among the number of tied players. Every player involved in the tie shares in the divided-up point total **rounded down** to the nearest whole number.



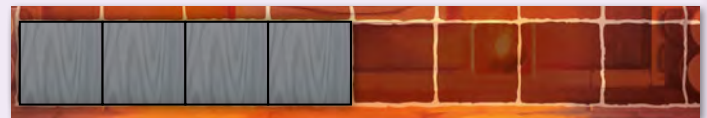
Example: The burial chamber point assessment is performed at the end of the game.



In the top row, the white player has the greatest number of stones (3). For that, she gets 8 points. With 1 stone each, the brown and gray players share second and third places. For that, they each get $(4 + 2) / 2 = 3$ points.



In the middle row, the black player has the greatest number of stones (3), and gets 8 points. White is in second place with 1 stone, and gets 4 points. Brown and gray have no stones in this row, so they get no points.



In the bottom row, gray has the greatest number (4), and gets 8 points. None of the other players are in the row, so they get no points.



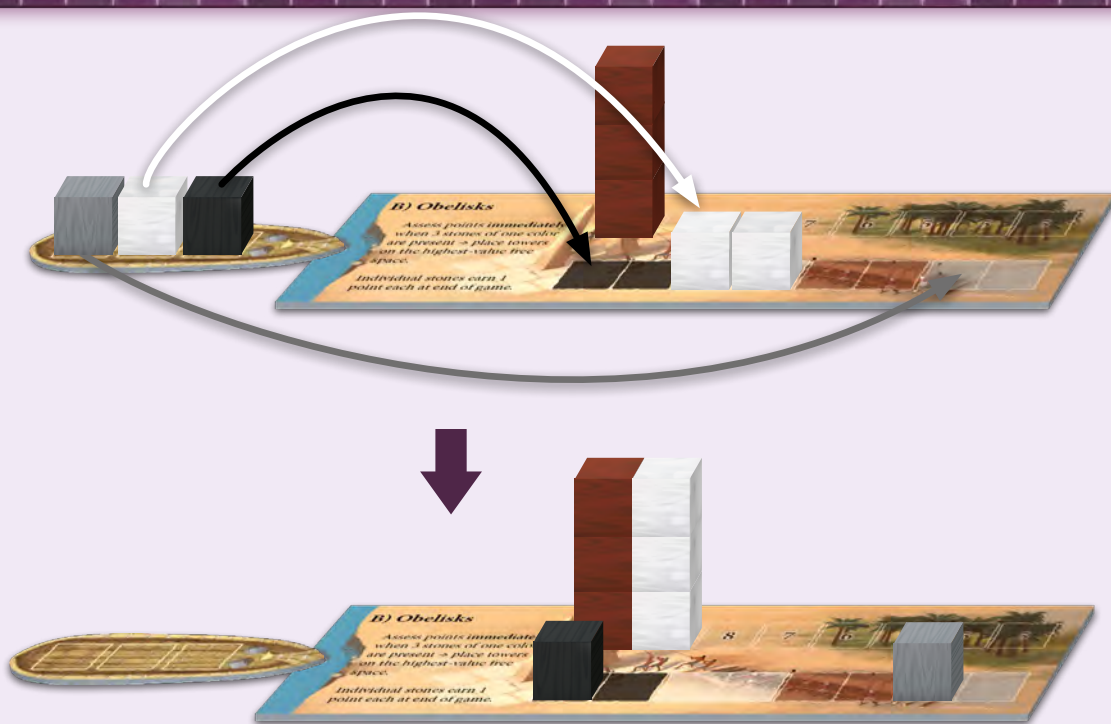
B) Obelisks

The B side works just like the A side, except for the following differences:

Each stone delivered here is first placed on a **space with the corresponding color**.

When the **third stone of any given color** is delivered, these stones immediately have their value assessed. The **3 stones** are stacked in a single **tower** on the **free** space with the **highest point value**. The owner of the stones **immediately** receives these **points**.

Individual stones that do not make it into an obelisk earn 1 point each at the end of the game.



Example: This 3-stone ship was sailed to the obelisks. The black player places his stone on one of the empty spaces on the board. The white player adds her stone to the other two white stones. Since there are now 3 white stones at the obelisks, these stones are stacked into a tower on the next free space (with a point value of 9). The white player immediately gets 9 points. Then, gray places his stone on one of the board's empty gray spaces.

VARIANT: WRATH OF THE PHARAOH

If you want to play with somewhat “harsher” rules, you can try the following rule variation:
 You are punished if you fail to participate in the building of all four monuments.
 Any player who has not delivered **at least 1 stone** to each of the **four building sites** — pyramid, temple, burial chamber, and obelisks — by the end of the game must have **5 points deducted** from his or her score.



AT A GLANCE: EXPLANATIONS OF THE MARKET CARDS

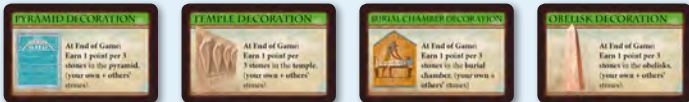
In this section, you will find an overview of all of the market cards and a more detailed description of the way they work. Wait to read these explanations until a given market card comes into play.

Entrance, Sarcophagus, and Paved Path (2 of each)



When you get a market card like this, **immediately** place **1 of your stones** from the **quarry** on the **corresponding site**. The stone is placed on the next available space, following the normal rules of building on that site. The card is then placed on the **discard pile**.

Pyramid Decoration, Temple Decoration, Burial Chamber Decoration, and Obelisk Decoration (2 of each)



When you get a market card like this, it remains **face up in front** of you until the end of the game.

At the end of the game, you earn **1 point for every 3 stones (your own stones plus others' stones added together)** found at the **corresponding site**.



Example: In the burial chamber, there are 13 stones at the end of the game. That means that there would be 4 points granted for the burial chamber decoration card.

Statue (10x)



When you get a market card like this, it remains **face up in front of you** until the end of the game. **At the end of the game**, you count up the number of statue cards you have and receive points in accordance with the following table. Additional cards past 5 are worth 2 points each.

Number of statues					
1x	2x	3x	4x	5x	...
1	3	6	10	15	+2



Example: One player has 3 statue cards at the end of the game. For those, she gets 6 points.

Blue Market Cards

You can **only** use **exactly 1** blue market card per turn. The use of a blue market card is **not in addition to**, **but instead of**, the use of one of the three other action possibilities: “Get new stones,” “Place 1 stone on a ship,” or “Sail 1 ship to a site.” There are four different types of blue market cards:

Lever (2)

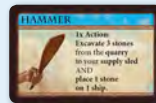


When you get this market card, it remains face up in front of you **until you use it**. In a **later** turn, you can perform the **following action a single time**:

Sail **1 ship** to a site. **Decide** for yourself what **sequence** to follow when unloading the stones.

As always, of course, **both conditions** for sailing a ship must have been met. After play, the card is placed on the **discard pile**. If you have **not used** the card by the end of the game, you will get **1 point** for it.

Hammer (2x)



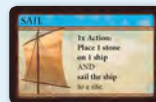
When you get the market card, it remains face up in front of you **until you use it**. In a **later** turn, you can perform the **following action a single time**:

Take **3 stones** from the **quarry** and place them on your **supply sled token**. Then, place **1 stone** from your **supply sled token** on **1 ship**.

After play, the card is placed on the **discard pile**.

If you have **not used** the card by the end of the game, you will get **1 point** for it.

Sail (3x)



When you get this market card, it remains face up in front of you **until you use it**. In a **later** turn, you can perform the **following action a single time**:

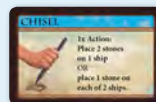
Place **1 stone** on **1 ship** and **sail this ship** to a site.

As always, of course, **both conditions** for sailing a ship must have been met.

After play, the card is placed on the **discard pile**.

If you have **not used** the card by the end of the game, you will get **1 point** for it.

Chisel (3x)



When you get this market card, it remains face up in front of you **until you use it**. In a **later** turn, you can perform the **following action a single time**:

Place **2 stones** on **1 ship** or **1 stone** on **each of 2 ships**.

After play, the card is placed on the **discard pile**.

If you have **not used** the card by the end of the game, you will get **1 point** for it.