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# Universal Head

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Game: **CLEOPATRA and the SOCIETY of ARCHITECTS**

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Page 1: **Rules summary**

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For best results, print on card, laminate and trim to size.

# CLEOPATRA

## AND THE SOCIETY OF ARCHITECTS

### Setup

- Turn the box upside down, place the Palace Garden on top of it and the Plaza of the Sphinx in front of the front door. Place the empty Altar of the Great Priest in front of the Plaza next to the dice, blank side face up.
- Place Cleopatra on the illustration on the Plaza. Place the Mosaics in a random pile in the Quarry.
- Each player receives a summary sheet, a **Pyramid of Corruption**, 2 **Statues of Anubis**, 3 **Nile Merchant** tokens, 5 **Talents** (Talents are kept face down) and 3 cards.
- Cut the deck equally, turn one half upside down, and shuffle the halves together. Draw the top 3 cards and lay them side-by-side without changing their orientation to form the 3 **Market Stalls** of the **Market**.

### Game Round

Each player takes a turn, with play proceeding clockwise. On his turn a player **must** perform **only one** of the following actions:

#### Visit the Market

- Choose cards** Choose all the cards from one Market Stall (column of cards. If the player's turn ends with more than 10 cards in hand, he must immediately:
  - Discard cards of his choice to the discard pile down to 10 cards, and take 1 Corruption Amulet.
  - Or keep **all** the cards, and take 1 Corruption Amulet for each card in excess of 10.
- Replenish stalls** Draw the top 3 cards and place them on the Market stalls, keeping their orientation but choosing the order. Cards are placed offset so all previous cards in a stall can be seen.

When the draw pile ends a new one is formed from the discards, using the setup shuffle mechanism.

#### Visit the Quarry

- Build a piece of the Palace** The player discards any combination of **Resource cards** and/or **Nile Merchants** that match or exceed the construction requirements of the piece.
- Collect Talents** Collect the **Talents** earned for building the Palace piece. If 2 pieces were built this turn, add 2 more Talents; if 3 or more, add 5 Talents.

**c. Advance Cleopatra** If the piece(s) built this turn result in a category of pieces being completed, move **Cleopatra** one space towards the palace door.

**d. Roll the dice of the Great Priest** Roll the dice whose face up is still blank, and put any that land face up on the **Altar of the Great Priest**. If all 5 dice fill the Altar, proceed to an *Offering to the Great Priest*.

**Character cards** can be used at **any** time during a turn.

#### Tainted cards

When a **tainted** card is played add the number of Corruption Amulets shown on the card to the player's Pyramid of Corruption.

#### Nile Merchants

A **Nile Merchant** can be played in lieu of any single missing resource required (including an **Artisan**). Once played, Nile Merchants are removed from the game.

### Offerings to the Great Priest

If all 5 dice display the **Great Priest** symbol face up, each player puts the number of Talents he wishes to bid into his hand and they are revealed simultaneously.

The highest bidder **discards** 3 Corruption Amulets (or as many as he has if he has less than 3).

The second highest bidder **adds** 1 Corruption Amulet, the third highest adds 2, the fourth 3 and the fifth 4.

#### All Talents bid are lost.

Ties are broken based on the player's rank in the Offering, eg 2 players tied for first place will each discard 3 Amulets, then the next player will be considered to be in third place, etc.

Once the Offering has been made the dice are removed from the Altar and placed blank face up again.

### Building a Sanctuary

A **Sanctuary** is formed if a player places a **Mosaic** piece in such a way that a closed garden area is formed in which no further Mosaic can be built. The player may then, at his option, place one of his **Statues of Anubis** in the Sanctuary to claim ownership.

When a Mosaic piece is built and the next piece in the pile could not be built in the garden spaces left, it is set aside for the rest of the game. If the pile is thus emptied, move Cleopatra one space forward.

### Game End

The game ends when Cleopatra reaches the last step before the Palace doors (ie when 5 out of the 6 categories of pieces have been fully built).

Players then discard any remaining cards, collecting 1 Corruption Amulet for each *tainted* card.

Corruption Amulets are revealed. Players may place 1 Amulet on each space of the Palace's Garden they have claimed as a *Sanctuary* (including the space where their Statue of Anubis is).

The player with the most remaining Amulets is fed to the crocodile and cannot win.

The surviving players count their Talents, adding 3 Talents for each Nile Merchant they still have. The wealthiest player wins. If there is a tie the player with the smallest number of Corruption Amulets wins the tie.

### 2 Player Variant

At game start, remove the 2 **Beggar** and 2 **Envoy** cards from the deck. Give 6 Nile Merchants to each player.

At the end of the game, no player is thrown to the crocodile. Instead, subtract the number of Amulets owned by the less corrupt of the two players from the total number of amulets owned by the most corrupt player.

The most corrupt player must then pay a tax proportional to the amulets in excess of his opponent's, according to the following table.

Amulets in Excess	Tax Paid Out
1 Amulet	1 Talent
2 Amulets	3 Talents
3 Amulets	6 Talents
4 Amulets	10 Talents
5 Amulets	15 Talents
6 Amulets	21 Talents
7 Amulets	28 Talents
8 Amulets	36 Talents
9 Amulets	45 Talents

The wealthiest player once this tax is paid is the winner of the game.

To shorten the playing time, move Cleopatra one step forward from her usual start position before the game begins.