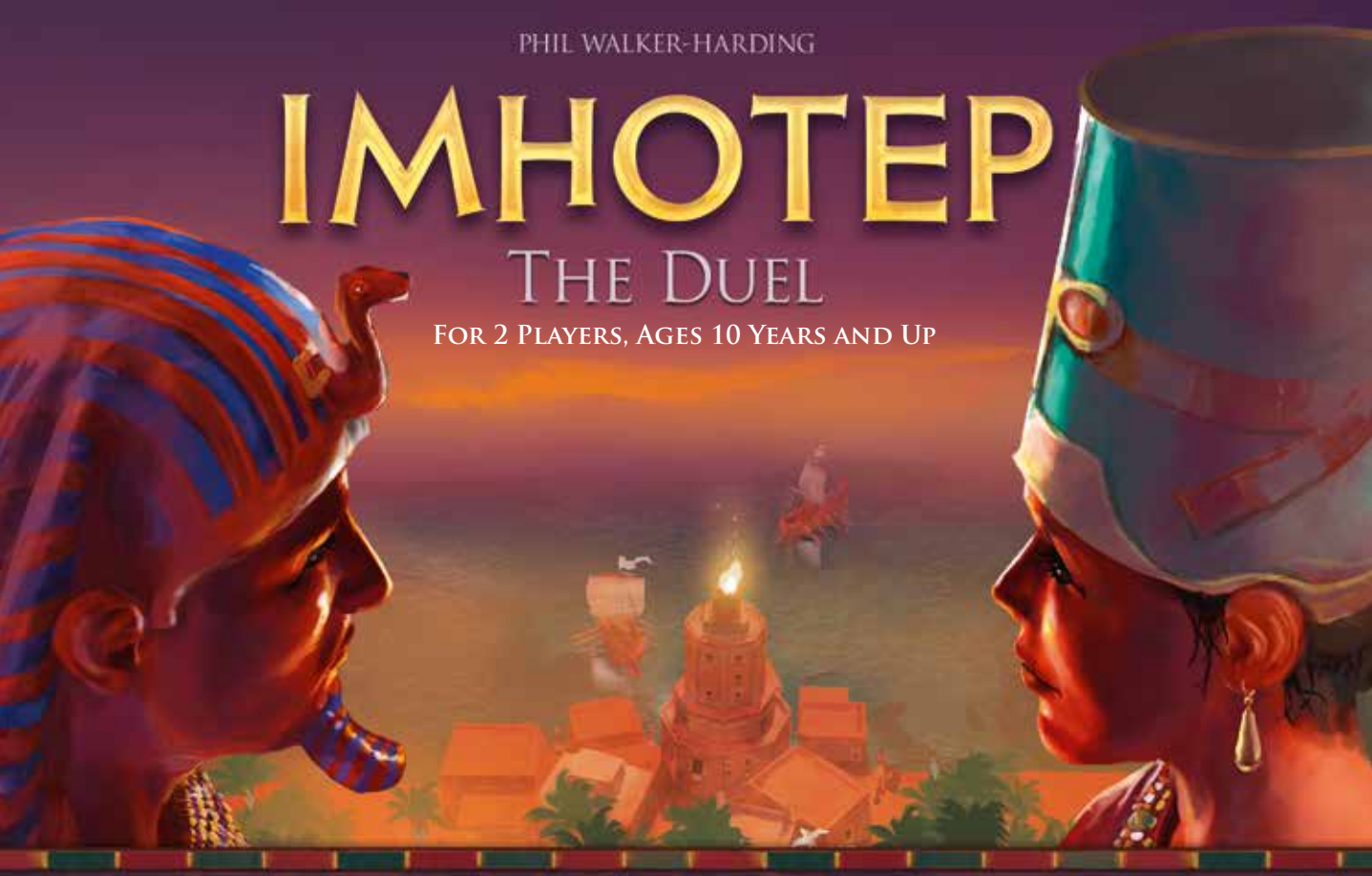
PHIL WALKER-HARDING

IMHOTEP

THE DUEL

FOR 2 PLAYERS, AGES 10 YEARS AND UP



GAME STORY

The competition of master builders continues! In *Imhotep: The Duel,* you play the roles of Nefertiti and Akhenaten — one of the most popular royal couples of ancient Egypt. Place your meeples tactically to unload the most valuable tokens from the six boats. Little by little you build your four monuments in order to gain as many points as possible and win the duel.

GAME OBJECTIVE

When it is your turn you can choose one of the following three actions:

- Place one meeple
- Unload one boat
- Play one action token

Unloading the boats causes you to receive monument tokens corresponding to the placement of your meeples. In the end, the monuments score points and the player with the most points wins.

KOSMOS

GAME MATERIALS

- 60 Cargo tokens
  - 12 Obelisk tokens
  - 12 Temple tokens (with 1, 2, 3, or 4 symbols on them)
  - 12 Pyramid tokens (6 dark and 6 light)
  - 12 Tomb tokens (with the numbers 1–12)
  - 12 Action tokens (3 for each of the 4 different actions)



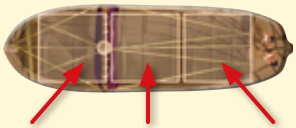
- 8 Site boards
  - 2 Obelisk boards
  - 2 Temple boards
  - 2 Pyramid boards
  - 2 Tomb boards



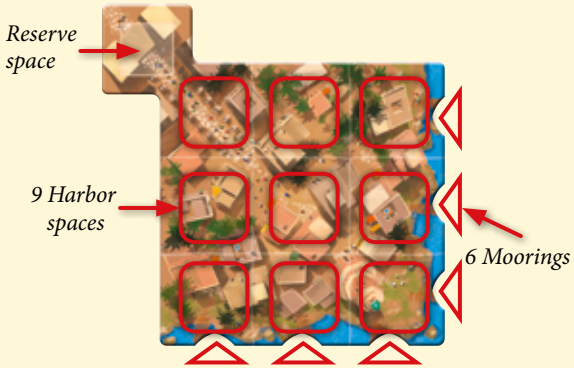
- 8 Meeples (4 for each player's color: black and white)



- 6 Boat tokens (with 3 cargo spaces)



- 1 Harbor board (with 1 reserve space, 9 harbor spaces and 6 moorings)



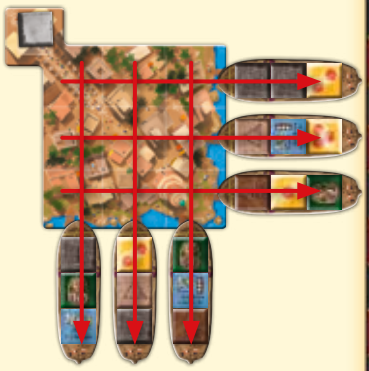
GAME PREPARATION

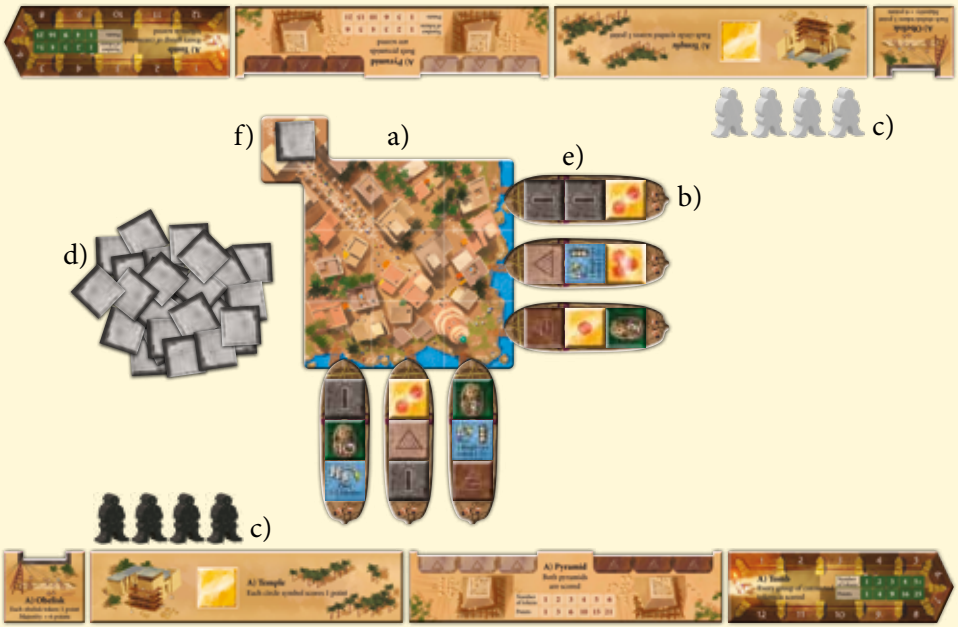
a) Place the **harbor board** between the two players.
b) Place the **six boat tokens** in the six moorings of the harbor board.
c) Both players choose a **color** (black or white) and receive the **four meeples** of your color as well as one set of **site boards** (obelisk, temple, pyramid, and tomb), which you place in front of you. All site boards have an **A-side** and a **B-side**. In your first duels, you should only use the **A-sides**.

In later duels, you may chose to try the B-sides as well. You can, of course, mix A-sides and B-sides. Make sure that both players use the same side for each location board.

d) Shuffle all cargo tokens **face down** and build a **face-down pile of supplies**.
e) Place **three randomly chosen cargo tokens** face up on the cargo spaces on **each** of the six boats. Begin on the 1st cargo space, then the 2nd, and lastly the 3rd cargo space.
f) Place **three randomly chosen cargo tokens** face down on the **reserve space** on the harbor board.

The nine spaces on the harbor board form a **three by three grid,** which has moorings for all six boat tokens on two sides. Each mooring belongs to one row or column consisting of three spaces.





COURSE OF PLAY

The players take turns **alternately** until the end of the game is triggered. The younger player begins. The player whose turn it is, must choose **exactly one** of the following three actions:

Place One Meeple

Take **one of your meeples** from your repository and place it on an **unoccupied harbor space.** (There may only be one meeple per harbor space.)

If all **your meeples are already placed** on harbor spaces, you cannot choose this action.



Example: It is black's turn and he places one of his meeples on one of the four remaining, empty harbor spaces.

OR

Unload One Boat

Unload **one boat that is moored at the end of a row or column that has at least two meeples of any color in it** (even if none of the meeples belong to you).

If there are **not at least two meeples of any color** in a row or column, you may not choose this action.

Each meeple in the chosen row or column (and only in this row or column!) **unloads one cargo token** from the boat.

The following rule applies:
The meeple closest to the boat unloads the cargo space farthest away from the harbor (3rd cargo space). The owner of this meeple returns the meeple to his or her repository and takes the corresponding cargo token off the boat.

This process is repeated until each meeple in this row or column has unloaded one cargo space. If a harbor space in this row or column is unoccupied, it is simply ignored. In this way it can happen that one of the cargo tokens is **not unloaded**. This cargo token is then **returned to the box**. Then the boat is loaded with three randomly chosen cargo tokens.

If the **supply of cargo tokens is empty** and **the boat cannot be loaded,** the boat is instead **removed from the game.**

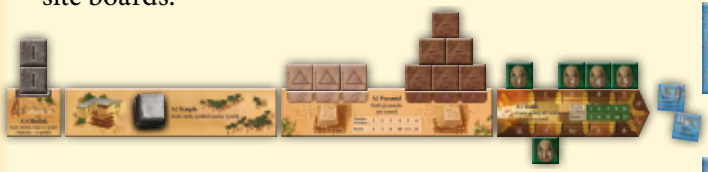


Example: Black unloads one boat in his turn. He can choose any of the rows and columns as all of them contain at least two meeples. He may even choose the middle column, despite the fact that there are only white meeples there.

Black decides to unload the bottom row. Thus, Black receives the tomb token with the number 12 and, White, the temple token with one symbol. The dark pyramid token is removed from the game.

Received tokens are instantly placed next to the corresponding site boards:

- **Obelisk tokens** are placed in a column above the obelisk board.
- **Temple tokens** are placed face down in a stack on the temple board.
- **Pyramid tokens** are placed above the correspondingly colored base on the pyramid board. There is space for a light and a dark pyramid. Each of the two pyramids can be built using up to six pyramid tokens (three tokens in the bottom row, two in the middle, one on top).
- **Tomb tokens** are placed according to their number.
- **Action tokens** are placed face up next to the site boards.



OR

Play One Action Token

If you possess an action token, you may play it and make use of its function. The played action token is then removed from the game and returned to the box.

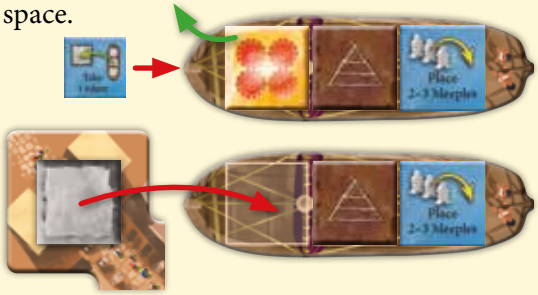
You may only **use one action token per turn.** This is then considered your turn.

Overview of Action Tokens:



Take 1 Cargo Token: Choose one cargo token on any boat (exception: You may not take an action token). Place the chosen cargo token immediately next to your corresponding site board.

Take the uppermost cargo token from the **reserve space** and place it **face up** on the now empty cargo space.



Example: White plays the action token "Take 1 Cargo Token" as her turn. She may choose any of the cargo tokens on this boat, except the action token! She chooses the 4-symbol temple token. The empty cargo space is then refilled with the uppermost cargo token from the reserve field.



Place 2–3 Meeples: Carry out the action "Place one Meeple" two or three times. The rules for this action apply as described on p. 4.



Place 1 Meeple and Unload 1–2 boats: First, carry out the action "Place one Meeple" and, then, carry out the action "Unload one Boat" once or twice. The rules for these actions apply as described on p. 4.



Swap 2 Cargo Tokens and Unload: Swap two cargo tokens on the same boat. Then unload a boat according to the rules on p. 4. The swapped cargo tokens do not have to be located on the boat you unload.



Example: White uses her "Swap 2 Cargo Tokens and Unload" token. She swaps two tokens on a boat and then unloads any boat.

END OF GAME

Players take turns alternately **until the second to last boat is removed from the game** and thus only one boat remains in the game. The game ends immediately and you determine who scored most points. Remember to remove boats from the game when their cargo spaces cannot be refilled. **The last boat cannot be unloaded and no player receives its cargo tokens.**

End Scoring

You gain points at each site (obelisk, temple, pyramids, tomb) in a different manner.

Scoring using the **A-Sides:**

- **Obelisk:** Every **obelisk token** yields **one point.** If one of you has **more** obelisk tokens than the other, she or he receives **six additional points.**
- **Temple:** Each **circle symbol** on all of your temple tokens yields **one point.**
- **Pyramids:** Your **light** and **dark pyramids** score points **individually.** The more pyramid tokens you have used to build your pyramid, the more points you will receive. For **1/2/3/4/5/6 pyramid tokens in one pyramid,** you receive **1/3/6/10/15/21 points.**
- **Tomb:** For every **1/2/3/4/5 (or more) connected tomb tokens,** you receive **1/4/9/16/25 points.**
  You can score all groups of tomb tokens. Groups of tomb tokens occur when there is at least one empty space between the numerically sequential tokens.
  Advice:
  - Even a single tomb token is considered a "group."
  - The tomb tokens 12 and 1 are not connected.
- Each **unused action token** yields **one point.**
- Each **meeple** still on a harbor field yields **one point.**

The player with the **most points** wins. If there is **a tie,** the **player** who **did not start** the game wins.



Example: The Black player's location boards look like this at the end of the game. The two obelisk tokens yield 2 points together. Black does not have the majority of obelisk tokens and thus does not receive 6 additional points. The 3 temple tokens have the values 1, 4, and 2, and thus 7 points in total. The left pyramid consists of 4 pyramid tokens and therefore yields 10 points. The right pyramid consists of 6 pyramid tokens and yields 21 points. In the tomb, Black has a group of 6 connected tomb tokens, which yields 25 points. Additionally, Black has a group consisting of only 1 tomb token, which yields 1 point. Furthermore, Black has 2 unused action tokens, which yield 1 point each. The meeple on the harbor field also yields 1 point. In total, Black scores 69 points.

VARIANT B-SIDES

For a more challenging game, you can turn over some or all site boards to their B-sides. The rules of the game remain the same — only the scoring for the different site boards changes:

- **Obelisk:** Whoever is the first to receive their **fifth obelisk token** places it face down and receives **12 additional points** at the end of the game. If the other player **also has at least five obelisk tokens** in the end, he or she receives **six points —** otherwise zero. If one of you has **10 or more obelisk tokens** in the end, he or she receives 12 + 6 = **18 points.**
- **Temple:** Temple tokens are now being stacked face up on the corresponding temple space according to their face value. You collect **sets of temple tokens,** which can consist of a maximum of four temple tokens (with 1, 2, 3, or 4 symbols respectively). **Each set of 1/2/3/4 different temple tokens** yields **1/4/9/16 points.**
- **Pyramids:** Only the smaller pyramid (= the one with fewer pyramid tokens) yields points. If both pyramids are of equal size, only one will yield points. You will receive **–6/0/4/10/15/30/45 points** if your **smaller pyramid consists of 0/1/2/3/4/5/6 pyramid tokens.**
- **Tomb: Each** group of connected tomb tokens yields **four points regardless of their size.** Therefore it would be ideal to have many single token groups with gaps between them. A single token is still considered a "group."
- **Each unused action token** yields **one point.**
- Each **meeple** still on a harbor field yields **one point.**



Example: The Black Player's location boards look like this at the end of the game. His fifth obelisk token is turned face down. Black therefore was the first to receive his fifth obelisk token and thus the obelisk yields 12 points. The sixth obelisk token has no value to him. The temple tokens are sorted into sets. The complete set (one of each face value) yields 16 points. The set with the temple tokens 1, 2, and 4 yields 9 points and the single 2-symbol token yields 1 point. The left pyramid consists of no pyramid tokens, the right pyramid consists of 6 pyramid tokens. Because only the smaller pyramid, which has no pyramid tokens, scores points, Black receives -6 points. The three connected tokens (3, 4, 5) at the tomb form a group, which yields 4 points. The single tomb token (1) is considered a group as well and thus also yields 4 points. Furthermore, Black has 2 unused action tokens, which yield 1 one point each. The meeple on the harbor field also yields 1 point. In total, Black scores 43 points.

ABOUT THE AUTHOR AND PUBLISHER

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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.

Imhotep was nominated for the Spiel des Jahres (Game of the Year) in 2016.

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