Tom Cleaver's

Valley of the Kings™



A deck-building game of ancient Egypt

For 2-4 players

AEG™

Valley of the Kings

A Game by Tom Cleaver

For 2-4 players, ages 14 and up

Game Overview

Players are Egyptian nobles at the time of the pharaohs, preparing for their death and burial in the Valley of the Kings. In the Egyptian religion, when you die you can take it with you! Egyptians therefore stocked their tombs with food, shabti (statuettes of servants who will work for them in the afterlife), canopic jars (to preserve their organs), statues of the gods, household items, and amulets. You compete with the other players to accumulate the best artifacts for your tomb. At the end of the game, you score the artifacts stored there – the player with the most victory points wins!

Goal

Fill your tomb with the most valuable artifacts!

Components

This box contains everything you need to play:

- Rulebook (this book)
- 96 Artifact cards
  (40 level I cards, 29 level II cards, 27 level III cards)
- 4 Tomb cards
- 4 Reference cards





Artifact Cards

These cards represent the various amulets, statues, sarcophagi and other treasures players try to accumulate during the game.

1. **Card Title:** The name of the card.
2. **Gold Value:** The gold value is used for buying other cards.
3. **Cost:** This is how much gold it costs to buy the card.
4. **Frame Color:** The frame color is coded to the set or card type. All amulets, for example, have the same yellow frame color. This makes it easier to identify your set cards. The symbol in the upper left hand corner of each card can also be used to identify the set or card type.
5. **Action:** The action on the card can be executed instead of using the card for its gold value.
6. **Historical Text:** This text features a story or historical information regarding the artifact.
7. **Type:** There are three types of cards: starter cards, unique artifacts, and sets. The number in parentheses indicates how many different cards appear in that set.
8. **Level:** Levels are used to sort cards into stacks during setup.

Setup

1. **Set Up Players:** Each player takes a tomb card and a reference card and places them in front of his **play area**.
2. **Set Up Starter Cards:** Take all of the level I cards and give each player 4 Shabtis, 3 Urns, 2 Boxes of Food, and 1 Offering Table. These are **starter cards.** When playing with fewer than four players, return any remaining starter cards to the box as they will not be used during this game.
3. **Set Up Draw Decks:** Each player shuffles his 10 starter cards and places them face down to form his own **draw deck**. Then each player draws 5 cards from his draw deck to form his **hand** of cards.
4. **Set Up Stock:** Take all of the level II cards and shuffle them in a face down stack. Take all of the level III cards and shuffle them in a face down stack. Then take the stack of level II cards and place it on top of the stack of level III cards. This combined stack forms the **stock**.
5. **Set Up Pyramid:** Draw 6 cards from the stock and place them face up to form a pyramid as shown in the diagram on the following page.
6. **Set Up Boneyard:** Draw 1 card from the stock and place it face up next to the stock to form the **boneyard**.
7. **Determine Starting Player:** The player who most recently visited a museum takes the first turn. Players are now ready to begin the game!

Card Levels

Each card features a level represented by a pyramid in the lower right hand corner. Cards are sorted by levels during setup.



Level I



Level II



Level III

Example Game

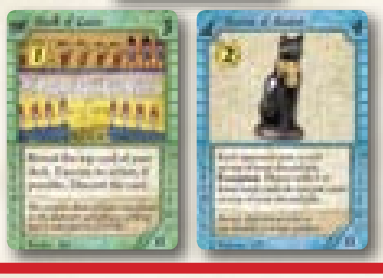


Boneyard

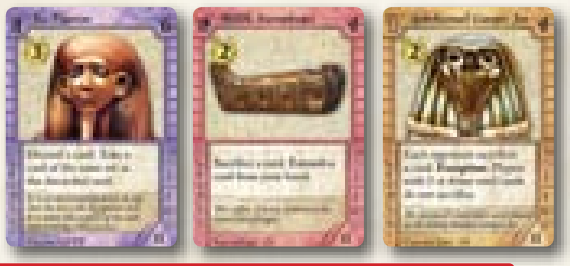


Stock



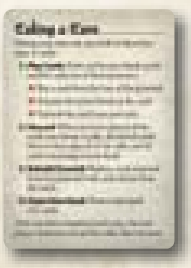


Base of the Pyramid



Pyramid

Player's Play Area



Reference Card



Discard Pile



Draw Deck



Tomb

Crumbling Pyramid

Whenever a card is removed from the pyramid (unless the card is removed from the top row), the pyramid immediately **crumbles**. A card from a row above crumbles down to fill the space left by the card that was removed. Usually, only the one card diagonally above the empty space is available to crumble down, but if the empty space is in the center of the base, either of two cards may crumble down. In this instance, you may choose which of the two cards fills the space. When a card crumbles down, it may also leave an empty space that needs to be filled by the card at the top of the pyramid, causing another card to crumble down.

Crumbling Example

The bottom middle card of the pyramid is removed, causing it to immediately crumble. Either of the cards in the center row may crumble down to fill the space. The player chooses to fill the space with the Statue of Bastet.





The Heart Scarab Amulet in the top row then crumbles down to fill the empty space that the Statue of Bastet left.

How to Play

The starting player takes the first turn of the game, then play contintues clockwise around the table. Players continue taking turns until the end of the game (see "End of Game" on page 10).

Taking a Turn

During your turn you must follow these four steps in order:

1. **Play Cards:** Each card in your hand can be played for only one of these purposes:
   - **Buy** a card from the base of the pyramid.
   - **Execute** the action listed on the card.
   - **Entomb** the card (once per turn).

   You may buy cards, execute actions, and entomb a card in any order you wish during your turn.
2. **Discard:** When you have played all the cards you chose to play, discard all of your cards in play and all cards remaining in your hand. Cards may be discarded in any order you wish. All cards go to your personal discard pile – **not the boneyard**.
3. **Rebuild Pyramid:** If you have made no changes whatsoever to the pyramid during your turn, sacrifice any card in the pyramid by putting the selected card on top of the boneyard. The pyramid will then crumble as normal. Regardless of whether or not you changed the pyramid, replace cards removed from the pyramid with cards from the stock. Draw cards one at a time and fill the empty spaces in the pyramid, starting from the base up.
4. **Draw New Hand:** Draw a new hand of 5 cards. If at any time you are required to draw a card and your draw deck is empty, shuffle your discard pile to form a new deck.

After you have completed each step, the next player clockwise around the table takes his turn.

Buying Cards

Cards are bought one at a time from the base of the pyramid. You may only buy cards from among the 3 cards in the base of the pyramid: cards in the middle and top row cannot be bought until they crumble down to the base of the pyramid. You may buy any number of cards during your turn that you can afford.

To buy a card you must follow these three steps in order:

1. Lay out cards with sufficient gold value to pay the card's cost. If you overpay, no change is given and the extra gold is immediately lost.
2. Remove the purchased card from the pyramid and place it on top of your discard pile.
3. The pyramid crumbles to fill in the empty space in the base.

When a card played for its gold value, you cannot use its action. Do not discard the cards you used for gold. They remain on the table as part of your cards in play until the end of your turn.

Buying Example

Jay chooses to buy the Statue Bastet which has a cost of 4.





He lays out a Tyet Amulet with a gold value of 2 and a Book of the Netherworld with a gold value of 3.

This provides a total gold value of 5 which is sufficient to buy the statue. Note that the 1 extra gold value is lost and does not count towards an additional purchase.

Executing Actions

Place your card on the table and carry out its action. If a card has more than one part to its action, you must complete all parts. Furthermore, you must execute the parts in order, completing one part before you move on to the next. If one of the parts cannot be executed (for example, because a required card is not available), you may not execute the action. You must complete all the action parts on a card before doing anything else. Unless otherwise noted, the effects of actions end at the conclusion of your turn. You may execute any number of actions during your turn.

When a card played for its action, you cannot use its gold value. Do not discard the cards you used for actions. They remain on the table as part of your cards in play until the end of your turn.

Action Terms

- **Buy** – Buy a card from the base of the pyramid.
- **Cards in your hand** – These are cards you haven't played yet.
- **Cards in play** – These are cards already on the table that have been played for their gold value or as actions.
- **Cost** – This is the number in the upper right corner of the card.
- **Draw** – Cards must be drawn from your own draw deck unless the action specifically states otherwise.
- **Entomb** – Choose a card from your hand and put it into your tomb, under the tomb card.
- **Sacrifice** – Choose a card and put it on top of the boneyard face up. Some actions call for sacrificing cards from your hand while others for sacrificing cards from the pyramid. Cards already in play **cannot** be sacrificed.
- **Take** – Unless otherwise noted, this means to take a card from anywhere in the pyramid and place it on top of your discard pile.

Entombing Cards

Once per turn you may put a card from your hand into your tomb. Some actions allow you to place additional cards into your tomb. When a card entombed, you cannot use its gold value or action.

The cards put in your tomb are public knowledge. Lay out your tomb as shown in the example image to the right so that all players know what cards you have.



Example Tomb Layout

End of Game

The game continues until **all** of the following conditions have been met:

- No cards are left in the stock.
- No cards are left in the pyramid.
- All players have taken the same number of turns.

Scoring

After the game ends, all players count their victory points (VP). Only the cards in your tomb count; the cards in your hand, deck, and discard pile are worthless. There are three types of cards: **starter cards** (Shabti, Urns, Boxes of Food, and Offering Tables), **unique artifacts** (Boat, Burial Mask, etc.), and **sets** (Sarcophagi, Canopic Jars, Amulets, Books, and Statues). Scoring of starter cards and unique artifacts is easy – just add up the victory points listed on the cards. For sets, determine how many different cards in each set you have (do not count duplicates) and square the result (multiply the result by itself). For example, if you have 6 different kinds of statues, you score 6×6 = 36 points. Add up all your points. The player with the most points wins! In case of ties, the player with the fewest cards in his tomb wins. Further ties result in a shared victory.

Scoring Example

Jay has the following cards in his tomb: 3 Shabti (1 VP each), an Inner Sarcophagus, 2 Statues of Anubis, and a Statue of Isis. Jay scores 3 points for his 3 Shabti (1+1+1 = 3), 1 point for his sarcophagus (1×1 = 1), and 4 points for his 2 different statues (2×2 = 4). His total is 8 points. Note that the extra Statue of Anubis is worthless.

Number of cards in set	Victory Points
1	1
2	4
3	9
4	16
5	25
6	36
7	49

Rule Clarifications

- You may not look at the contents of the boneyard, other than the top (face up) card.
- You may look at your own discard pile (without rearranging the cards) when it is not your turn. During your turn, you may only look at your discard pile if directed by an action.
- You may count the number of cards remaining in the stock (without rearranging the cards) when it is not your turn.
- If an action allows you to put a card into your tomb, it does **not** count towards the limit of entombing once per turn.
- If a player has accidentally placed any extra cards in his tomb, the cards are placed in his discard pile instead. For all other errors, if the error is caught before the next player plays a card, the error is corrected. If the next player has already played a card, the error is not corrected.
- You cannot use the gold value of a card to buy more than one card at a time. For example, if you have a card with a gold value of 6, you cannot buy two cards at a cost of 3 each.

Card Clarifications

Boat – *When an opponent buys a card, you may immediately discard Boat and take a card from the base of the pyramid.* You use this card during an opponent's turn, after the opponent has bought a card, and after the pyramid has crumbled. Discard the Boat, then take any one of the 3 cards in the base of the pyramid and put it on top of your discard pile. The pyramid crumbles again after you take your card.

Book of Gates – *Reveal the top card of your deck. Execute its action, if possible. Discard the card.* You may not use the revealed card for anything except its action. You must execute the action, even if you do not want to.

Book of the Dead – *Take the card with the lowest cost and put it into your tomb.* If there are two or more cards with the lowest cost, you choose which one to take. The card you entomb can be in addition to the normal entombment of one card per turn.

Book of Traversing Eternity – *If you bought a card this turn, take another card with a lower cost.* If you have already bought a card from the pyramid this turn, you may use Book of Traversing Eternity to take another card from the pyramid. The card taken must have a lower cost than the card you bought.

Djed Pillar Amulet – *Take a card of the same set as one in your tomb.* Examine your tomb. If a card in the pyramid is of the same set as one of the cards in your tomb, show the tomb card to the other players. You may take a matching card from anywhere in the pyramid and put it on top of your discard pile. For example, if you have a Statue of Thoth in your tomb, you may take a Statue of Sobek from the pyramid. Starter cards and unique artifacts are not set cards and are unaffected by Djed Pillar Amulet.

Ka Figurine – *Discard a card. Take a card of the same set as the discarded card.* Discard a set card from your hand. Take a card from anywhere in the pyramid that is of the same set as the one you discarded. Put the card you took from the pyramid on top of your discard pile. You may not execute this action if the set of your discarded card does not match one in the pyramid. Starter cards and unique artifacts are not set cards and cannot be taken with Ka Figurine.

Mummified Cat – *When an opponent sacrifices a card, you may immediately discard Mummified Cat and take the sacrificed card.* You may use this card on your own turn (when you force another player to sacrifice a card) or during another player's turn (when that player sacrifices a card or causes others to do so). Put the card you take on top of your discard pile. You may not use Mummified Cat to recover a card that you sacrificed. You may use Mummified Cat to take a card sacrificed as the result of the automatic sacrifice that occurs when the pyramid is unchanged during a turn.

Offering Table – *When an opponent's action would cause you to discard or sacrifice, reveal Offering Table to prevent the action from affecting you.* This card is used during an opponent's turn. If you are required to sacrifice a card from your hand or discard a card from your hand, show Offering Table and do not discard or sacrifice. Then return Offering Table to your hand.

Qebehsenuef Canopic Jar – *Each opponent sacrifices a card. Exception: Players with 5 or fewer total cards do not sacrifice.* Each other player must sacrifice a card from his hand and place in on top of the boneyard, except that players with 5 or fewer total cards do not sacrifice. To determine a player's total cards, count cards in his hand, cards in his discard pile, and cards in his deck; do not count cards in his tomb. Sacrifices occur in turn order.



Shabti – *Swap 2 cards in the pyramid, or sacrifice a card in the pyramid.* When you execute this action, choose one of the following options:

- Exchange the positions of two cards in the pyramid. You may not exchange positions with an empty space. Exchanging positions does not cause the pyramid to crumble.
- Take a card from anywhere in the pyramid and put it on top of the boneyard. This causes the pyramid to crumble as normal.

Statue of Bastet – *Each opponent puts a card on top of your discard pile. Exception: Players with 5 or fewer total cards do not put cards on top of your discard pile.* Each other player puts a card from his or her hand on top of your discard pile. Players who have 5 or fewer total cards (counting hand, deck, and discard pile) do not put cards on your discard pile. Placing cards on your discard pile occurs in turn order.

Statue of Thoth – *All cards in your hand have a gold value of 4.* For the rest of the turn, ignore the printed gold value of cards in your hand. Instead, each card has a gold value of 4 even if the card actually has a higher printed gold value.

Tyet Amulet – *Repeat an action you executed this turn.* If you used a card to execute an action this turn, you may use the Tyet Amulet to perform that action again. The Tyet Amulet has no effect on cards used for their gold value. **The Tyet Amulet cannot be used with Boat, Censer, or Statue of Thoth**. The normal entombment of one card per turn is not an action; therefore the Tyet Amulet cannot be used for an additional entombment based on this normal entombment.



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Email CustomerService@alderac.com

Quick Reference

Setup

1. Set Up Players
2. Set Up Starter Cards
3. Set Up Draw Decks
4. Set Up Stock
5. Set Up Pyramid
6. Set Up Boneyard
7. Determine Starting Player

End of Game

The game continues until **all** conditions have been met:

- No cards are left in the stock.
- No cards are left in the pyramid.
- All players have taken the same number of turns.

Players then count their victory points (VP) in their tomb and the player with the most points wins!

Taking a Turn

During your turn you must follow these four steps in order:

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