Tom Cleaver's

Valley of the Kings™ Last Rites

A deck-building game of ancient Egypt

For 1-4 players

AEG™

Valley of the Kings: Last Rites

A Game by Tom Cleaver

For 1-4 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! Therefore, Egyptian nobles hired architects, engineers, and stone masons to build their tombs, and they hired priests and priestesses to perform burial rituals. For consistency with the first two versions of this game (V*alley of the Kings* and *Valley of the Kings: Afterlife*), these hirelings can be "entombed" during the game. It should be understood that these people are used to prepare for burial – they are not actually buried. At the end of the game you score the items stored in your tomb – the player with the most victory points wins!

Valley of the Kings: Last Rites plays as a stand-alone game, but it also integrates seamlessly with the original *Valley of the Kings* game and the *Valley of the Kings: Afterlife* expansion. This means that you can use cards from all three games interchangeably to make the game a new experience every time you play. See "Optional Rules" on page 16 for more details.

Goal

Fill your tomb with the most valuable items!

Components

Your game of *Valley of the Kings: Last Rites* should include the following. If it does not, please contact customerservice@alderac.com

- Rulebook (this book)
- 96 Artifact cards (40 level I cards, 28 level II cards, 28 level III cards)
- 4 Tomb cards
- 4 Reference cards





Artifact Cards

These cards represent the various priests, builders, and other people players try to hire 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 builders, for example, have the same blue 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 person on the card.
7. **Type:** There are three types of cards: starter cards, uniques, 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 their **play area**.
2. **Set Up Starter Cards:** Take all of the level I cards and give each player 4 Menials, 3 Embalmers, 2 Kites, and 1 Medjay. 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 their 10 starter cards and places them face down to form their own **draw deck**. Then each player draws 5 cards from their draw deck to form their **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



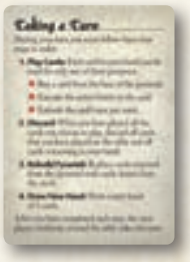




Base of the Pyramid

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 Carpenter.





The Priest of Anubis in the top row then crumbles down to fill the empty space that the Carpenter left.

How to Play

The starting player takes the first turn of the game; then play continues clockwise around the table. Players continue taking turns until the end of the game (see "End of Game" on page 11).

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 their 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 is 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

Tom chooses to buy Priestess of Sekhmet which has a cost of 4.





He lays out a Priest of Sobek with a gold value of 2 and a Sculptor with a gold value of 3.

This provides a total gold value of 5 which is sufficient to buy the Priestess of Sekhmet. 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. **Exception:** When "may" occurs in the text of an action, you are not required to perform that part of 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. The cards you play as actions are not discarded until the end of the turn.

When a card is played for its action, you cannot use its gold value.

After concluding the action, the card remains on the table as part of your cards in play until the end of the 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.
- **May** – When "may" occurs in an action, it means that the following text is optional. For example, "You may draw a card" means that you are allowed, but not required, to draw. If it is impossible for you to draw a card, you can still do the rest of the action.
- **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. Unless stated otherwise, cards are sacrificed from your hand.
- **Set Card** – A set card is anything other than a starter card or a unique card.
- **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 is 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 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** (Menials, Embalmers, Kites, and Medjays), **uniques** (Astrologer, Merchant, Jeweler, and Scribe), and **sets** (Priestesses, Priests, Builders, and Artisans). Scoring of starter cards and uniques 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 Builders, 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 their tomb wins. Further ties result in a shared victory.

Scoring Example

Tom has the following cards in his tomb: 3 Menials (1 VP each), a Carpenter, 2 Priests of Thoth, and a Priest of Sobek. Tom scores 3 points for his 3 Menials (1+1+1 = 3), 1 point for his Carpenter (1×1 = 1), and 4 points for his 2 different Priests (2×2 = 4). His total is 8 points. Note that the extra Priest of Thoth is worthless.

Number of cards in set	Victory Points
1	1
2	4
3	9
4	16
5	25
6	36
7	49
8	64

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 their tomb, the cards are placed in their 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

For additional carifications and cards not listed here, please go to http://www.alderac.com/valleyofthekings and click on *Valley of the Kings: Last Rites* Card Supplement.

Architect — *Count the cards in your discard pile. Architect is worth that much in gold for one purchase, OR If you have at least 7 cards in your deck, take a card.*

When you use the card for the alternate action, count the cards in your draw deck. Do not shuffle your discard pile into your draw deck.

Brick Mason — *Each player, starting with you, may entomb the top card of the boneyard or the top card of the stock.*

If there are not enough total cards available (boneyard plus stock) for all the players, you may not execute this action.

Draughtsman — *Swap a set card in your hand with a card from the pyramid. Each opponent may put the top card of their discard pile into their hand.*

Set cards are any cards other than starters or uniques. Opponents with empty discard piles do nothing.

Engineer — *Sacrifice a starter card. Discard a set card. Take the 2 lowest cost cards.*

Starter cards are Level I cards. Set cards are any cards other than starters or uniques. Take the 2 cards from anywhere in the pyramid and put them on top of your discard pile.

Goldsmith — *Sacrifice a set card from your hand. Entomb a card from the pyramid.*

Put a card from your hand, other than a starter or unique, on top of the boneyard. Take a card from anywhere in the pyramid and put it directly into your tomb.

High Priest of Ra — *Entomb a card from your hand. Put the top card of your discard pile into your hand.*

If your discard pile is empty, you may not perform this action.

High Priestess of Bastet — *Search the boneyard. Entomb the highest cost card. Put the lowest cost card on top of an opponent's discard pile. Return the rest of the cards, if any, to the boneyard in any order.*

There must be at least 2 cards in the boneyard to perform this action. In case of ties for cost, you choose.

Embalmer — *Sacrifice a card in the pyramid or in your hand, OR Refill the pyramid.*

"Refill the pyramid" means to rebuild the pyramid, as is done at the end of a turn.

Kite — *Turn a card in the pyramid face down. It cannot be bought or taken so long as it is face down, but it can be sacrificed. Turn it face up at the beginning of your next turn.*

The only way to remove a face down card from the pyramid is by sacrifice. Using the Kite action counts as a change to the pyramid, avoiding the need for sacrificing a card in the pyramid at the end of the turn. Players may examine face down cards.

Medjay — *Discard Medjay to prevent an opponent's action from affecting you, OR Sacrifice Medjay. Discard 4 cards. Take a card.*

Medjay can be used during an opponent's turn to cancel the part of an opponent's action that applies to you. Effects on the opponent and other players remain. The opponent's card remains in play even if Medjay completely cancels the opponent's action. For example, if the opponent plays Plasterer, and selects you, you may discard Medjay and totally cancel the opponent's action.

Plasterer — *Select an opponent. That opponent selects a number of cards from the pyramid equal to the number of players. Put one of these cards on top of each player's discard pile.*

There must be at least as many selectable cards in the pyramid as there are players; otherwise this action cannot be done. The opponent may not select cards that are turned face down. After the opponent selects the cards, you do the card distribution.

Potter — *Play the action of the card at the top of the pyramid.*

If the pyramid has no card at the apex (the very top row of the pyramid), this action cannot be played.

Priest of Horus — *Discard any number of cards. For each discarded card, repeat the first action you executed this turn.*

If Carpenter is the first action you executed this turn, you may repeat its action with the Priest of Horus.

Priest of Osiris — *If any opponent has more cards entombed than you do, entomb a card from your hand or discard pile.*

If more than one opponent has more cards entombed than you do, you still get to entomb only one card.

Priestess of Hathor — *Count the cards in your deck. For each 3 cards (rounded down), draw a card.*

For example, if you had 8 cards in your draw deck, you would draw 2 cards.

Priestess of Sekhmet — *Each player may draw up to 3 cards, without shuffling their discard pile to create a new deck.*

A player with an empty draw deck does not get any cards.

Weaver — *Discard a card. Entomb a card with a lower cost.*

The card you entomb must be of a lower cost than your discard.

Optional Rules

To create more variety in your games, there are a number of optional rules you can use. If players want to use any of the rules discussed here, they should make sure that everyone understands and agrees to the rules before the game begins.

Playing Valley of the Kings Sets Together

If you own a copy of the original *Valley of the Kings* game or *Valley of the Kings: Afterlife*, you have many more ways to play. Some suggestions for integrating the games are given as follows.

Starter Card Selection

The earlier versions of *Valley of the Kings* had different starter cards than *Valley of the Kings: Last Rites*. You should pick which version of the starter cards to use. If you are feeling wild, you might even mix both kinds of starter cards.

Mixed Sets

The first two versions of *Valley of the Kings* contain sets of 3, 4, 5, 6, and 7 distinct cards. *Valley of the Kings: Last Rites* contains sets of 5, 6, 7, and 8 distinct cards. The table below lists the set names for the three versions.

Different cards per set	Valley of the Kings	Valley of the Kings: Afterlife	Valley of the Kings: Last Rites
3	Sarcophagi	Mummification	—
4	Canopic Jars	Jewelry	—
5	Amulets	Chambers	Priestesses
6	Books	Weapons	Priests
7	Statues	Tomb Art	Builders
8	—	—	Artisans

Choose the sets you want to play with from each version of the game. For example, you could use the 3 card set of Sarcophagi, the 4 card set of Canopic Jars, the 5 card set of Chambers, the 6 card set of Priests, and the 7 card set of Builders. The selection may be deliberate or at random. You may also use the unique cards (purple cards) from any version.

Half Sets

There are two identical copies of each set card. For example, there are 12 Priest cards, but only 6 different kinds of Priest. Splitting up this set means that you would use only 6 cards from the Priests set. Use half of each set from any two of the three version of *Valley of the Kings*. There will then be no duplicates in the game, but there will be the same number of total cards in the game.

There are two ways to play with half sets:

- **Treat the Sets Independently** – In this version of the game, there will be 10 different sets. With no duplicate cards, getting a full set of anything is quite challenging.
- **Combine the Sets by Color Group** – In this version of the game, there will be 5 supersets: The Amulets/Priestesses superset, the Books/Priests superset, etc. For the Statues/Tomb Art/ Builders superset, there are 14 distinct cards. If you were to complete this set, you would get 14 x 14 = 196 points!

Longer Games

If you want more challenge, and higher scores, you can make the game longer by including extra cards. Feel free to include as many extra cards as you wish. For example, you may wish to play with all the *Last Rites* cards plus the 3 and 4 card sets from *Afterlife*.

More Ways to Play

There are many more ways to mix and match the cards from the three versions of *Valley of the Kings*. Make up your own or visit http://www.alderac.com/valleyofthekings/valley-of-the-kings-suggested-sets/ to see some of our further suggestions.

Valley of the Kings Solitaire

Below are two *Valley of the Kings* solitaire games: Starter Solitaire and Master Solitaire. These two games will sharpen your skills when playing against others.

For both games the following additional rules apply:

- You may examine the boneyard whenever you wish.
- You may examine your discard pile whenever you wish.
- You may not execute an action that refers to another player.
- Duplicate set cards in your tomb count against you.

Starter Solitaire

To win you must get a perfect score, that is, you must entomb 5 Priestesses, 6 Priests, 7 Builders, 8 Artisans, 4 uniques, and 10 starter cards. This scores a total of 212 points.

Master Solitaire

This game has the same goal as Starter Solitaire by scoring a total of 212 points, except that you no longer get one free entombment per turn. You must therefore use card actions to populate your tomb.



More Solitaire

Please see the Alderac website for additional information on solitaire play: http://www.alderac.com/valleyofthekings/valleyofthekings-solitaire/

The website gives further details about which actions are allowed for solitaire play. It also provides a second way to play solitaire: This challenging (and fun) new way to play is more like playing against a human opponent.

Credits



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www.alderac.com/valleyofthekings and www.alderac.com/forum
Questions? 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:

1. **Play Cards:** Each card in your hand can be used 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).
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 to your personal discard pile.
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. Regardless of whether or not you changed the pyramid, replace cards removed from the pyramid with cards from the stock starting from the base up.
4. **Draw New Hand:** Draw a new hand of 5 cards.

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