

# GAME TURN SUMMARY

## ON YOUR TURN, YOU MUST EITHER

### 1. VISIT THE MARKET

- Add the contents of 1 Market Stall to your hand.
- If you have more than 10 cards in hand, either
  - ▷ DISCARD ALL cards IN EXCESS of 10 and take 1 Corruption Amulet;
  - ▷ or KEEP ALL cards and take 1 Corruption Amulet for EACH card over 10.
- Replenish all 3 Market stalls by adding 1 card to each.

Or

### 2. VISIT THE QUARRY

- Discard Resource cards and/or Nile Merchants to build the construction piece(s) of your choice.
- Collect your payments (including bonuses for multiple constructions).
- Move Cleopatra 1 space forward for each category in which you build the final piece. When Cleopatra reaches the Palace door, the game ends.
- Roll the Dice of the Great Priest. Put any die that shows the ☩ upon the Altar. If all 5 dice are now on the Altar, make an Offering.

*During your turn, regardless of the place you visit (Market or Quarry) you may always play as many Character cards from your hand as you wish, even if you just picked them up.*

## AT GAME'S END

- Take 1 Corruption Amulet for each Tainted card still in hand.
- Get rid of 1 Corruption Amulet per Sanctuary square owned.
- The most corrupt player(s) die(s).
- Count your money. Each Nile Merchant is worth 3 Talents. The wealthiest player still alive wins. If there is a tie between players, the least corrupt wins.

# WORSHIPPERS OF SOBEK

## BEGGAR / 2 cards




Take:  

Effect: Receive 2 Talents or a single, untainted Resource card from each player.

## COURTESAN / 2 cards




Take: 

Effect: Pick 1 card of your choice from the discard pile.

## ENVOY / 2 cards



Take:  VARIABLE

Effect: Ask for Standard Resource cards. Take 1  from each player from whom you accept a card.

## SCRIBE / 2 cards



Take:   / 

Effect: Pick the Mosaic of your choice, instead of the top one. Or discard the Scribe, at no corruption cost, to change the face of one of the Great Priest dice.

## SMUGGLER / 2 cards




Take: 

Effect: If you have more than 10 cards in hand, keep them all.

## VIZIER / 1 card



Take:  VARIABLE

Effect: Draw the top 5 cards, Keep the cards you want, at a cost of 1  per card. Discard the others.

## OFFERINGS TO THE GREAT PRIEST

- 1<sup>st</sup> — Get rid of   
- 2<sup>nd</sup> — Take 
- 3<sup>rd</sup> — Take  
- 4<sup>th</sup> — Take   
- 5<sup>th</sup> — Take    

## SANCTUARIES

A Sanctuary is formed each time a Mosaic is laid in such a way that it creates an enclosed space that no other Mosaic will fit in. A player creating a Sanctuary may immediately claim it for himself by placing one of his Statues of Anubis inside it.



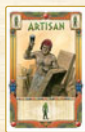
# QUARRY

- If you build 2 pieces during one turn, add 2 Talents to your income.
- If you build 3 or more during the same turn, add 5 Talents to your income.

## COLUMN WALLS / 9 pieces



Discard >



1 Artisan



1 Wood



1 Stone



**Earn: 3 Talents + 1 Talent** for each segment of the Mosaic of the Gods adjacent to the column wall being built.

## SPHINXES / 6 pieces



Discard >



1 Artisan



1 Stone



1 Marble



**Earn: 2 Talents** for the first Sphinx in each pair, 5 Talents for the second

## THRONE + PEDESTAL / 2 pieces



Discard >



3 Artisans



2 Marbles



2 Lapis



**Earn: 12 Talents** each

## OBELISKS / 2 pieces



**Earn: 12 Talents** each

Discard >



3 Artisans



2 Woods

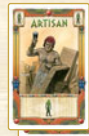


2 Stones

## DOOR FRAMES / 2 pieces



Discard >



2 Artisans



1 Wood



1 Marble

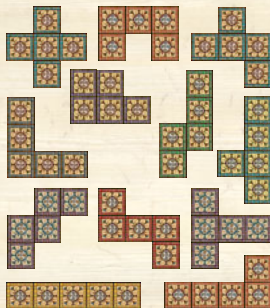


1 Lapis



**Earn: 4 Talents + 1 Talent** for each Column Wall linked to that Doorframe's corner.

## MOSAICS OF THE GODS / 12 pieces



Discard >



2 Artisans



1 Stone



1 Marble



1 Lapis



**Earn: 4 Talents + 1 Talent** for each palm square covered + right to erect a statue of Anubis if a Sanctuary is formed.

*Note: Mosaics must be picked in the order they lay inside the Quarry (unless a Scribe is used).*