

CLEOPATRA

AND THE SOCIETY OF ARCHITECTS



DRAFT

RULEBOOK

The Queen of Queens has asked for a new Palace, a Wonder that will show her majesty to the whole World and that will make her name immortal. The challenge has begun: every member of the Society of Architects is involved, trying to demonstrate to be the best. However, the enormous wealth promised by Cleopatra has prompted many to seek Sobek's help. More and more insistent rumors tell stories about rituals and ceremonies in honor of the crocodile god, and strange inscriptions and amulets have begun to appear in the building under construction.

Pray these voices do not reach the Queen's ear! Because Cleopatra can be as generous with those who will satisfy her wishes, as implacable with those who betray her.

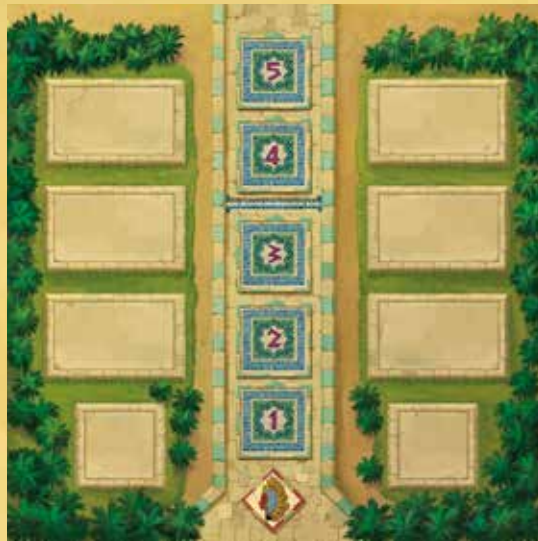
Will you be the best without disappointing your Queen, becoming the Chief Architect of the Kingdom, or will you succumb to the lures of the god Sobek and end up in the belly of Cleopatra's favorite puppy?



CONTENTS



Palace Garden



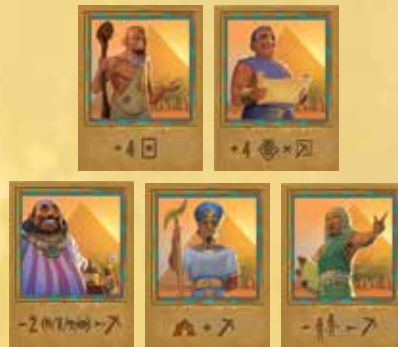
Sphinx Plaza



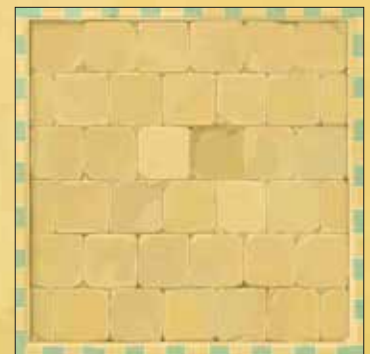
12 Mosaics of the Gods



Worshippers of Sobek Board



5 tiles Worshippers of Sobek



1 Floor Tile



4 Summary Sheets



11x each standard resource cards

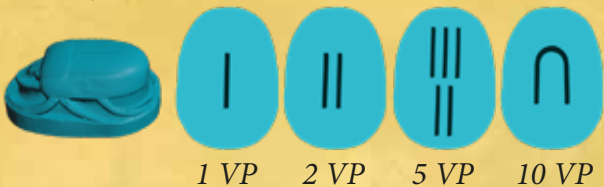
30x Artisan cards



3x each tainted resource cards

8x Cave cards

100 Treasure Scarabs (Victory Points)
with different values:



1 VP 2 VP 5 VP 10 VP

90 Amulets of Corruption



3 Left Columns 3 Center Columns 3 Right Columns



Left Front Door Right Front Door



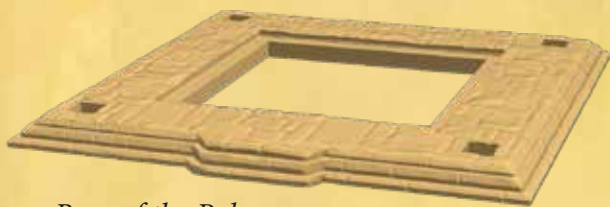
Top of the Palace



4 Pillars



6 Sphinxes



Base of the Palace



1 Pedestal



1 Throne



2 Obelisks

For each of the 4 colors:



2 Anubis figures



1 Pyramid



1 Cleopatra figure

SETUP

- 1 Place the base of the Palace in the middle of the table with the floor layed on and insert the 4 Pillars in the dedicated spaces. Then put the top of the Palace on the Pillars, making sure that each Pillar is inserted correct. Lay the Palace Garden on the top of the Palace.
- 2 Place the Sphinx Plaza adjacent to the Palace, with the 5th space in front of the stairs, and place the figure of Cleopatra on her illustration, before the numbered footsteps leading to the Palace.
- 3 Place the Worshippers of Sobek board next to the Sphinx Plaza, shuffle the 5 Worshippers of Sobek tiles and place them randomly, face up, on the 5 corresponding slots.



- 4 Shuffle all the cards, deal 3 cards, face down, to each player, then cut the deck in three roughly equal decks. Flip two decks face up and shuffle them together with the third deck face down to generate a new deck in which the face up and face down cards are mixed. Draw the top three cards from this deck and lay them side-by-side, matching the three spots under the Worshippers of Sobek, without changing the orientation of the cards (face up cards come into play face up, and face down cards come into play face down).

- 5 Place the Amulets of Corruption and the Treasure Scarabs, sorted by value, as two supplies, within easy reach of all players.
- 6 Hand a Summary Sheet, a Pyramid of Corruption, two figures of Anubis in the player's color and Treasure Scarabs for a total value of 5 to each player. The Treasure Scarabs are kept in front of the player, with their value face hidden from the other players.
- 7 Take the Quarry Tray out of the box, and place it within easy reach of all the players.

You are now ready to start build the Palace for the Queen!

OVERVIEW



The object of the game is to become the wealthiest of Cleopatra's architects, by constructing the most magnificent and valuable parts of her Palace.

Given the intense competition that reigns among the members of the Society of Architects, you will often be tempted to deal with shady characters and trade in materials of dubious origins.

While these corrupt practices may indeed allow you to stay a step ahead of the pack, they come at a heavy price: Cursed Amulets of Corruption honoring Sobek, the Crocodile-god, which are stored inside your Pyramid of Corruption, hidden from the preying eyes of your competitors.

When Cleopatra finally strolls into her new Palace, at the end of the game, the architects will pay for their corruption. If they will be too much corrupted, they will be offered to Cleopatra's sacred crocodile as a tasty morsel! Only then will the wealthiest architect, from among those still alive, be selected and declared winner of the game.

GAME TURN




The player with the best Egyptian credentials (a nose as famous as Cleopatra's, a mummified crocodile pet, or an extensive hieroglyphic library) starts the game. Otherwise, the youngest player goes first.

Gameplay then proceeds clockwise, with each player taking one turn at a time until the game ends.

On your turn, you **MUST** perform one (and **ONLY ONE**) of the following two actions:

VISIT THE MARKET:



If you choose to visit the Market (), pick (all) the card(s) from the column of cards (called a "Market stall") of your choice and take them in your hand.

If, at the end of your turn, you have more than 10 cards in your hand, you must immediately:

- Discard the cards of your choice into the discard pile next to the Market draw pile, (so as to keep only 10 cards in your hand), OR
- Keep ALL of the cards in your hand, and place 1 Amulet of Corruption inside your Pyramid of Corruption for EACH card exceeding the 10 cards limit.



Then, replenish each Market stall by drawing the top three cards from the draw pile, and placing them, one at a time, but maintaining the orientation of their faces, in the order of your choice.


A card must be placed in each stall, slightly offset from the previous cards already laying there, if any, so that cards that are face up always remain at least partially visible to the players. The mix and amount of face-up/face-down cards will thus vary from stall to stall as the game progresses.



When the draw pile dries up, a new one is formed from the cards in the discard pile, using the same shuffle mechanism as during the initial set-up of the game.

OR

VISIT THE QUARRY:

You may opt to visit the Quarry () instead, to acquire the pieces of the Palace you wish to build during this turn. To build a piece of the Palace, you must:



Play any combination of Resource and Artisan cards from your hand that matches or exceeds the construction requirements of the piece being built, and discard them onto the Market discard pile. The Cave card can be used to replace any resource.



Take the corresponding piece from the Quarry and place it on its reserved spot on the Palace grounds. If multiple spots are available, you choose where to erect the piece. If you wish (and can afford it), you may opt to build multiple pieces, or multiple copies of the same piece, during the same turn.



Earn Treasure Scarabs for the total value indicated on the Summary Sheet: the Treasure Scarabs have different values, so take the correct value and not at random. The Treasure Scarabs are taken from the supply and placed face down in front of you, so that their value is now hidden from the other players.



If the piece(s) built during this turn result in one entire category of pieces (Sphinxes, Obelisks, Throne and Pedestal, Door frames, Column walls, or Mosaics of the Gods) being completed, move Cleopatra one space forward to the Palace door for each completed category of pieces.



If Cleopatra crosses the line between the 3rd and the 4th space of the walk, proceed to an Offering to the Great Priest (see page 8). If Cleopatra reaches the 5th space of the walk, the game ends immediately.



WORSHIPPERS OF SOBEK

At any time during your turn, in COMPLEMENT to your mandatory action (Visit the Market OR Visit the Quarry), you may, if you wish, activate one of the Worshippers of Sobek.

- Choose the character you want to activate.
- Pay the penalty indicated on the board (taking Amulets of Corruption or paying Treasure Scarabs).
- Apply the effect shown on the tile.
- Place this character in the last position of the board (on the right), by shifting the others characters forward to fill the gap.

Note: If you use the character in the last position, it remains in the same position.

Example: Miguel wants to perform more actions, so he decides to activate the Visir. He places 2 Amulets of Corruption in his Pyramid of Corruption, so he can visit both the Market and the Quarry. Then, he shifts the Merchant tile to the left and places the Visir tile in the last space.



THE ARCHITECT

In this turn, earn 4 Treasure Scarabs for each building you build.



THE VISIR

In this turn, you can visit the Market AND the Quarry.



THE BEGGAR

Draw 4 cards from the main deck.



THE MERCHANT

In this turn, you can build with 2 less resources.



THE FOREMAN

In this turn, you can build with 2 less Artisans.

IMPORTANT NOTES REGARDING THE GAME TURN

For any “tainted” Resource card (identified by the red frame) used, you immediately adds 1 Amulet of Corruption in your Pyramid of Corruption.

While the resource count paid during a visit to the Quarry does not have to be exact (e.g. a “tainted” 2-Marble Slabs resource may be used where a single Marble Slab would suffice), and can be split over several pieces being built at the same time (e.g. a 2-Wooden Logs resource may be used to account for the Wooden Log portion of a Column wall and of a Door frame), you never receive change back. Any unused portion of a Resource card played during the turn is lost. If you choose to build a Mosaic of the Gods, you must take the top one of the pile in the Quarry.

Note: at any moment during the game, you can take a look at how many Amulets of Corruption are inside you Pyramid of Corruption.



example of “tainted” card

OFFERING TO THE GREAT PRIEST

When Cleopatra crosses the line between the 3rd and the 4th space of the walk, an Offering to the Great Priest has to be made.

All the players put the secret amount of Treasure Scarabs they wish to offer in their hand. Once ready, all the players reveal their offering:

The **most generous player** (highest bidder) discards 3 Amulets of Corruption from their Pyramid of Corruption back into the supply next to the game board. If he/she has less than 3 Amulets of Corruption, he/she only discards as many as he/she owns.

The **second highest bidder** adds 1 Amulet of Corruption in their Pyramid of Corruption. The **third player** receives 2 Amulets of Corruption and the **fourth** receives 3.

Ties between players are broken based on the players’ actual rank in the offering, e.g. Two players tied for first place will each receive the right to get rid of 3 of their own Amulets of Corruption; the next player will then automatically be considered to be in 3rd place, and forced to take 2 Amulets of Corruption in their Pyramid of Corruption, etc.



Important Note: All the Treasure Scarabs bid by the players during an offering to the Great Priest are lost, regardless of their rank in the auction, and placed back into the Treasure Scarabs supply next to the game board.

END OF THE GAME



The player who moves Cleopatra's last step (numbered 5, right in front of the Palace doors) triggers the end of the game. Note: This occurs as soon as 5 out of the 6 categories of buildings have been fully built.

All the other players play their last turn. Then, the game ends.

At that point, the players discard any cards still in their hand, collecting 1 Amulet of Corruption for each "tainted" Resource card they are forced to discard.

The Players now lift their Pyramid of Corruption, to reveal the Amulets of Corruption they have accumulated during the game.

The Players place 1 Amulet of Corruption on each space of the Palace Garden that they have claimed as a Sanctuary when they placed one of their Statues of Anubis (including the space where the Statue is laid).

The players now count how many Amulets of Corruption they still have in their possession. The player with the least number discards all their remaining Amulets, and each opponent discards the same number.

Then each opponent pays a penalty according to the number of Amulets of Corruption he/she has left, as reported in the scale in the box ->

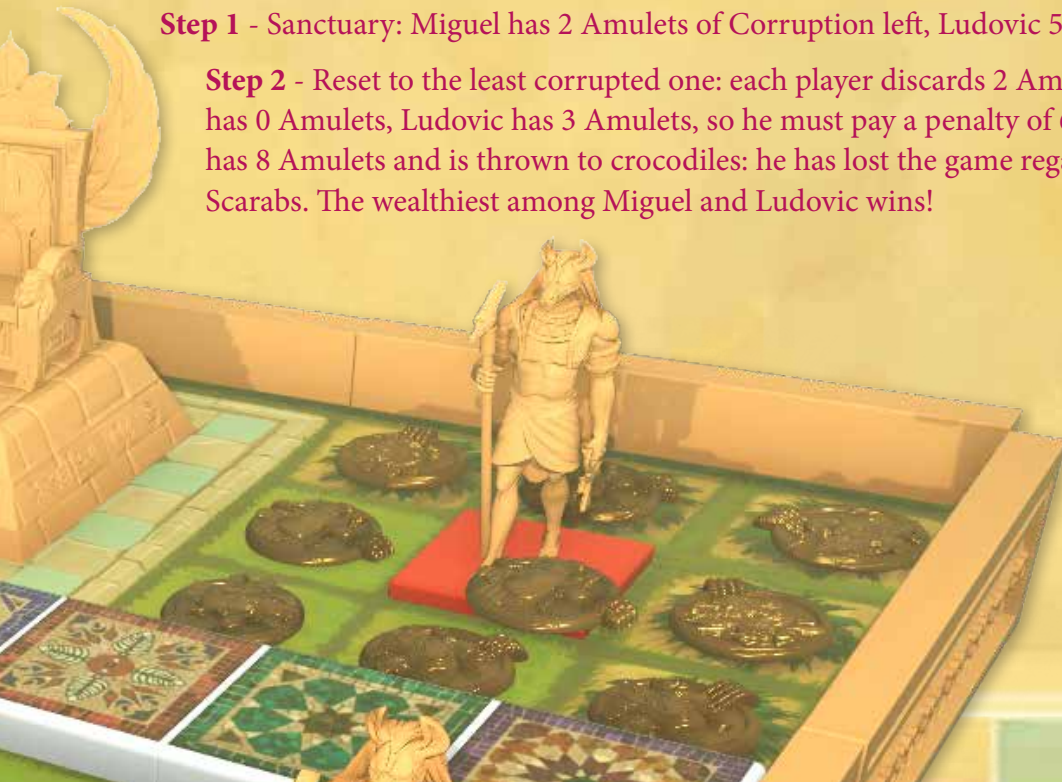
The richest of the survivors wins!

Example: At the end of the game, Miguel has 12 Amulets of Corruption, and a 10 grid square of Sanctuary. Ludovic has 7 Amulets of Corruption, but only a 2 grid square of Sanctuary, whilst Bruno has 10 Amulets of Corruption, but no Sanctuary.

END OF THE GAME	
1	- discard 1 Scarab
2	- discard 3 Scarabs
3	- discard 6 Scarabs
4	- discard 10 Scarabs
5	- discard 15 Scarabs
6	- discard 20 Scarabs
7	- discard 25 Scarabs
8+	- ELIMINATION (you are fed to the crocodile!)

Step 1 - Sanctuary: Miguel has 2 Amulets of Corruption left, Ludovic 5 and Bruno 10.

Step 2 - Reset to the least corrupted one: each player discards 2 Amulets of Corruption. Now Miguel has 0 Amulets, Ludovic has 3 Amulets, so he must pay a penalty of 6 Treasure Scarabs. Bruno, instead, has 8 Amulets and is thrown to crocodiles: he has lost the game regardless of the amount his Treasure Scarabs. The wealthiest among Miguel and Ludovic wins!





THE QUARRY



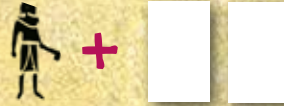
QUARRY

The Quarry contains all the pieces that might get built during the construction of the Palace. An entry for each of the construction types is shown on each player's Summary Sheet. It lists the required resource materials for each piece and the Treasure Scarabs that will be received once it is added to the Palace.

SPHINXES /6x



cost: 1 Artisan + 2 equal Resources



reward: 3 Scarabs + 1 Scarab for each Sphinx already built on the same row.



↑
First Row

↑
Second Row

DOOR FRAMES /2x

Right Door Frame



Left Door Frame



cost: 2 Artisans + 3 equal Resources

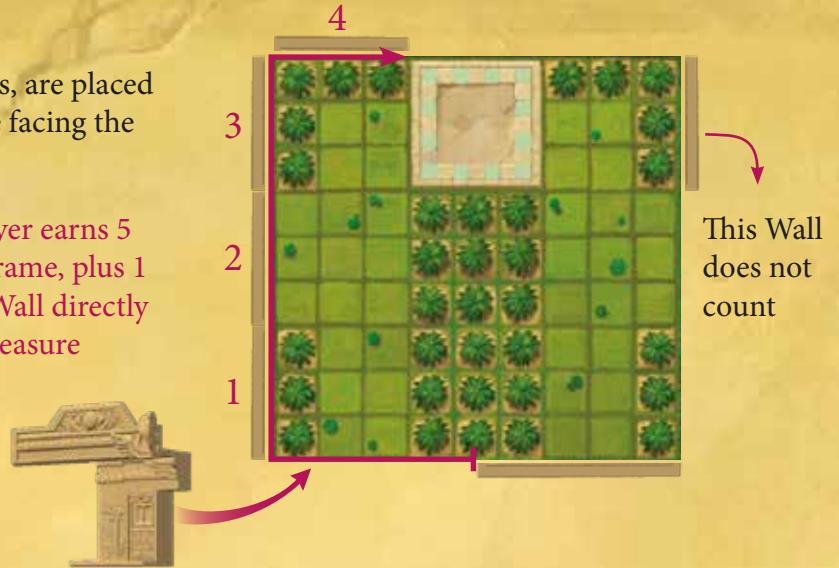


reward: 5 Scarabs + 1 Scarab for each Column Wall linked to that Door frame corner.

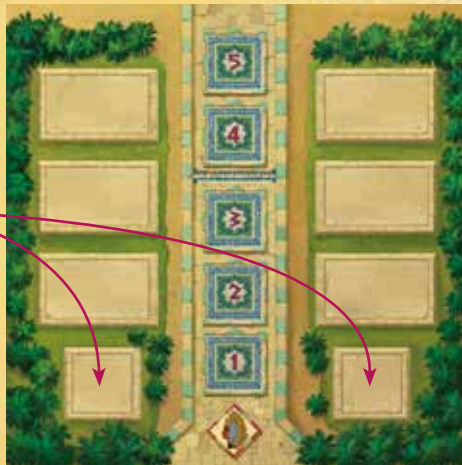


The Door Frames, as well as the Column Walls, are placed around the structure of the Palace, on the side facing the Sphinx Plaza.

Example: In the example on the right, the player earns 5 Treasure Scarabs for building the Left Door Frame, plus 1 additional Treasure Scarab for each Column Wall directly connected to the Door, for a total of $5+4=9$ Treasure Scarabs.



OBELISKS /2x



First Row

Second Row

cost: 3 Artisans + 4 equal Resources



reward: 10 Scarabs + 2 Scarabs for each Sphinx already built on the same row.



COLUMN WALLS /9x

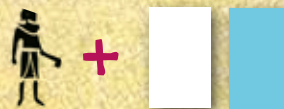
Left Column

Center Column

Right Column



cost: 1 Artisans + 2 different Resources

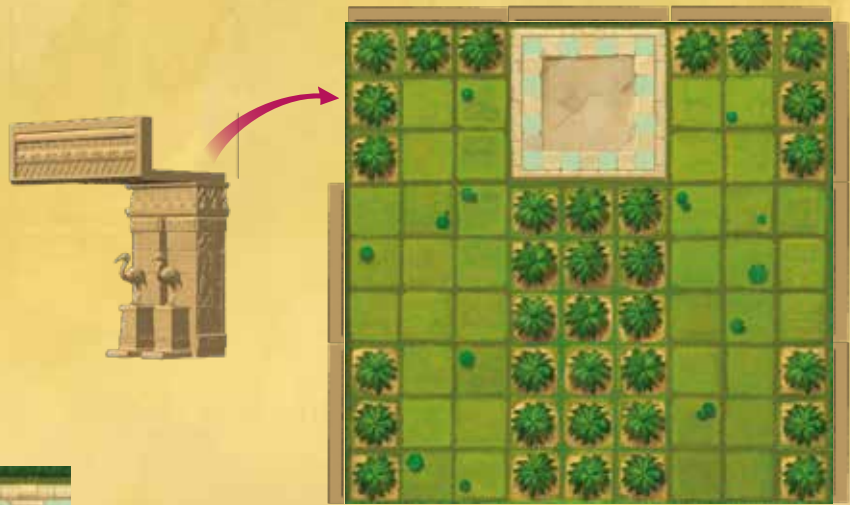


reward: 3 Scarabs + 1 Scarab for each Mosaic square adjacent to the Column Wall being built.



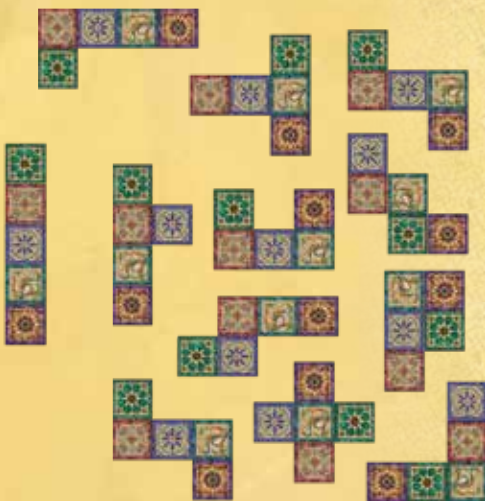
The Column Walls are placed around the structure of the Palace, with the top adjacent to the Garden border. Each Column Wall must be placed adjacent to three Garden squares, so that 3 Walls may fit on each side of the Palace.

Important Note: There is no difference between the Column Walls, except for their position. If you want to build a Column Wall in the central part of a side, you have to pick one of the Central Columns left, if any.



Example: In the example on the left, the player earns 3 Treasure Scarabs for building this Column Wall, and 2 additional Treasure Scarabs for the two Mosaic squares adjacent to it, for a total of 5 Treasure Scarabs.

MOSAIC OF THE GODS /12x



cost: 2 Artisans + 3 different Resources



reward: 5 Scarabs + 1 Scarab for covered each palm square OR the right to erect a statue of Anubis if a Sanctuary is formed (see page 15).



You can build a Mosaic piece by taking the top one from the pile and placing it on the grid.



- +1 Treasure Scarab
- +1 Treasure Scarab
- +1 Treasure Scarab

Example: The player earns 5 Treasure Scarab for the Mosaic, plus 1 additional Scarab for each covered Palm tree (5+3=8 Scarabs).

PEDESTAL+THRONE /2x



cost: 3 Artisans + 4 different Resources



reward: 10 Scarabs + 1 Scarab for each sacred Mosaic square adjacent to the Throne.



Important Note: The Pedestal must always be built first.

Example: In the example on the left, the player earns 10 Treasure Scarabs for building the Pedestal, and 4 additional Treasure Scarabs for the 4 Mosaic squares adjacent to it, for a total of 14 Treasure Scarabs.

BUILDING A SANCTUARY

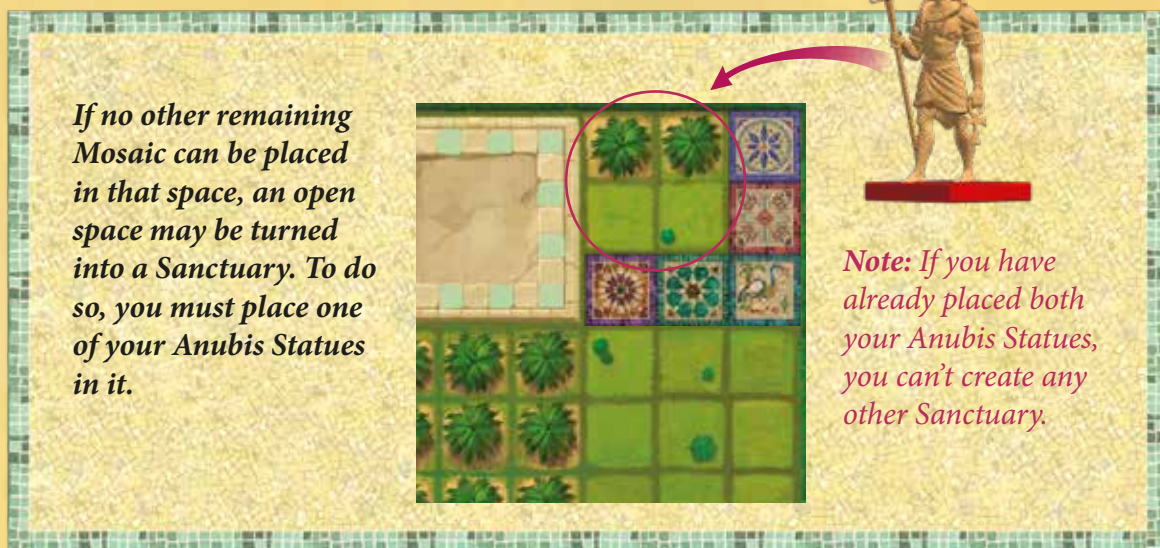
If you build a Mosaic of the Gods inside the Palace Gardens in such a way that one new, closed garden area is formed, in which no further Mosaic can be built (either due to the lack of space, or to the fact that all Mosaics that might have fit have already been built somewhere else), a Sanctuary is formed.

Often a Sanctuary will be 4 or less spaces large, but some larger ones can be built, as long as no remaining Mosaic piece could be placed inside the newly formed Sanctuary.

Whenever a Sanctuary is formed, the player who created it may decide, at their option, to place one of the Statues of Anubis inside the Sanctuary to claim its ownership. If a newly formed Sanctuary is not immediately claimed by its rightful owner, no other player will be able to claim this particular sanctuary later in the game.

At the end of the game, any player who owns a Sanctuary (or two) can get rid of 1 Amulet of Corruption for each grid square of Sanctuary space under their control, including the space on which their Statue is laid!

Each time one (or more) Mosaic piece(s) are built, you must verify whether the next Mosaic piece now on top of the pile in the Quarry can still be built in the spaces now left in the Palace Garden. If not, the piece must immediately be removed from the pile, and set aside for the rest of the game. The newly revealed piece must be checked, as well, and removed if it cannot be built, and so on... If the pile of Mosaic pieces is thus emptied, move Cleopatra one space forward as indicated in step 4 of the "Visit the Quarry" section on p.6).



Note: In some cases, placing a Mosaic tile can form two closed garden. If you still have two unused Anubis statues, you can create two Sanctuaries at the same time.

GAME DESIGN: Bruno Cathala
Ludovic Maublanc

ILLUSTRATION: Miguel Coimbra

GAME DEVELOPMENT: Mojito Studios

FOLLOW US: www.mojitostudios.com



[/mojitostudios](https://www.facebook.com/mojitostudios)

© 2019, *Mojito Studios*

*a DXP, LLC trademark.
4362 Northlake Boulevard, Suite 213
Palm Beach Gardens, FL 33410
USA*

