

## Pharaoh's Heir

Version	1.2
Version Date	20-Aug-2003 ('History Repeats Itself' design contest entry)
Number of Players	3-4
Game Length	45-90 minutes
Author	Phillip Lerche
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Equipment to play	2 standard piecepacks (1 piecepack if only 3 are playing – see the end of the rules); tokens such as pennies to represent farmers, villagers and acolytes; a second type of token such as matches to represent grain and canals; printouts of the sacrifice track, scoring sheet and 1 play mat and player aid per player from the end of these rules
Acknowledgment	Thanks to Brad Johnson for graphic assistance
New this version	Player aids and rules for using 1 piecepack when 3 play

### Introduction

The setting is ancient Egypt. Pharaoh is dying, and, in a break from tradition, has decided that he will name an heir who will best serve Egypt's interests rather than hand the nation over to his handsome but rather dim-witted first-born son.

Each player is the leader of a powerful Egyptian Noble Family with the ambition to rise to the level of Pharaoh. Rival Families will provide stiff competition, and all will have to contend with the force of nature that dictates the pattern of Egyptian life – the River Nile. In flood the Nile can provide increased harvests but may also damage structures, whereas severe drought will cause starvation and suffering.

Pharaoh has issued several decrees. He demands a great harvest, sufficient people to build yet another mighty monument to himself upon his death (most likely a pyramid, although occasionally the Pharaohs preferred big cat-like things), as well as an increase in the worship of (read: sacrifice to) his favorite gods. In return for excelling in these areas of ancient Egyptian life, Pharaoh is willing to make you his heir. Oh, yes, one last thing – Pharaoh also rewards the Families that develop the most valuable buildings and the most desirable land districts...

What are you waiting for? Get those whips cracking!

### Setup

The arms tiles represent the River Nile, and are referred to as Nile tiles. Separate the 12 Nile tiles from the rest of the tiles. Temporarily set aside the two null and two ace Nile tiles. Now shuffle the remaining eight numbered Nile tiles randomly face down. Select two of these numbered tiles at random and set them to one side sight unseen (keeping them face down), leaving six face down tiles.

Now shuffle the null and ace Nile tiles face down with the six face down numbered Nile tiles randomly. Randomly form two face down stacks of five tiles each. Take the two set aside tiles and place one on top of each stack. Each stack should now consist of 6 face down tiles. The stacks represent two 6-year cycles of the river Nile. One stack will be used in the 1<sup>st</sup> cycle and one in the second. Numbered Nile tiles represent the Nile flowing normally in a year. Ace tiles represent years where the Nile is in full flood, and the null tiles represent drought years.

The remaining tiles represent land developments as follows:

- Moon tiles are temples where your acolytes worship the gods
- Sun tiles are crops that your farmers harvest to provide grain
- Crown tiles are villages where your villagers live

The values on the land development tiles have no significance when producing resources during the game, but are important for scoring (see Scoring below). Ace tiles have a value of 1; null tiles have a value of 6. Thoroughly shuffle the land development tiles face down. For 3-player games, randomly form six facedown stacks, with each stack consisting of 6 tiles. Three of these stacks will be used in the first half of the game so place them in the center of the play area. The remaining stacks will be used in the second half of the game, so set them to one side. For 4-player games, randomly form 4 stacks, each consisting of 6 facedown tiles. Any remaining tiles are set aside until set up for the 2<sup>nd</sup> half of the game. Turn the top tile of each land tile stack in the central play area over so that the tile face is visible.

Place one of each color pawn and a sun die in the center of the play area. These represent the five actions that will be carried out in the action segment (see Action Segment below).

Pennies (or any small, easily stacked tokens) are population tokens which represent farmers on crop tiles, villagers on village tiles and acolytes on temple tiles. The central pool of population tokens should be placed within reach of all players. If the pool ever runs out simply add more.

Matches (or any second token) are used to represent grain harvested and canals built. As with the population tokens, place a central pool of grain tokens within everyone's reach, and if the pool runs out add more tokens.

The central play area should now consist of the first stack of 6 face down Nile tiles, a number of land tile stacks equal to the number of players (each stack having 5 facedown tiles and 1 face up tile on top), the five action markers, and the central pools of population tokens and grain/canal tokens. The second stack of Nile tiles and, if 3 are playing, the additional land development stacks are

placed to one side. They will be used during the second half of the game (see Game Play below).

Each player takes one play mat and two sets of 6 coins of the same suit and places them in his/her reserve (any clearly separate area close to the player). Any extra suits of coins are not used in the game. The coins are improvements that can be built during the game. The value of the coin is also the cost to build (Ace coins have a value of 1, null coins have a value of 6), the suit has no game relevance once play begins. Values of coins in reserve are always visible to the other players. Each play mat consists of 3 land tiles: a fixed village, temple and crop tile each with a value of 0, all adjacent to the Nile, which is a special space. Place 2 population tokens on each starting land area. Each player also takes 4 grain tokens and places them in his/her reserve. The amount of grain a player has is public knowledge.

Finally, each player rolls a die. The player with the highest roll has Pharaoh's Blessing and becomes the first Overseer of the game, taking the black (moon) die. Re-roll if there are ties.

Each player's area should now consist of a play mat with 2 population tokens on each land area, and a reserve with 12 improvement coins and 4 grain tokens. One player will have Pharaoh's Blessing.

Keep the Sacrifice Track handy, as it will be used each turn. The Scoring Sheet is used twice during the game. All players may examine either sheet at any time.

## **Game play**

The aim is to have the most victory points (VPs) at the end of the game. Players score VPs for performance in five areas: the size of the harvest, the size of the population, the value of land developed, the amount of the sacrifice, and the value of buildings constructed.

The game is played in 2 cycles, with a period of unrest between them and a final round of scoring at the end:

- 1<sup>st</sup> cycle – players develop their holdings
- Period of unrest – intermediate scoring and set up for the 2<sup>nd</sup> cycle
- 2<sup>nd</sup> cycle – players develop their holdings
- Final scoring

Each cycle consists of 6 turns with each turn representing a year of ancient Egyptian life. A turn has 2 parts: the Nile segment and the Action segment.

**Nile segment** – The top of the river tile stack is turned over and is the Nile tile for the turn. If the tile is a number tile (2-5) then the Action Segment begins. If there

is a flood (ace tile) all buildings on all tiles are damaged beyond repair and immediately removed from play for the rest of the game. In the case of a drought (null tile) then one population token is removed from each tile and placed back in the central pool (if a tile has no population tokens then nothing happens).

Floodwalls (see Improvement below) impact a flood.

Note that canals and any buildings and grain in reserve are not affected by flood or drought, and that the tile turned over in the first turn of a cycle is always a numbered tile.

**Action segment** – The action segment follows the Nile segment. At the start of each action segment the player with Pharaoh's Blessing (the moon die) is the first Overseer. In clockwise order starting with the Overseer, each player will take turns to have the Blessing of Pharaoh and be the Overseer until all 5 actions have been taken.

The Overseer chooses an action by taking any one of the available pawns or the die in the center of the table and the corresponding action is carried out as described below. Once every player has completed the action, the player to the left of the Overseer receives Pharaoh's Blessing and is the new Overseer. This continues until all five actions have been executed. The player to the left of the Overseer after the last (fifth) action is given Pharaoh's Blessing at the end of the turn and will be the Overseer at the start of the next turn's Action Segment. The player who has Pharaoh's Blessing gains a special benefit for the action chosen.

The actions available are:






- Land development – players add land development tiles to the play mat
- Sacrifice – players make a sacrifice to the gods
- Population – populations increase or stagnate depending on the flow of water down the River Nile
- Harvest – players harvest grain
- Improvement – players construct canals and buildings

***Example:** Bob, Ted and Carol are playing. Bob is the Overseer at the start of the turn. He chooses Land Development. After each player carries out the action, Ted becomes Overseer. He chooses Harvest and everyone carries out the action. Carol then chooses Sacrifice which everyone conducts. Now Bob is the Overseer again. He chooses Improvement and everyone builds structures. Ted is the last Overseer in the turn and is left with no choice but to take the Population action, which everyone performs. All five actions have been chosen, so the turn ends, and Ted passes the Overseer token to Carol, who will be the new Overseer at the start of next turn's action segment. The five action tokens are returned to the center of the play area and a new Nile tile is revealed.*

**Detailed description of the actions:**

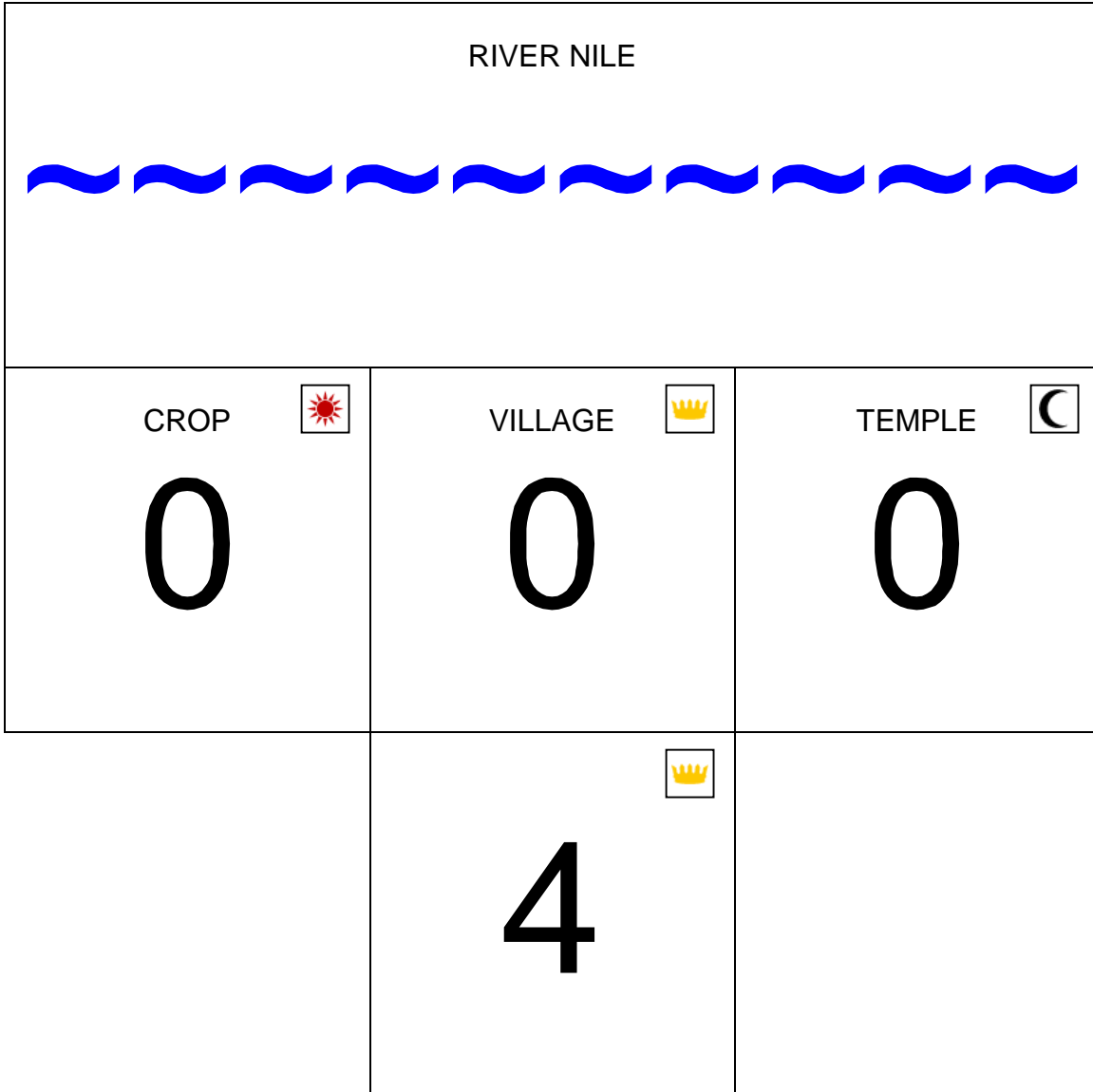
**Land development** (sun die) – starting with the Overseer and moving to the left, each player takes 1 land tile from the face up land development tiles. After all players have taken a tile the Overseer then turns over the top tiles of the facedown stacks. The tile taken is placed below the relevant column of the play mat according to its type (see examples below). Land tiles with a null have a value of 6, those with an ace have a value of 1. This is not important for production during the game, but does denote the value of the land tile during scoring.

The Overseer may place his or her selected tile in any column of the play mat, regardless of type.

RIVER NILE		
		
CROP  <span style="font-size: 2em;">0</span>	VILLAGE  <span style="font-size: 2em;">0</span>	TEMPLE  <span style="font-size: 2em;">0</span>
		

**Example:** Bob chooses the Land Development action (sun die) and takes a null Temple tile (value 6). Since Bob is the Overseer, he may place the tile in any

column on the play mat. He chooses to place it as a crop. For the rest of the cycle the tile functions as a crop and not a temple because it is in the crop column.



**Example:** Ted chooses a 4 village tile. Since Ted is not the Overseer, the tile must be placed as a village in the column below the village on the play mat.

**Sacrifice** (black pawn) – A sacrifice to the gods must be made in the hope of a favorable harvest next turn. Starting with the Overseer and moving to the left, each player must sacrifice any combination of acolytes and/or harvested grain equal to the number on the Nile tile. If a player does not have enough grain + acolytes he or she pays what he or she has. In the case of a flood (ace Nile tile) or a drought (null Nile tile) the Sacrifice equals the value of the last Nile tile drawn

that had a number. Sacrificed acolytes and grain are placed back in the central pool, and the total number each player sacrifices is entered on the Sacrifice Track sheet.

Altars (see Improvement below) impact the sacrifice offered.

The Overseer EITHER adds 1 to his or her sacrifice score for each temple on his or her play mat, OR, unless it is the last turn of the cycle, he or she secretly looks at the Nile tile for the next turn.

**Example:** Carol is the Overseer and chooses the black pawn of Sacrifice. The Nile tile is a 5. Carol has 2 temple tiles and decides to sacrifice 5 acolytes. Bob is to the left of the Overseer. He only has 2 acolytes and 1 grain, so he pays this amount. Ted has a 2-value Altar. He pays 3 grain and 2 acolytes. Carol can choose to add 2 for her Overseer's bonus, or look at the Nile tile. She writes 5 on the sacrifice sheet for this turn. Bob writes 3, and Ted writes  $(5+2)=7$ . Carol then secretly looks at the Nile tile for the next turn, which concludes the action.

**Population** (blue pawn) – Population tokens are placed on the play mat in three steps.

1. Villages - Each village that has at least 1 villager gains 1 additional villager.
2. Canals – If the Nile tile is a numbered tile each tile with a canal (see Improvement below) receives 1 population token. If there is a flood or drought this step is skipped.
3. Nile tile - Starting with the Overseer and moving to the left, each player receives X population tokens and distributes these tokens however he or she wishes on the tiles where X is the number on the Nile tile. If the Nile tile shows a drought then  $X=0$  and this step is skipped. In there is a flood each land tile receives 1 population token, i.e. players may not choose where to place the tokens. Tokens remaining on the tiles from earlier placements may not be moved.

During step 1 the Overseer places 2 tokens on each village that has villagers instead of 1.

**Example:** Bob is the Overseer. First, the villages are checked for growth. One of Bob's villages has 2 villagers, so that village gains 2 population tokens. Ted has 1 village with 1 token, so his village receives 1 token. Carol has no villagers on her play mat. The Nile is in flood so the canal step is skipped, then each player places 1 population token on each of their tiles.

**Example:** There is a drought. Carol is the Overseer and chooses the Population action. She has 1 village with 3 villagers so places 2 additional villagers there. Bob has 2 villages each with 1 villager, so he places 1 population token on each village. Ted has no villagers on his villages, so he receives no population tokens. There is a drought so the canal step and the Nile step are skipped.

**Example:** Ted is the Overseer and the Nile tile is a 3. Each player has 1 village with 2 villagers, so Ted places 2 additional villagers on his village, and the other players place 1 villager on each village. Ted has 1 canal on a crop tile, so 1 farmer is placed on that crop tile. Carol has a canal on a temple tile, so places 1 acolyte on that temple. Bob has no canals. Finally, each player receives 3 population tokens to place as they wish.

**Harvest** (red pawn) – Starting with the Overseer and moving to the left, each player may exchange any number of farmers on crop tiles for an equal number of grain markers. Grain markers that are produced are added to the player's reserve. Then, for every land tile that has at least 1 population token on it, each player must pay one grain to the central pool, or, if he or she has no grain left, remove 1 population token that has succumbed to starvation from that tile.

The Harvest action is affected by Farms and Markets (see Improvement below).

Each of the Overseer's crop tiles produces 1 additional grain.

**Example:** Ted is the Overseer. He has 3 crop tiles, so receives his Overseer's bonus of 3. He exchanges 4 farmers for 4 grain, and his 3-value farm produces 3 grain. He places  $3+4+3=10$  grain in his reserve. Carol exchanges 2 farmers for 2 grain, and has no farms. Her total is 2. Bob exchanges 6 farmers for 6 grain and his 1-value farm produces 1 grain. Bob places  $6+1=7$  grain in his reserve. Ted has 4 tiles with population tokens on them so pays 4 grain. Carol also has 4 tiles with population tokens on them. She has 1 grain in reserve from last turn together with the 2 harvested this turn equals 3. She pays the 3 grain, then must remove 1 population token from a tile of her choice. She places an acolyte back into the central pool. Bob has 5 tiles with population tokens on them, but he also has a 2-value market which decreases the amount of grain he must pay to 3. He places 3 grain back in the central pool.

**Improvement** (green/yellow pawn) – Starting with the Overseer and moving to the left, each player may build one canal and/or one building.

**Canals** Canals are built on land tiles, cost 1 grain and 1 population token, and the population token must be on the land tile where the canal is to be built. Place the grain marker on the tile to represent the canal and remove the population token to the central pool. A canal must be placed on a tile adjacent to either the river Nile (i.e. on one of the zero land tiles on the play mat) or orthogonally adjacent to a tile with a canal on it. Canals do not connect diagonally. Only 1 canal may be built per land tile. If a land tile has a canal and the Nile tile is a numbered tile then that land tile receives 1 population token in the canal step of the population action. No population tokens are distributed in the canal step if there is a drought or a flood.



**Buildings** The twelve piecepack coins each player has in reserve represent buildings and are always placed number side up. The number on the coin is the number of population tokens required to build the improvement (with ace=1 and null=6), and the placement of the building indicates the type of building constructed. The required number of population tokens must be on the land tile where the building is to be constructed, with the exception of a floodwall (see Floodwalls below). Only 1 building may be built per land tile, and buildings may not be moved once built (unless destroyed by a flood). The improvements offer certain benefits to the owner. Players can build farms, markets, altars and floodwalls. Population tokens used to build improvements are returned to the central pool.

- Farms are built by farmers on crop tiles. Each Farm produces an additional X grain during the harvest action. X is the value of the Farm.
- Markets are built by villagers. Markets reduce the total amount of grain needed by populated land tiles by X where X is the value of all Markets. The grain needed may never be less than zero.
- Altars are built by acolytes on temple tiles. Altars add X to the sacrifice amount recorded on the sacrifice track where X is the value of all Altars.
- Floodwalls are special structures that are placed in the River Nile space of the play mat. More than 1 Floodwall may be built in the River Nile space during a cycle. A Floodwall protects X tiles from flooding where X is the number on the Floodwall. Buildings on protected tiles are not removed in the case of a flood. The owner of the Floodwall chooses which tiles are protected in the case of a flood, however all Floodwalls are damaged beyond repair by the flood and they are removed from play for the rest of the game. Population tokens used to build a Floodwall can come from any combination of tiles.

The Overseer may construct canals and buildings using population tokens from any combination of tiles (i.e. the tokens do not need to be on the tile where the structure is to be built).

**Example:** Carol is the Overseer. She builds a canal on the 0 Crop tile of her play mat by returning 1 population token back to the pool, and placing 1 of her grain tokens on the tile. Since Carol is the Overseer she can take the population token from anywhere to build the canal (she takes it from a village tile). She then builds a 2-value Altar on a temple tile. She pays 2 population (she takes 1 from a village and 1 from a temple) then places one of her 2-value coins on the temple tile. Bob is next, and he builds a canal on his 0-village tile of his play mat. He removes a villager and places one of his grain tokens from his reserve onto the village tile. He then builds a 4-value Farm by removing 4 farmers from a crop tile and placing a 4-coin on the tile. Ted decides not to build a canal, however, he does want to build a Floodwall. He pays 3 population tokens (1 from a village, 1

*from an altar and 1 from a crop tile) then places a 3-coin in the Nile space on his play mat. The action ends and Carol passes Pharaoh's Blessing to her left.*

## **Ending the 1<sup>st</sup> cycle**

The 1<sup>st</sup> cycle ends after the last action of the 6<sup>th</sup> turn has been completed. All the land tiles for the 1<sup>st</sup> cycle will be positioned on the play mats and the last Nile tile for the cycle will have been revealed. Egypt now enters the Time of Unrest.

## **Time of Unrest - 1<sup>st</sup> cycle scoring**

Players score VPs based on how well they have performed in 5 areas relative to each other: Harvest, Gods, Land, People, and Buildings.

- Harvest: players compare the amount of grain in their reserves
- Gods: players compare their totals from the sacrifice track
- Land: players compare the total value of their Land Development tiles
- People: players compare the number of population tokens on the play mats
- Buildings: players compare the total value of their buildings on the play mats

The player with the highest total in an area scores 5 VPs, 2<sup>nd</sup> place scores 3 VPs, 3<sup>rd</sup> place scores 2 VPs and 4<sup>th</sup> place scores 1 VP. If players are tied in an area, the points that all players would score are totaled and averaged, with fractions rounded down (see scoring example below).

## **Time of Unrest – setup for 2<sup>nd</sup> cycle**

After scoring, players remove all of their canals, grain, farmers, villagers and acolytes into the central pools, making sure that the positioning of any buildings remaining on the land tiles of the play mats is not disturbed.

Buildings on the tiles are now used to set up for the start of the 2<sup>nd</sup> cycle, starting with the player who has the Pharaoh's Blessing and moving to the left:

- Any Floodwalls remain in the Nile space on the play mat.
- Each Market and Altar is exchanged for X population tokens, where X is the value of the Market. Population tokens are placed as the player wishes on the crop and/or village and/or temple tiles of the play mat.
- Place X grain in reserve, where X is the value of all Farms.

All buildings exchanged for resources during 2<sup>nd</sup> cycle setup are removed from play for the rest of the game.

All land tiles from the play mats are now removed. In 3-player games these removed tiles are not needed for the rest of the game. Complete the set up for the 2<sup>nd</sup> cycle by placing the remaining land tile stacks that were formed during initial setup in the center of play and turn the top tile of each stack over. In a 4 player game shuffle the removed land development tiles face down together with the land tiles that were set aside at the start of the 1<sup>st</sup> cycle. Land tile stacks for the 2<sup>nd</sup> cycle are formed as described in the land tile 4-player set up for the 1<sup>st</sup> cycle. Turn the top tile of each land development stack face up. Place the second stack of Nile tiles in the center of the play area.

## **2<sup>nd</sup> Cycle**

History repeats itself (sorry, couldn't resist that!), and play proceeds as for the 1<sup>st</sup> cycle. After 6 turns the 2<sup>nd</sup> cycle ends and a final round of scoring occurs.

## **Final scoring**

Players score points as for the 1<sup>st</sup> cycle by comparing the 5 areas of development. The player with the highest number of VPs after adding the total points from both cycles together is the winner and is declared to be Pharaoh's Heir. Ties are settled by comparing the highest combined score from both cycles for harvest, then gods, then land, then people and finally buildings (see scoring example below).

## **Using 1 piecepack when 3 play**

During initial setup separate the arms tiles from the rest. Set the null and ace arms tile to one side and shuffle the four numbered arms tiles face down. Set one of the numbered tiles aside. Shuffle the ace and null tile face down with the remaining arms tiles then form a facedown stack of 5 tiles at random. Place the set aside tile on top of the stack – this is the Nile stack. Shuffle the remaining 18 tiles face down. Form 3 stacks of 6 tiles each at random. Turn over the top tile of each stack at the start. The 3 stacks are the Land Development tiles.

During the period of unrest repeat the above during setup for the 2<sup>nd</sup> cycle.

The only difference to game play is that exactly 1 drought and 1 flood will occur each cycle, and that distribution of land development tiles will not be quite as random in each cycle, which is not the case when using 2 piecepacks.

### Example of scoring

#### 1<sup>st</sup> cycle scoring

**Harvest:** Bob has 18 grain, Ted has 16, and Carol has 12. Bob scores 5 VPs for the highest grain total. Ted scores 3 VPs and Carol scores 2 VPs.

**Gods:** Bob's total sacrifice is 22, Ted's total sacrifice is 22 and Carol's is 24. Carol scores 5 VPs. Bob and Ted score  $(3+2)/2=2.5$ , rounded down is 2 VPs each.

**Land:** Bob, Carol and Ted are tied with land values of 30. They each score  $(5+3+2)/3=3.33$  rounded down is 3 VPs.

**People:** Bob has 6 population tokens, Ted has 8, and Carol has 9. Carol scores 5 VPs, Ted scores 3 VPs and Bob scores 2 VPs.

**Buildings:** Bob's buildings total 15. Ted's total 14 and Carol's total 14. Bob scores 5 VPs. Ted and Carol each score  $(3+2)/2=2.5$  rounded down is 2 VPs.

#### 2<sup>nd</sup> cycle scoring:

**Harvest:** Bob has 20 grain, Ted has 20 grain, and Carol has 25 grain. Carol scores 5 VPs for the highest grain total. Bob and Ted are tied, so they each score  $(3+2)/2=2.5$  rounded down is 2 points.

**Gods:** Bob's total sacrifice is 37, Ted's total sacrifice is 25 and Carol's is 21. Bob scores 5 VPs, Carol scores 3 VPs and Ted scores 2 VPs.

**Land:** Bob's land value is 30, Ted's is 25, and Carol's is 23. Bob scores 5 VPs, Ted scores 3 VPs and Carol scores 2 VPs.

**People:** Bob, Ted and Carol have 12 population tokens each. Each player scores  $(5+3+2)/3=3.33$  rounded down is 3 VPs.

**Buildings:** Bob's buildings total 12. Ted's total 14 and Carol's total 14. Carol and Ted score  $(5+3)/2=4$  VPs, and Bob scores 2 VPs.

The scores for the 2<sup>nd</sup> cycle are added to the scores from the 1<sup>st</sup> cycle – Carol and Bob are tied with 34 VPs each. They both have a combined harvest score of 7, but Carol has a higher Gods total of 8 against Bob's combined Gods total of 7, so Carol wins!

Noble Family	1 <sup>st</sup> cycle						2 <sup>nd</sup> cycle						Total
	Harvest	Gods	Land	People	Buildings	Subtotal	Harvest	Gods	Land	People	Buildings	Subtotal	
Bob	5	2	3	2	5	17	2	5	5	3	2	17	34
Ted	3	2	3	3	2	13	2	2	3	3	4	14	26
Carol	2	5	3	5	2	17	5	3	2	3	4	17	34

## Appendix

### The Pharaohs and Kingdoms of Ancient Egypt

Egypt was ruled by kings and, occasionally, queens, all known as Pharaohs, for two and a half millennia. From 2630 BC when Upper and Lower Egypt were first united, until 31 BC when it became a Roman province, Egyptian culture, civilization and influence dominated the ancient world. However, the good times were interspersed with the bad. Four times of plenty, the Old Kingdom, the Middle Kingdom, the New Kingdom and the Late Period were separated by periods of unrest and decline, often associated with failures of the usual flood of the Nile and resultant famine, known as intermediate periods.

The Pharaohs were treated as living gods, and spent much time preparing for their spirits to enter the afterlife. As living gods, the Pharaohs were considered to be immortal. Of course, advisors to Pharaoh were not stupid, and several 'immortals' succumbed to quiet assassination when they proved worthless as leaders. The title of Pharaoh was hereditary, with the first-born son as heir. Female heirs were forced to rule jointly with a male regent and were usually married to a male relative such as a brother or uncle in order to retain dynastic control. During this time Egypt was ruled by 31 numbered dynasties, followed by the Macedonian kings (after invasion of Egypt by Alexander the Great) and finally the Ptolemaic dynasty. Egypt passed into the hands of the Romans when the last Ptolemaic Pharaoh, the infamous Cleopatra (the VII<sup>th</sup>), took her own life after she and her lover, Marc Antony, lost a conflict with Octavian.

Pharaoh's Heir reflects the repetition of ancient Egyptian history, with the game consisting of a period of unrest sandwiched between two cycles of civilization-building, as well as the dependence of Egypt on the flow of water down the Nile, represented by the Nile tiles. The game offers an alternate history to the hereditary succession of the dynasties by allowing powerful noble families the chance to prove they are worthy of the title of Pharaoh.

### **PHARAOH'S HEIR - TURN SUMMARY**

A) NILE SEGMENT – *turn over new Nile tile, possible flood (buildings destroyed) or drought (lose 1 token per tile) – see Floodwall*

B) ACTION SEGMENT – *in player order all 5 actions chosen each turn*

Land development – *choose a land tile and add it below play mat according to type [Overseer may place tile anywhere]*

Sacrifice – *sacrifice grain and/or acolytes equal to the Nile tile [Overseer may add the number of temple tiles to total OR look at next Nile tile] – see Altar*

Population – *+1 token per populated village; +1 token per land tile with a canal if no flood/drought; +1 token per tile in flood; + 2-5 tokens anywhere if Nile is 2-5 [Overseer adds 2 tokens per populated tile instead of 1]*

Harvest – *exchange farmers for grain; pay 1 grain per populated land tile [Overseer adds 1 grain per crop tile] – see Farm, Market*

Improvement – *construct one canal (1 grain + 1 token from land tile) and/or one building (costs tokens on the site of construction equal to building value) [Overseer may use tokens from any tile(s)]*

### **BUILDINGS [X is the value of the building]**

FLOODWALL – *remove from play to protect buildings on X tiles from flood damage*

ALTAR – *add X to sacrifice*

FARM – *add X grain to harvest*

MARKET – *decrease total grain needed by populated tiles by X*

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Population – *+1 token per populated village; +1 token per land tile with a canal if no flood/drought; +1 token per tile in flood; + 2-5 tokens anywhere if Nile is 2-5 [Overseer adds 2 tokens per populated tile instead of 1]*

Harvest – *exchange farmers for grain; pay 1 grain per populated land tile*

*[Overseer adds 1 grain per crop tile] – see Farm, Market*

Improvement – *construct one canal (1 grain + 1 token from land tile) and/or one building (costs tokens on the site of construction equal to building value)*

*[Overseer may use tokens from any tile(s)]*

### **BUILDINGS [X is the value of the building]**

FLOODWALL – *remove from play to protect buildings on X tiles from flood damage*

ALTAR – *add X to sacrifice*

FARM – *add X grain to harvest*

MARKET – *decrease total grain needed by populated tiles by X*

### **PHARAOH'S HEIR - TURN SUMMARY**

A) NILE SEGMENT – *turn over new Nile tile, possible flood (buildings destroyed) or drought (lose 1 token per tile) – see Floodwall*

B) ACTION SEGMENT – *in player order all 5 actions chosen each turn*

Land development – *choose a land tile and add it below play mat according to type [Overseer may place tile anywhere]*

Sacrifice – *sacrifice grain and/or acolytes equal to the Nile tile [Overseer may add the number of temple tiles to total OR look at next Nile tile] – see Altar*

Population – *+1 token per populated village; +1 token per land tile with a canal if no flood/drought; +1 token per tile in flood; + 2-5 tokens anywhere if Nile is 2-5 [Overseer adds 2 tokens per populated tile instead of 1]*

Harvest – *exchange farmers for grain; pay 1 grain per populated land tile*

*[Overseer adds 1 grain per crop tile] – see Farm, Market*

Improvement – *construct one canal (1 grain + 1 token from land tile) and/or one building (costs tokens on the site of construction equal to building value)*

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### **BUILDINGS [X is the value of the building]**

FLOODWALL – *remove from play to protect buildings on X tiles from flood damage*

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MARKET – *decrease total grain needed by populated tiles by X*

RIVER NILE



CROP



0

VILLAGE



0

TEMPLE



0

RIVER NILE



CROP



0

VILLAGE



0

TEMPLE



0



RIVER NILE



CROP



0

VILLAGE



0

TEMPLE



0

RIVER NILE



CROP



0

VILLAGE



0

TEMPLE



0

<b>Pharaoh's Heir ~ Score Sheet</b>													
	<b>1<sup>st</sup> cycle</b>						<b>2<sup>nd</sup> cycle</b>						
<b>Noble Family</b>	Harvest	Gods	Land	People	Buildings	Subtotal	Harvest	Gods	Land	People	Buildings	Subtotal	<b>Total</b>

<b>Pharaoh's Heir ~ Sacrifice Track</b>															
	<b>1<sup>st</sup> Cycle</b>							<b>2<sup>nd</sup> Cycle</b>							
<b>Noble Family</b>	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6	<b>Total</b>	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6	<b>Total</b>	

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