

# Egizia

A game for 2-4 players by Acchittocca: Virginio Gigli, Flaminia Brasini, Stefano Luperto, and Antonio Tinto.  
Condensed rules by Eric Postpischil, <https://edp.org/>.

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## Introduction

Collect stones, hire and feed construction crews, and use the stones and crews to build for points.

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## Setup

Set initial player order by dealing the numbered player-sequence tiles randomly to players face-up.

Give each player 1 tableau board, 4 crew tiles, 8 ships, 24 stone tokens, 1 quarry start card, and 1 grain start card.

Each player puts:

- their joker (white) crew tile in the bottom part of column 2 and the other crew tiles in the top of column 1;
- 1 stone token in the score track “50/0” space, 1 in the top stone market row, and 1 in the top grain market row;
- 1 stone token in space 2/3/4/5 of the stone table in their tableau according to whether they are player 1/2/3/4; and
- the quarry and grain start cards face-up beside their tableau.

Shuffle the sphinx cards, deal each player 1 facedown, and stack the rest facedown on the sphinx card space.

- Each player should look at their sphinx cards. Sphinx cards award end-game points for various accomplishments.

Separately shuffle each of the three Nile card decks labeled 1/2, 3/4, and 5.

Shuffle the 20 grave tiles and deal 1 to each of the 12 grave spaces. Return remaining 8 to box. Turn first 4 face-up.

Place the water ring on the middle of the 3 irrigation spaces.

Place the scarab tiles aside. (Award them as players pass 50 points, and turn them over to mark 100 points.)

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## Notes

When moving your score token (in either direction), always put it behind the other token(s) in the same space.

Stone tokens are not limited. Ship tokens are limited (8 per player).

Construction crews are limited to their track (9). Stone inventory is limited to its track (25).

### Stone Market

When a player’s token reaches the bottom row, they receive 3 stones (counted by the stone token in their tableau).

Each time a player’s token in the bottom row would be moved again, it remains, and they receive 3 stones again.

### Grain Market

The 3/2/1 scarabs in the grain market rows show how many points a player pays for each grain to feed their crews.

When a player’s token reaches the bottom row, they score 2 points.

Each time a player’s token in the bottom row would be moved again, it remains, and they score 2 points again.

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## Play

Play 5 rounds, proceeding through the following phases in each round.

### Lay Out Nile Cards

Deal 10 Nile cards to the 10 spaces by the Nile. Use the cards marked 1/2, 3/4, or 5 according to the round number.

- (Each deck has 2 cards more than are used.)

Turn any facedown crew tiles (in players’ tableaux) face-up (indicating they have not yet been used in this round).

### Place Ships Along Nile

Rotating in player order, each player places 1 ship on a Nile space of their choice until no player can or wants to.

- Only 1 ship may occupy each card space and each round space.
- With 2/3/4 players, 2/3/4 ships may be at each building site. Each player may place at most 1 ship at each site.
  - Only the first 2/2/3 spaces guarantee a build opportunity. (A later space may build if a prior player does not.)
- Your placement must be downriver from your previous ships (but not necessarily from other players’ ships).

At a Nile card space, take the card immediately. Execute it or place it in your play area, according to the card.

At a round space, execute the space’s action immediately.

- At Edfu, advance your tokens on the grain and stone markets 1 space each. (See market effects above in Notes.)
- At Passalon and Heliopolis, hire 1 joker crew (advance white tile) and optionally move water ring 1 space.
- At Alyi, advance any crew tile 1 space and advance your stone count 2.
- At Thebe, Selinon, and Beni Hasan, advance the depicted crew tiles 1 each.

At a building site, put your ship on an empty building space of your choice. Do not build at this time.

When all players are done, return ships from the card and round spaces to their players. Leave ships at building sites.

### Feed Construction Crews

In order of leading to trailing tokens on the score track, each player feeds their crews.

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Sum the grain produced by your fields plus the grain of any bonus cards you choose to use.

- The water ring's location determines whether green, green + yellow, or green + yellow + red fields produce.

Sum your construction crew sizes (column numbers) to determine your grain requirement.

If you are short of grain, pay 3/2/1 points per grain as indicated by scarabs in your row in the grain market.

Excess grain is lost in each round.

### **Produce Stones**

Each player advances their stone count on their tableau by the amount their quarries produce.

### **Build**

Build at the building sites from top to bottom (sphinx, then obelisk and graves, then temple and pyramid).

At each site, each player with a ship present, in order from nearest the Nile, either builds or retrieves their ship.

- With 2/3/4 players, only the first 2/2/3 players who wish to build may build.
  - A player with insufficient resources to build must choose not to build and retrieves their ship.
- Your building capacity at a site is the lesser of the total crew strength you use and the number of stones you use.
- For each build, you must use either 1 colored construction crew or 1 colored crew and the white (joker) crew.
  - Turn facedown each crew used (1 colored and, if used, the white crew). They may not be used again this round.
  - Decrease your stone count by the number of stones used.

#### **At the sphinx:**

- Draw as many cards as your building capacity but no more than 5 (even with the "Draw + 2 cards" card).
- Choose 0 or 1 card to keep and place facedown in your play area.
- Put the rest facedown under the sphinx card supply and score 1 point for each returned card.

#### **At the obelisk and graves:**

- Build obelisk spaces **and/or** grave tiles of total value up to your building capacity.
- At the obelisk, all lower numbers must be built before the next number is built. The graves must be built in order.
- As each grave tile is built, turn the next facedown tile up, to keep 4 face-up (until there are fewer than 4).
- Mark each built space or tile with one of your stone tokens. Take each built tile and keep it for the final scoring.
- Score points for the total value of obelisk spaces and grave tiles built.

#### **At the pyramid and temple:**

- Build pyramid **and/or** temple spaces of total value up to your building capacity.
- Mark each built space with one of your stone tokens.
- At the temple, the left and right columns are built separately, each bottom to top but not necessarily coordinated.
- At the temple, after the left and right columns are complete, the 2 inner columns may be built, then the top.
- At the pyramid, spaces must be built left to right to complete each row, then bottom to top.
- As each row is completed, the player with the most tokens in it scores 1 point for each of their tokens in the row.
  - If there is a tie, the tied player with a token farthest left in the row scores the points.
- Score points for the total value of spaces built.

### **Award Build Bonuses**

In order of leading to trailing tokens on the score track, each player with 1/2/3 ships at the building sites (indicating they actually built rather than retrieved their ship without building) scores 1/3/6 points.

Return all ships to their players.

### **Change Player Order**

Redistribute the numbered player-sequence tiles in reverse order of tokens on the score track.

- The player with trailing token becomes the first player for the next round.

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## **Final Scoring**

Score in reverse player order (the player with the leading token on the score track, normally last player, scores first):

- If your token is in the bottom two rows of the stone market, score 1 point for each 2 stones you have.
- Score 2 / 5 / 9 points if the sum of your grave tiles is 1-10 / 11-20 / 21 or more.
- Score your sphinx cards whose conditions have been fulfilled.

The player with the most points wins. If there is a tie, the player whose token is ahead in the scoring space wins.

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## **Nile Card Clarifications**

"Draw + 2 Cards" allows drawing two more cards than paid for in stone and crew, but still at most 5.

"You can convert 2 stones into 1 construction crew" may be used once per round.

"You can double the benefits of one round space" may not be used with Heliopolis.

"At the end of each round take one of the remaining cards" may be used only after ship placement, before feeding.

"You may place a ship on a full building site" does not alter placement but merely allows building even if last.

Cards that modify field types affect food production but do not affect sphinx card scoring.