

# Egizia: Shifting Sands

A game for 2-4 players by Acchittocca: Virginio Gigli, Flaminia Brasini, Stefano Luperto, and Antonio Tinto.  
Condensed rules for 3-4 players 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 tokens, 8 ships, 24 stone tokens, 1 quarry start card, and 1 grain start card.

Each player puts:

- their lead (purple) crew tile in column 2 and the other (green, blue, yellow) crew tiles in column 1;
- 1 stone token in each of (4 total) the score track “50/0” space, the stone market’s bottom row (of 5), the grain market’s bottom row (of 5), and, for player 1/2/3/4, space 2/3/4/5 of their tableau’s stone track; and
- their quarry and grain start cards starter-side-up beside their tableau.

Sort the score tokens inside the 0 score space with player 1 leading.

Put 1 random gold tile and 1 random purple tile face-up on respective spaces of colonnade. Remove rest from game.

On the 3 statue spaces, randomly put 1 A statue card, 1 B card, and 1 of either (shuffle all). Remove rest from game.

Set up the sphinx cards (which award game-end points for various goals):

- Shuffle the sphinx cards and deal each player 2 facedown. Each player chooses 1 to keep and 1 to discard.
- Shuffle the discarded cards into the deck and stack facedown on the sphinx space.

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

Put aside the Nile tiles and the 50/100 tokens (award them as players pass 50 points, and turn them over for 100).

Put the irrigation ring on the middle of the 3 irrigation spaces.

For 3 players, use non-player ships to cover 1 space in each building zone.

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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 (1-7). Stone inventory is limited to its track (0-25).

### Stone Market

When a player’s token reaches row 3/5, they gain 2/3 stones (counted by the stone token in their tableau).

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

At game end, a player in the top 2 rows may convert stone to points at a 2:1 ratio.

### Grain Market

The grain market shows how many points a player pays for each grain needed to feed their crews, if they are short.

When feeding, players with a token in the top 3 rows may convert excess grain to points at a 3:1 ratio.

When a player’s token reaches the top, they score 2 points. Each time it would be moved again, score 2 more points.

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## Play

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

### Lay Out Nile Cards and Tiles

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

- (Each deck has more cards than are used; ignore the excess.)

In rounds 2-5, shuffle the 8 Nile tiles and put 1 face-up in each of the 7 tile spaces by the Nile.

### 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.

- A player may pass, after which they do not place any more ships in this round.
- At each card space or round space, there may be only 1 ship.
- At each building site, with 3/4 players, there may be 2/3 ships, and 1 ship may be beside the site (speculating).
  - Each player may place at most 1 ship at each building site. They may place their ship on any empty space.
- Your placement must be downriver from your previous ships (but not necessarily from other players’ ships).

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

- Field, quarry, and permanent cards add to your abilities for the rest of the game.
- Immediate cards are used immediately. Anytime cards are kept until used. Both are discarded after use.

At a round space, immediately perform the indicated action (per “Nile Spaces and Tiles” below).

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

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### **Produce Stones**

Each player advances their stone count on their tableau (up to the limit of 25) by the amount their quarries produce.

- A quarry on the same card as a field produces regardless of whether the field produces (due to irrigation).

### **Feed Construction Crews**

In player order, each player feeds their crews.

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

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

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

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

If your grain market token is in the top 3 rows, you may convert excess grain to points at a 3:1 ratio.

Otherwise, excess grain is not retained; it is lost in each round.

### **Build**

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

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

- Only players with ships in the building site (not speculating) may build.
- If you cannot or choose not to build, retrieve your ship.
  - If there is a speculating ship at the site, it moves into the last position, and its player may build last.

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 regular construction crew or 1 regular crew and the lead (purple) crew.
- Turn facedown each crew used (1 regular and, if used, the lead crew). They may not be used again this round.
- Decrease your stone count by the number of stones used.

#### **At the obelisk and the colonnade:**

- You may build obelisk spaces **and/or** colonnade spaces of total value up to your building capacity.
- In the obelisk, each brick must be put in the next lowest empty level. Gain a bonus for building:
  - If you build only in the lower section, advance 1 in the grain or stone market. Otherwise, advance 1 in both.
- In the colonnade, each brick must be put on the leftmost column where you do not yet have a brick.
  - When you build the 3<sup>rd</sup> column, you may use the passive gold bonus for the rest of the game.
  - When you build the 5<sup>th</sup> column, you may use the purple bonus once per round/game (as marked).
    - Take a colonnade reminder token face-up (open eye) to flip over when you use the ability.
    - When you build the last column, score 5/3/2/1 points for being the 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup>/4<sup>th</sup> player to do so.
- Score the same number of points as your total building cost, shown in each obelisk level and below each column.

#### **At the statues and the pyramid:**

- You may build statue spaces **and/or** pyramid spaces of total value up to your building capacity.
- At a statue, put a brick on the lowest level where you do not yet have one. (You may build at multiple statues.)
  - In each statue, you may build at most 1 level per round. You may build in all statues independently.
  - Players build independently of each other; other players' bricks have no effect on your placements.
  - The building cost is shown in each statue space. Do not score points now; statues provide game-end points.
- At the pyramid, put a brick in the leftmost empty space in a row. (You may build multiple bricks at the pyramid.)
  - Above the first row, the brick must have two supporting bricks in the level beneath it.
  - Score the same number of points as your total building cost in the pyramid, shown in each space.
  - When a row is completed, the player with the most bricks in it immediately scores 1 point per brick they have in the row. If there is a tie, the tied player with the rightmost brick scores.

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

- Draw as many cards as your building capacity but no more than 5/3/2 if your ship is 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup> in build order.
- Choose 0 or 1 card to keep and place facedown in your play area.
- Put the rest facedown under the sphinx card supply. Score 1 point for each returned card.

### **Award Build Bonuses**

In order of leading to trailing tokens on the score track, each player with 0/1/2/3 ships at the building sites (indicating they actually built rather than retrieved their ship without building) scores 0/0/2/5 points.

### **Clean Up**

Return all ships to their players.

Remove all Nile cards and tiles from the board.

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

If the purple colonnade bonus is once per round (rather than per game), turn facedown reminder tokens face-up.

### **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.

### Final Scoring

The player with the most bricks in the pyramid scores 5 points. If there is a tie, all tied players score 5 points.

Score Nile cards with game-end effects.

Score sphinx cards whose conditions have been fulfilled.

Score statues: Each player scores points shown for the highest level where they both built and achieved the goal.

If your token is in the top 2 rows of the stone market, score 1 point for each 2 stones you have.

The player with the most points wins. If there is a tie, the player with the higher numbered player-sequence tile wins.

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### Nile Spaces and Tiles

Nile spaces top to bottom, Nile tiles as noted in parentheses:

- (C8) Advance 1 in the stone market and in the grain market.
- (C3) Gain 1 strength for green crew and for yellow crew.
- (C7) Gain 1 strength for purple crew and move the irrigation ring up to 2 spaces.
- (C1) Gain 1 strength for blue crew and for green crew.
- (C2) Gain 1 strength for blue crew and for yellow crew.
- (C5) Gain 2 stone and gain 1 strength for any crew.
- (C4) Gain 1 strength for purple crew and move the irrigation ring up to 1 space.
- (C6, not on board) Gain 2 points and move the irrigation ring up to 1 space.