

Imhotep – in play summary

Score points by contributing to building at 4 building sites.

Game lasts for 6 rounds. Round ends after the fourth ship sails.

(1) On your turn 1 of 4 actions:

- 1 Get new stones to a max. of 3 (less if you have fewer spaces available on your sled).
- 2 Move 1 stone to an available ship (stones placed in any available space on the chosen ship).
- 3 Sail 1 ship to an empty site (ship must contain at least the min. number of stones shown on the front of the ship).
- 4 Play 1 blue market tile (card is then discarded).

(2) Explanations of the 5 sites. When ship docks at a site, stones are taken off the ship from front to back and resolved in that order.

Market – The owner of the stones picks one of the available market cards. The stone is discarded to the stock.

Pyramid – Stones are placed from left column to right and from top to bottom. **Points indicated by the number in the box are scored immediately.** See board for second and third levels. Further stones score 1 point and stones are placed to the right of the site board.

Temple – Stones are placed from left to right. Once a level is full, a new level is placed again from left to right. **Points are scored at the end of the round, 1 point for each stone visible from above.**

Burial Chamber (Grabkammer) – Stones are placed column by column, top to bottom and left to right. **Score at game end according to orthogonal connectivity. 1 = 1, 2 = 3, 3 = 6, 4 = 10, 5 = 15 (then 2 for each additional connection). Score all your areas.**

Obelisks – Players build towers on their own space. **Score at game end 15, 10, 5, 1 (4 player), 12, 6, 1 (3 player) or 10, 1 (2 player).** Ties - divide all points (rounded down). Must have a started an obelisk to score.

(3) Market Card Explanations:

Red Cards – Are played immediately. They allow you to take a stone from the quarry and place it on the specified site: **Eingang** (entrance) on to the pyramid, **Sarkophag** (sarcophagus) on to the burial chamber and **Gepflasterter Pfad** (Paved path) to the obelisk.

Green Cards – Decoration cards for pyramid, temple, burial chamber (grabkammer) and obelisk. Place the card in front of you. **Score at game end – 1 point per 3 stones in the site (yours and others).**

(Statue). Place card in front of you. **Score at game end – 1, 3,6,10, 15 points for 1, 2,3,4,5 statues you have (plus 2 points each for additional statues).**

– Play face up in front of you until you play it. As an action, play a blue card, take its action then discard the card. Any blue cards not played score 1 point at game end.

- 1 **Lever (Hebel)** – Sail 1 ship to a site and unload the stones in the order you choose
- 2 **Hammer** – Place 3 stones onto your sled then place 1 stone from your sled onto a ship.
- 3 **Sail (Segel)** – Place 1 stone on to a ship and sail this ship to a site.
- 4 **Chisel (Meissel)** – Place 2 stones on 1 ship or 1 stone on 2 ships.