Egizia: Shifting Sands Edition

The air wavers in the afternoon heat as the sun beats down on the smooth waters of the Nile. The Pharaoh has sent down an edict to you, his best builders. He requires monuments, not just one, but five glorious monuments in his name so that he will be remembered throughout all of time. The builder whose work most pleases him shall be given riches, fame, and honor beyond all imagining. So gather your resources, organize your crews, and adorn the banks of the Nile with marble and gold.

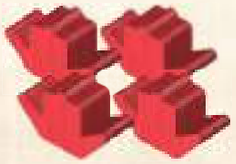
Game Overview

Egizia: Shifting Sands is played over five rounds. In each round, the players will place ships along the Nile to increase the strength of their construction crews, add new fields or quarries, obtain Nile and sphinx cards, and build sections of the colonnade, obelisk, pyramid, and statues. The goal is to score the most points. Players score points during the game by building the monuments, and at the end of the game for sphinx cards and statue bonuses.

Contents

1 Double-sided game board

32 Ships in 4 colors

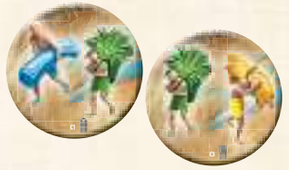


96 Bricks in 4 colors

4 Colonnade reminder tokens

4 Player tableaus

11 Nile tiles



16 Crew tokens in 4 colors

9 Statue cards

1 Irrigation ring

35 Sphinx cards

56 Nile cards
(22 x 1/2, 22 x 3/4, 12 x 5)

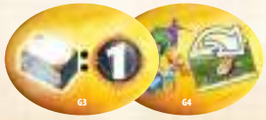
8 Starter cards

4 Scoreboard lap tokens in 4 colors

4 Player sequence tiles

5 Purple bonus tiles

5 Gold bonus tiles



Game Set Up

1. Set the game board face up in the middle of the table, on the side shown in Contents. The Kickstarter exclusive board also includes ***Egizia: Classic Edition***. To play ***Classic Edition***, flip the board over and refer to the additional rules sheet
2. Separate the Nile cards into three decks as indicated by their card backs (1/2, 3/4, 5). Shuffle each deck and place the three piles face down next to the game board to form the Nile decks.
3. Locate the Nile tiles labeled "2" and return them to the box. Place the rest in a pile near the board.
4. Shuffle all of the gold bonus tiles and place one of them face up on the gold column bonus space in the colonnade. Shuffle all of the purple bonus tiles and place one of them face up on the purple column bonus space. Place all of the remaining bonus tiles back into the box. Place the colonnade reminder tokens in a supply pile next to the board.
5. Separate the statue cards into two piles by the type listed on the right side of the card: "A" or "B". Shuffle the "A" statue cards and randomly place one face up on the board on the first statue space. Shuffle the "B" statue cards and randomly place one face up on the second statue space. Then shuffle the remaining statue cards together. Draw one statue card from that pile and place it face up on the third statue space. Place the remaining statue cards back in the box.
6. Shuffle the sphinx cards face down to form the sphinx deck. Deal two sphinx cards to each player. Before play begins, each player must select one to keep and discard the other. Sphinx cards are kept hidden from the other players. Shuffle the discarded sphinx cards back into the deck. Place the sphinx deck face down on the indicated space on the board.
7. Place the irrigation ring on the middle of the three irrigation spaces near the bottom of the Nile.
8. Each player receives one player tableau and places it in front of them on the table. This is their play area. Each player receives four crew tokens, one of each color, and places them face up on their player tableau. Each player should have four different crews, denoted by their pose and the color of their *shendyt*. The lead crew is wearing a purple *shendyt*. The three basic crews are wearing green, blue, and yellow respectively. Place the purple crew token in column 2, and the other three crew tokens in column 1. The numbered column a crew is in is their **strength value.**
9. Each player places all of the ships and bricks in the color of their choice in their play area. Each player places one of their bricks on the 0 of the scoring track, one on the lowest space of the grain market, and one on the lowest space in the stone market.
10. Each player receives one quarry starter card and one field starter card, which they place in their play area, Starter side up.
11. There are always one fewer Building spaces than players. Therefore, in a three-player game, use ships from the unused color to cover up one space in each of the three Building zones.
12. Use one player sequence tile for each player in the game. Shuffle these tiles and give one to each player. With three players, remove the number 4 sequence tile. Place unused tiles back in the box.
13. The player with the number 1 sequence tile starts with two stone, number 2 starts with three stone, number 3 starts with four stone, and number 4 starts with five stone.

    Place a brick on the stone reserve on your player tableau to indicate your current number of stones. Arrange the bricks on the 0 of the scoretrack in order from the 1 player to the 4 player.

Two-Player Game Set Up

When setting up a two-player game, there are some special additions to normal set up steps.

Follow the set up rules above, but adjust the steps with the instructions listed below.

1. For the Kickstarter exclusive version, place the obelisk and pyramid overlays on the board in their designated positions. For the retail version, flip the board over so that the two-player side is face up and ignore steps 3, 5, 11, and the adjusted River Set Up phase of this set up.
2. Before setting up the Nile decks, return all Nile cards labeled "3+" to the box.
3. Locate all Nile tiles labeled "3+". Place two of these Nile tiles face down on the first two circle spaces on the left of the Nile. These spaces will not be in play. Return the rest to the box. Then shuffle the remaining five Nile tiles and place one face up on each of the remaining circular tile spaces.
4. Place the purple bonus tile labeled G6 on the gold column bonus space. Then shuffle the remaining purple column tiles and place one on the purple column bonus space.
5. Do not place a statue card on the third statue space.
6. Before setting up the sphinx deck, remove the sphinx cards that have "3+" listed on the bottom and return them to the box.
11. Use ships from both of the unused colors to cover up Building spaces that are not in play. Cover up two spaces in each Building zone.
12. Shuffle the 1 and 2 player sequence tiles and deal one randomly to each player.
13. The player with the number 1 sequence tile starts with two stone and number 2 starts with three stone.

During the River Set Up phase, do not place a Nile card on the first two Nile card spaces on the board. These spaces will not be in play.

1
2
3
4
5
6
7
8
9
10
11
12
13
PROGRESS ON GRAIN AND STONE MARKETS
10 10
5 8+ 2
2 6+ 1
During Feeding phase: Produce 6 grain.

The Playing of a Round

Each round contains six phases. Once all are complete, the next round begins. The six phases are as follows:

1. River Set Up Phase
2. Placement Phase
3. Mining Phase
4. Feeding Phase
5. Building Phase
6. Clean Up Phase

River Set Up Phase: Lay out Nile cards and tiles

At the beginning of each round, draw Nile cards from the corresponding Nile deck, and place one face up on each of the card spaces on the game board to the right of the Nile.

For rounds one and two, draw from the 1/2 Nile deck. For rounds three and four, you draw from the 3/4 Nile deck. In round five, draw from the 5 Nile deck. After laying out the Nile cards for rounds two, four, and five, remove the leftover cards in that deck from the game.

During round one, set aside the Nile tiles and use the abilities printed on the board. On all subsequent rounds, shuffle all of the Nile tiles, including those that were not used in the previous round. Draw tiles and place one face up on each of the circular tile spaces to the left of the Nile. Tiles not used in a round are set aside.

Placement Phase: Place ships along the Nile

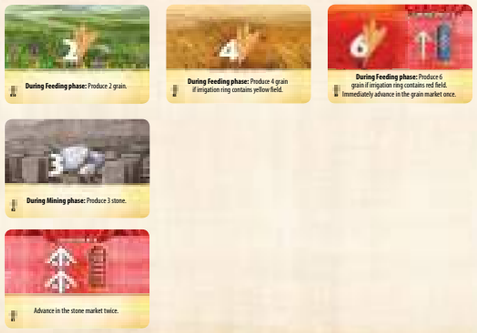
During the Placement phase, players take turns placing their ships on spaces along the Nile.

The player with the number 1 player sequence tile begins the round by placing one of their ships on the Nile space of their choice. Play continues in player order, with each player placing one ship. After the last player in order places their first ship, the 1 player places their second ship and so on.

The Nile flows from the top of the board near the zero on the scoring track down to the delta near the sphinx deck. When you place a ship on a Nile space, you MUST place your next ship farther downstream than your previously placed ship. Only one player can claim each Nile space.

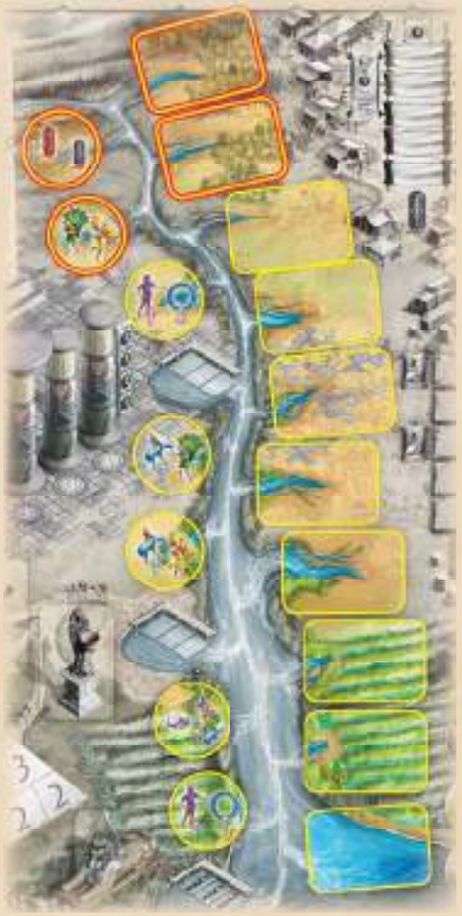
You can place your ship on three types of spaces:

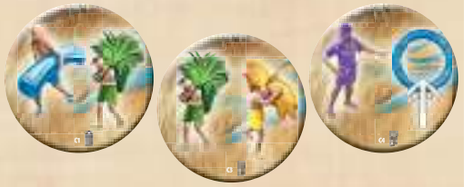
1. **A Nile card space:** When a player places a ship on a Nile card, they remove the card from the board and add it to their play area. There are four types of Nile cards: fields and quarries, Immediate, Anytime, and Permanent cards.
   - Fields: There are three varieties of field: green, yellow, and red. Fields will produce the amount of grain printed on them during the Feeding phase. See Feeding phase on page 5 for more information.
   - Quarries: Quarries will produce the amount of stones printed on them during the Mining phase.
   - Immediate: When you gain an Immediate card, gain its benefits as soon as you pick it up. Then discard the card.



River Set Up

The top two Nile tile and card spaces are not used in a two-player game.





- Anytime: When you gain an Anytime card, add it to your play area. This card can be used at any point, unless it specifies a particular phase. Once it is used, it is discarded.

- Permanent: When you gain a Permanent card, add it to your play area. You can use this card and its effects until the end of the game.

For more information on specific Nile cards, see page 11.

2. **A Nile tile space**: When a player places a ship on a Nile tile space, they immediately gain all the benefits pictured on that space. **(Exception: In a two-player game, one of the actions is executed during the Building phase, not when the ship is placed.)** For more information on specific Nile tile icons, see page 10.

3. **A Building space**: Placing a ship at one of these locations allows you to build at the associated monuments during the Building phase (See page 6). During the Building phase, the ship closest to the Nile will build first.

- When placing a ship on a Building space, the player may place their ship on any of the empty spaces; it does not need to be the space closest to the Nile. There are always one fewer Building spaces per Building location than the number of players. A player **cannot** place multiple ships at the same Building location.

- If all the available Building spaces are occupied, a player may choose to place a ship next to the Building location. This ship is considered to be **speculating**. In order to speculate, you must place this ship during the Placement phase, as your ship for the turn, and you must meet all normal placement rules. During the Building phase, if any of the players with their ships in this Building location do not or cannot build, the speculating player will have the option to have the last build in that area. Otherwise, the speculating player will not be able to build at this location this round.

When a player cannot or chooses not to place a ship during the Placement phase, they **pass**.

Once you pass, you can no longer place ships for this round. Once all players have passed, the phase ends.

Mining Phase: Produce stones

In the Mining phase, players gain stones from the quarry cards in their play area. Each player gains an amount of stone equal to the total number of stones shown on all of their quarries. Add that amount to your stone reserve. For quarries that are on the same card as a field, the quarry produces even if the attached field does not. If a player would have more than their 25 stone capacity, the surplus is wasted.

Feeding Phase: Produce grain/Feed crews

During the Feeding phase, players produce grain from the fields in their play area and use it to feed their four crews. Beginning with the 1 player, players check to see if they can feed their crews. Each crew needs an amount of grain equal to its strength value. Compare the total strength of all of your crews with how much grain is produced by your fields. You can also utilize any appropriate cards or abilities to add to your grain total.

If a player has less grain than the total strength of their crews, they lose points equal to the grain difference multiplied by the number indicated by their standing in the grain market. Grain cannot be stored from round to round.

Fields produce an amount of grain equal to the number in their center based on their color. Fields come in three colors: green, yellow, and red. Fields only produce food during the Feeding phase if the irrigation ring is on the corresponding irrigation space:

Green Fields – Always produce grain regardless of the irrigation ring's position.

Yellow Fields – Produce grain when the irrigation ring is either in the middle or at the topmost irrigation space. They do **NOT** produce grain if the irrigation ring is on the bottom irrigation space.

Red Fields – **Only** produce grain when the irrigation ring is in the topmost position. Otherwise, they do not produce any grain.

Whenever something refers to the productivity of a player's fields, it is the numbers on all of a player's fields added together.

For information on how your standing in the grain market affects this phase, read the Grain Market section on page 9.

Feeding Phase Continued

Example 1: Anna is on the 3rd level of the grain market. Her basic crew members are at 2, 2, and 2 strength level, and her lead crew is also at 2 on her player tableau. Adding these four numbers together, she learns that her total grain need is eight. Anna has her starting 6 green field and has acquired a 6 yellow field. The irrigation ring is on the bottom irrigation space, so she will only produce six grain because her yellow field will not produce. She is two grain short. Since she has reached the 3rd level of the grain market, each grain she is short will cost her 2 points. Anna loses 4 points this Feeding phase.

Example 2: Diego is on the 5th and topmost level of the grain market. His three basic crews are at 1, 3, and 4 strength level, and his lead crew is at 2 on his player tableau. His strength total is ten, so he needs ten grain. The irrigation ring is on the middle irrigation space, meaning that his 8 red field will not produce, but luckily he has his starting 6 green field, another 4 green field, and a 5 yellow field. All of these fields produce when the irrigation ring is in the middle position. He will produce fifteen grain. After feeding his need of ten, he is left with a surplus of five grain. Since he has reached or surpassed the 3rd level of the grain market, he can sell back his surplus at a three grain to 1 point ratio. With his five excess grain, he scores 1 point this Feeding phase. The remaining two grain is lost.

Building Phase

During the Building phase, players who placed a ship in a building space can spend strength and stone to build the five different monuments along the Nile. The players build at the three Building zones from the top of the Nile to the bottom: First is the obelisk/colonnade, then the pyramid/statues, and finally the sphinx.

The player with the closest ship to the Nile builds first, followed by the next closest and so on.

Every monument space has a number in it; this number is the amount of stone and crew strength you need to expend to place a brick of your color there. You can place any number of bricks in the monuments within the Building zone you are working in, as long as you can afford the total stone and strength requirements. The stones you use to build are subtracted from your stone reserve.

A crew's strength equals the number in the column they occupy on your tableau. All basic crews begin at 1, and your purple crew begins at 2, but these numbers can be increased by Nile cards and tiles. Only one basic crew can be used per Building zone. This crew's strength must be equal to or greater than the total cost of all the bricks you are placing in all the monuments in this zone. This crew is flipped over to show it is spent for the rest of the round. The purple crew cannot be used by itself, but can be flipped over to add its strength to a basic crew once per round. If the amount of strength you expend exceeds the number needed for the bricks you are placing, the excess strength is wasted.

If you do not want to or cannot build in a Building zone where you have placed a ship during the Placement phase, your ship is removed. All other ships move one space closer to the Nile, and if there is a speculating ship, it is moved into the final Building space. You are not counted as having built in this zone for the cooperation bonus.

Each of the five monuments also has special rules for building. Below is the breakdown of how to build each of the different monuments.

Monument Building Zones

The Obelisk

The obelisk is a cooperative structure; all players are competing to build the same spaces.

When you place a brick in the obelisk, you must always build the lowest empty level. To build a brick in the obelisk, you must spend stone and crew strength equal to the number on the space.

You can build multiple bricks in the obelisk and colonnade all in one round as long as you spend the stone and strength requirements. After you place those bricks, you will immediately score points equal to the stone spent.

When you build a brick in the lower section of the obelisk, you immediately advance on either the grain or stone market. When you build a brick in the upper section of the obelisk, you immediately advance on both the grain AND stone markets. You can only gain one of these bonuses in a round, no matter how many bricks you place in the obelisk.

The Colonnade

The colonnade is an independent structure; each player has the opportunity to build every column. When you place a brick on a column, you must always build the leftmost column where you do not yet have a brick. To build a column, you must spend stone and crew strength equal to the number of that column. You can build multiple columns and place bricks in the obelisk all in one round as long as you spend the stone and strength requirements. After you place those bricks, you will immediately score points equal to the stone spent.

When any player builds the 3rd, 5th, and final columns, they also gain access to the associated bonus. When you build the gold column, you gain a passive bonus for the rest of the game. When you build the purple column, you gain a once per turn or once per game ability. Take a colonnade reminder token that you can flip over to mark when you've used this ability. In a two-player game, there are two purple bonus tiles. Each player can use two colonnade reminder tokens, keeping one to the left of their player tableau and one to the right to distinguish them.

When you build the final column, you have completed the colonnade and you immediately score points based on how many other players have completed it as well. If you are the first to build the colonnade, you score 5 points, if you are the second, score 3, the third scores 2 points, and the fourth player to complete the colonnade scores only 1 point.

For more information on gold and purple column special abilities, see page 14.

Example: Lucy wants to build the 1 and 2 spaces on the obelisk, and the 1, 1, and 2 colonnade spaces. Adding the numbers on all of these spaces together, she finds that the total value and cost of this building project is 7. Lucy flips over her 5 strength yellow crew and also her 3 strength purple crew to achieve the minimum strength cost of 7. The excess 1 strength is wasted. Lucy decreases her stone reserves by 7. She places her five bricks in their corresponding spaces on the obelisk and colonnade and scores 7 points. Since she built at least one space in the lower obelisk, she immediately advances her token on one of the markets of her choice. Also, since Lucy has built to the third column, she immediately gains the use of its bonus for the rest of the game.

The Statues

The statues are independent structures; each player has the opportunity to completely build every statue. When you place a brick in a statue, you must always build the lowest level you have not yet built. Each statue is independent; you can build one entirely without placing bricks in the others. To place a brick in a statue, you must spend stone and crew strength equal to the number in the space. **You can only build ONE level per statue per round.** You can build bricks in multiple statues and build in the pyramid during the same round, but you cannot place multiple bricks in the same statue at once. **After placing bricks in the statues, you do NOT score points equal to the stone spent.**

Statues score points only at the end of the game. Each statue has a unique goal that refers to a player's progress in another area of the game. Those goals are divided into three levels measuring that progress. You will score the points of the highest level where you have both built a brick AND fulfilled the listed requirements. The top level is worth 10 points, the middle level is worth 5, and the lowest level is worth 2 points. Each statue is scored independently.

For more information on statue goals, see page 14.

The Pyramid

The pyramid is a cooperative structure; all players are competing to build the same spaces. When you place a brick in the pyramid, you must always build the leftmost empty space in a row. You can place a brick in a higher level before the level below it is completed as long as the two supporting bricks beneath it have been built. To place a brick, you must spend stone and crew strength equal to the number on that space. You can build multiple bricks in the pyramid and place bricks in the statues all in one round as long as you spend the stone and strength requirements. After you place bricks in the pyramid, you will immediately score points equal to the stone spent.

Players score bonus points in the pyramid for having the majority of bricks in a row when that row is completed. These points are scored immediately after the final brick has been placed in a row. No matter who completed the row, the player with the most bricks in that row immediately scores points equal to the number of bricks they have in that row. In the case of a tie, the tied player with the brick farthest to the right scores the bonus. Additionally, at the end of the game, the player with the majority of bricks in the pyramid scores 5 points. In the case of a tie, both players score these points. In a two-player game, bricks in both sides of the pyramid are added together to calculate majority.

Two-Player Variant:

In the two-player game, the pyramid has two sides, light and dark. Follow the same rules as the large pyramid as if both sides were connected. All spaces labeled "2" are part of the same row, all spaces labeled "3" are part of the same row, and all spaces labeled "4" are part of the same row. The first brick of each row must be placed at the far left of the dark side. The bonus for completing a row occurs when the rightmost brick is placed on the light side. The end of game bonus for the brick majority, and all other cards that refer to the pyramid, refer to both sides as a composite.

Example: John is placing bricks in the pyramid. The two bricks under it are built, so he can build the leftmost brick in the second row. He spends 5 stone, flips over his 5 strength yellow crew, and places his bricks in the rightmost space of the lowest level and the leftmost space in the second. Because that completes a row of the pyramid, he immediately scores 3 points for having the majority with three bricks.

Example: The yellow player builds the last space on both the first and second level of the pyramid. The yellow player scores 5 points from building. Then the green player immediately scores 3 bonus points for the first level. The yellow player scores 2 bonus points for the second level.

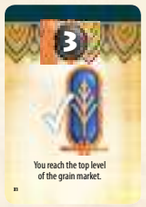
Example: Sonia wants to build a 3 space in the pyramid and also build two 2 spaces in the statues. The total cost is 7. She uses her 7 strength green crew to cover the strength costs, flipping the token over. Sonia also reduces her stone reserves by 7. She scores only 3 points from building in the pyramid, because she scores no immediate points from building the statues.

Sonia cannot place two bricks in the same statue in one round, so she builds the second level of two different statues.

Example: You can build the first stone of the second level so long as both stones directly underneath it have been built, even if the rest of the first level has not been built.

The Sphinx

The sphinx deck contains end of game point bonuses for fulfilling listed requirements. When you place a ship at the sphinx, you can draw cards for one stone and one crew strength per card. Depending on where your ship is docked you have a maximum number of cards you can buy. The space closest to the Nile has a maximum of five cards, the next space has a maximum of three, and the farthest space can only buy two sphinx cards maximum. Once you have drawn all of the cards you paid for, you can choose up to one of these cards and add it to your other sphinx cards. Return the rest of the cards you drew to the bottom of the sphinx deck. Score 1 point for each card returned this way.



Sphinx cards are kept secret from other players. If you have not completely fulfilled the requirements of a card by the end of the game, you will score zero points for that card. For more information on sphinx cards, see page 13.

Example: Brian builds second in the sphinx location, which means that his maximum build is three cards. Even though Brian has both the strength and the stone for a larger build, he is limited to three total cards this turn. Brian uses his 4 blue crew token even though he only needs three strength. He reduces his stone reserves by 3. He draws three sphinx cards. He can only keep at most one of them. He decides to keep a card, returns the other two to the bottom of the deck, and scores 2 points. The card he kept will only score points if he achieves the requirements listed on the card before the end of the game.

Clean Up Phase

At the end of the round, players will score points for their cooperation in building the monuments, the Nile is cleared, and the turn order for the next round is determined. If this is the fifth round, the game is over after the cooperation bonus is scored. See Game End on page 10 for final scoring.

The **cooperation bonus** scores extra points for players who built in multiple zones in this round.

In current score order (the player with the least points scores last), each player scores points based on the number of Building zones they have ships in.

- If a player built in all three zones, they score 5 bonus points.
- If a player built in only two zones, that player scores 2 bonus points.
- A player scores no bonus points for building in one or zero zones.

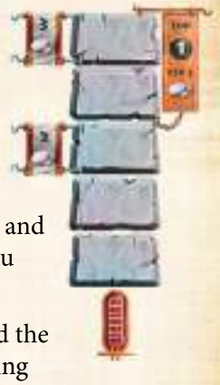
Clear the Nile by removing all ships, remaining Nile cards, and Nile tiles from the board. All players flip up any expended crews so they can be used again next round. If the purple column bonus is once per round, every player who has unlocked that ability flips their colonnade reminder token back over. Then, the player who currently has the fewest points receives the 1 player sequence tile. The player with the next fewest points receives the 2 and so on. If multiple players are on the same space on the scoring track, the player who reached that space later receives the smaller numbered sequence tile.

Afterward, start the next round.

Markets

On the right side of the board are the grain and stone markets. Through building the obelisk, obtaining certain Nile cards, and placing on certain Nile tiles, players can move their marker up the levels of these markets and obtain rewards. How far you've progressed through a market not only gives you resources during the game, but can also score end of game bonuses or be referenced on sphinx or statue cards.

Stone Market



On the lower two spaces of the stone market, nothing occurs. When you reach the third space of the stone market, you immediately add two stones to your reserve as a one time-bonus. When you reach the last space of the stone market, you immediately add three stones to your reserve.

If your marker is on the highest level of the stone market and you would advance there, add three stones to your tableau instead for each time you would advance.

At the game end, any player who has reached or exceeded the fourth level of the stone market may convert any remaining stones in their stone reserve into points. Score 1 point for every two stones, rounded down.

Grain Market

The grain market determines how many points a player will lose if they cannot feed their crews. If a player has not advanced in this market, they will lose 3 points per grain they are short during the Feeding phase. Once you have advanced to the second level, you lose 2 points per grain you are short. If you have advanced to the fourth or fifth level, you lose only 1 point per grain.

When you reach or exceed the third level on the grain market, you can convert any excess grain produced in the Feeding phase into points at the rate of three grain for 1 point, rounded down. Grain can never be stored for future rounds.

When you advance your marker to the highest space on the grain market, you immediately score 2 points. If your marker is on the highest level of the grain market and you would advance there, you score 2 points instead for each time you would advance.

Game End

The game ends after the 5th round. The final scoring is as follows:

- The player who has the most bricks in the pyramid scores an additional 5 points. In the case of a tie, all tied players score the bonus points. In the two-player game, bricks in both sides of the pyramid are added together and only one bonus is awarded.
- Players with Nile cards that have end of game effects score them.
- Players with sphinx cards whose conditions have been fulfilled score the listed points. Players score zero for sphinx cards whose conditions have not been fulfilled.
- Players who built the statues score points. For each statue, each player will score the number of points shown for the highest level where they have both built the level and met the requirement shown on its statue card. The statue's points are not cumulative; if a player achieves the bonus points for level three of a statue, they do not also score the points for levels two and one.
- A player with their marker on the fourth or fifth space of the stone market scores points for their remaining stones. For every two stones, they score 1 point rounded down.

The player with the most points is the winner. In the case of a tie, the tied player with the higher numbered player sequence tile wins.

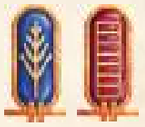
Icon Reference

Crew: These are your four construction crews. When one of these icons is accompanied by an upward arrow of the same color, increase that crew one strength by moving it one space to the right on your player mat. When there is a red downward arrow, decrease that crew by one strength by moving it one space to the left on your player tableau. No crew may ever go below 1 strength.

Grain: During the Feeding phase, fields produce the number of grain shown. Grain can also be produced by certain Anytime cards. One grain feeds one strength of a crew. Grain cannot be stored or saved between rounds.

Stone: During the Mining phase, quarries produce stone. Stone can also be produced by the stone market, Nile tiles, and certain Nile cards. When you produce stone, increase the marker on the stone reserve on your player tableau by the amount produced.

Brick: A brick refers to the wooden brick pieces you place on monuments. No matter how many stones the space cost to build, the end result is one brick.



Markets: The symbol on the left refers to the grain market, and the symbol on the right refers to the stone market. When accompanied by white, upwards arrows, move your marker that number of spaces up in the corresponding market. If you are at the top of that market, gain the bonus for that space and do not move your marker.

Points: Score victory points equal to the number marked on this symbol. Whenever you move your score marker to the same space as another player, place your marker behind theirs. You are considered to have fewer points for the purposes of cooperation bonus and turn order.

All Crews: Refers to all of your crews. When accompanied by a white, upwards arrow, you can increase any of your four crews by one strength by moving it one space to the right on your player tableau. When there is a red, downward arrow, decrease any of your four crews by one strength by moving it one space to the left on your player tableau.

Irrigation Ring: When accompanied by a white, upwards arrow, you **may** move the irrigation ring in the bottom right corner of the board one space up or down. Two arrowheads allow you to move the ring up to two spaces up or down. The position of the irrigation ring informs which color fields will produce in the Feeding phase.

Prospective Ship: This Nile tile icon is activated during the Building phase. Choose one of the prospective ships you placed during the Placement phase and turn it into a building ship without replacing the building ship currently there. You build last at this location. You do not have to already have placed a prospective ship when you claim this space.

Description of the Nile Cards

There are four different types of Nile cards. Depending on the type, they are used in different phases:

1. **Immediate**: The player must use this card immediately and completely upon acquiring it. Afterwards, they return it to the box.

2. **Anytime**: The player may use this at any time on one of their turns. After one use, they return it to the box.

3. **Permanent**: These cards are active for the entire game and are placed face up in the owner's play area. The ability of permanent cards may be triggered once per round at any time, unless the card specifically mentions a phase.

4. **Grain fields and Quarries**: These cards are active for the entire game and remain face up in the play area, but are not considered permanent cards for any bonus conditions.

When you place a ship on a card or tile that increases the strength of a crew, you **MUST** increase that crew.

When you place a ship on a card or tile that moves the irrigation ring, you do **NOT** have to move it.

Green grain field: Is always watered and will always produce the amount of grain listed each round during the Feeding phase. These cards are not discarded after use.

Yellow grain field: Will produce the amount of grain listed only if the irrigation ring is in the center or on the topmost irrigation space. These cards are not discarded after use.

Red grain field: Will produce the amount of grain listed only if the irrigation ring is on the topmost irrigation space. These cards are not discarded after use.

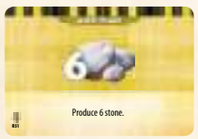
Every red field has a bonus that is gained only once, immediately when the card is gained.

Quarry: During the Mining phase, each quarry produces the number of stones shown on the card. These cards are not discarded after use.

Quarry/Field combination: These cards count as both a field card and as a quarry card for all purposes. The field produces grain only if the irrigation ring is in the appropriate location for that field color. The quarry portion of the card produces stone regardless of the field's ability to produce. These cards are not discarded after use.

Before the next player takes their turn, the current player can place a second ship.

The player can use this card as four grain when feeding their crews.

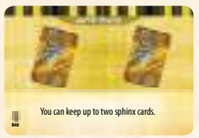


The player can use this card to gain six stone in their stone reserve.

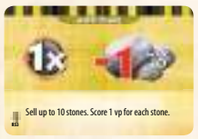
The player can use this card to add 3 temporary strength to a crew. The crew is not moved to the right on the player's tableau, but instead the value of the card is added to the total build strength of a building project for that round. Multiple cards of this type can be played on the same crew in the same round.

The player can use this card to either add four stones to their stone reserve or to add four temporary strength to a crew at a building site, but not both.

The player can use this card to either gain four grain during the Feeding phase or to add four stones to their stone reserve, but not both.



The player can keep one additional card when building at the sphinx.



The player can sell up to ten stones for 1 point each. The player does not have to use any crews to do this.

The player must advance two levels in the grain market.

The player must advance two levels in the stone market.

The player must move their purple crew one space to the right on their tableau. The player must also gain three stones in their stone reserve.

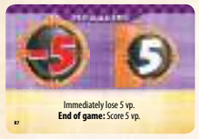
The player must gain three stones in their stone reserve. Additionally, they may also move the irrigation ring up to two spaces up or down. The irrigation ring must always remain on one of the three irrigation spaces on the board. Moving the irrigation ring is always optional.

The player must move one of their crews (their choice) to the right on their tableau. Additionally, they may also move the irrigation ring one space up or down. The irrigation ring must always remain on one of the three irrigation spaces on the board. Moving the irrigation ring is always optional.

The player must place one of their bricks on a valid space in the obelisk, the colonnade, or the pyramids. This action costs no stone and no strength. The player does not score the regular points for building, but does gain any bonus benefit that the building action would provide.

The player scores 1 point for each of their bricks in the pyramids and in the statues at that moment.

A player scores 1 point for each of their bricks in the obelisk and in the colonnade at that moment.



The player who acquires this card loses 5 points immediately and only once. This may make the player's score negative. The player will score 5 points at the end of the game.

Once per round, the player may move any of their four crews (their choice) one space to the right on their tableau. This may be done after feeding but before building.

During the Feeding phase, the player may exchange stone for grain when feeding their crews.

The player may draw one more sphinx card without stone or strength cost when they build at the sphinx location. The player must draw at least one sphinx card at normal cost to use this free additional card. This free card does not allow a player to exceed the maximum cards that they are able to build based upon their ship's placement.

At any time, the player may permanently allocate this card to any one of their grain fields. For the rest of the game, for all purposes (including cards that count field type) the type of that field will be considered a yellow field. A yellow field will be considered a green field. Two cards of this type may be played on the same red field, improving the field twice and considering it a green field.

Once per round, during the Building phase, the player may do one of the following: spend two stone to move one of the four crews (their choice) one space to the right, or spend four stone to move two crews one space to the right. The player may choose to move the same crew twice.

Once per round, during the Mining phase, the player may move one of the four crews (their choice) one space to the left. They can then advance one level in both the grain and the stone markets.

Once per round, at the end of the Placement phase, the player can pick up one of the remaining Nile cards. If it is an Immediate effect, the player uses the effect right away. If it is an Anytime, a Permanent, a field, or a quarry, the player adds it to their play area. If there are no Nile cards left, or if the player does not want to select any of the Nile cards, they may instead score 1 point.

Description of the Sphinx Cards

The goals that make up sphinx cards can be broken out into several categories:

For each: These sphinx cards score the value printed on the top once per instance the owner has fulfilled the card's objective.

A player who has this card would score 2 points at game end for each level of the pyramid that they scored the majority bonus. In the unlikely event that a player has the majority of bricks in all five of the pyramid level bonuses, they would score 10 points for this card (in a three-player or four-player game). In a two-player game, the maximum is 6 points for winning the majority on all three pyramid levels. If a player did not score any pyramid level bonuses during the game, this card is worth zero points at game end.

A player who has this card will score 1 point at game end for each permanent card that they acquired during the game. This total does NOT count quarries and fields.

The most productive: These sphinx cards only score end game points for a player if they have the most of the card's objective among all players. In the case of a tie, this card scores nothing.

The player scores points only if the sum value of their quarries (the additive total of all the numbers in the center) is greater than any other player.

The player scores points if the total value (the additive total of all the numbers in the center) of their red fields is greater than any other player. If a red field has had the permanent field upgrade applied to it, it is not counted in this total. Any bonuses from the colonnade that apply to red fields that the player achieved during the game ARE applied in calculating this total.

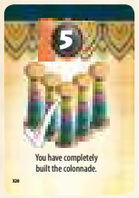
The player scores points if the total value (the additive total of all the numbers in the center) of their yellow fields is greater than any other player. If a yellow field has had the permanent field upgrade applied to it, it is not counted in this total, but a red field with the permanent field upgrade applied to it is counted in this total. Any bonuses from the colonnade that apply to yellow fields that the player achieved during the game ARE applied in calculating this total.

The player scores points if the total value (the additive total of all the numbers in the center) of their green fields is greater than any other player. If a yellow field has had the permanent field upgrade applied to it, or a red field has had two permanent field upgrades applied to it, it is counted in this total.

Any bonuses from the colonnade that apply to green fields that the player achieved during the game ARE applied in calculating this total.

You/Your: These sphinx cards have objectives that the player needs to achieve in order to obtain the points listed on the card. For cards that have multiple objectives, all objectives need to be completed for any points to be scored. It is unimportant how many other players achieve the listed objective. For goals that require bricks in monuments, the value of the spaces the bricks are on does not affect the completion of the sphinx card.

Top level of: These objectives score if and only if the player has reached the last level of the indicated market. It is unimportant how many other players also reach this last level.



Completed the colonnade: These objectives score if and only if the player has built the final, rightmost column in the row. It does not matter how many other players have also built the final column.

Column Bonus Tiles

Each field a player owns produces 2 more grain. This bonus is counted when calculating any bonuses that reference field productivity.

The player gains six stones instead of three when they move their marker to or past the highest space on the stone market.

The player scores 1 immediate additional point for each brick they place on any monument. Since the sphinx does not use bricks, no additional points are given for building at the sphinx. This bonus does apply to bricks placed in the statues. The brick used to build this column, and any bricks placed before it, are not counted for this bonus.

The player immediately moves each of their four crews one space to the right on their tableau. They also flip over their starting field card so that it now produces 10 grain.

The player scores 4 points instead of two when they move their marker to or past the highest space on the grain market.

Once per round, a player may use one of their unused basic crews alongside another. Using this power, a player will be able to use two basic crews or two basic crews and the purple crew on the same building project. On subsequent rounds, a different basic crew can be used as the additional crew.

Once per game, a player may place a second ship on their turn.

Once per game, you may turn one of your prospective ships into a building ship. You build last at this location.

Once per round, the player may place a ship upstream of the last ship they played. Other placement rules are still followed, unless broken by other powers or cards. The next ship they place must be downstream of all ships they have placed this round.

Once per round, the player may place one of their ships on a Nile tile that already has one or more ships (even their own).

Statue Goals

Unlike every other monument, the statues do not award any points for building. At the end of the game, each statue scores 2, 5, or 10 bonus points for players who have built one, two, or three levels in that statue, as long as they have also achieved or exceeded the requirements of that level specific to that statue.

Total Market Levels (A) — This statue awards bonus points for the total number of levels that the player has reached on both the stone and the grain market (6+, 8+, 10). The bottom level in each market is considered to be level one. The highest level in each market is level five. If the player would have reached a level higher than the last level of the market, these additional levels are not counted in this calculation.

Acquired Sphinx Cards (A) — This statue awards bonus points for the total number of sphinx cards the player collected during the game, including the starting sphinx card (4+, 5+, 6+). It does not matter how many of these cards were completed.

Bricks in Obelisk (A) — This statue awards bonus points for the total number of bricks the player has in the obelisk (2+, 3+, 4+). The values of the spaces do not matter.

Bricks in the Pyramids (A) — This statue awards bonus points for the total number of bricks the player has in the pyramid (3+, 4+, 6+). For the two-player game, the bricks in both sides of the pyramid are added together. The values of the spaces do not matter.

Collected Permanent Cards (B) — This statue awards bonus points for the total number of permanent cards the player has collected (2+, 3+, 4+). This does not count quarries or fields.

Red and Yellow Field Productivity (B) — This statue awards bonus points for the sum value (the additive total of all the numbers in the center) of a player's red and yellow fields combined (8+, 12+, 16+). The final position of the irrigation ring does not matter for this calculation. Permanent cards that affect field type and abilities that increase field yield are factored into this calculation.

Green Field Productivity (B) — This statue awards bonus points for the sum value (the additive total of all the numbers in the center) of a player's green fields, including their starter field (8+, 11+, 13+). Permanent cards that affect field type and abilities that increase field yield are factored into this calculation.

Quarry Productivity (B) — This statue awards bonus points for the sum value (the additive total of all the numbers in the center) of a player's quarries, including their starter quarry (7+, 11+, 13+).

Construction Crew Strength (B) — This statue awards bonus points for the total strength of the player's four crews in their tableau (12+, 15+, 18+). Cards that temporarily affect crew strength are not counted in this calculation.

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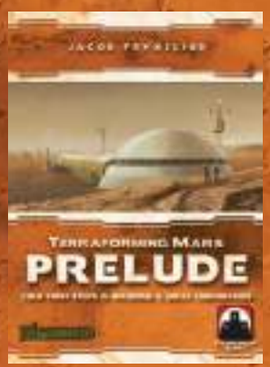
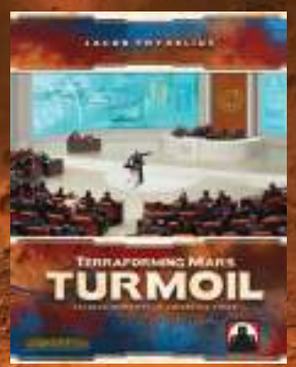
"Terraforming Mars is a terrific game that gives players a chance to explore the way to the grandest work humans have ever attempted — the creation of a new living world. Life to Mars, and Mars to life! Great fun!" Dr. Robert Zubrin, President Mars Society

TERRAFORMING MARS





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