A game by **LUIGI FERRINI**

PYRAMIDICE

The Pharaoh has ordered the best architects of ancient Egypt to build magnificent Pyramids that will give his name immortality.
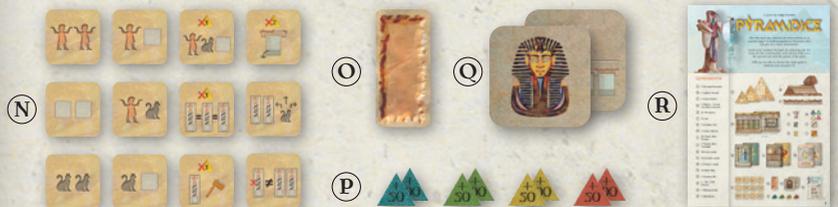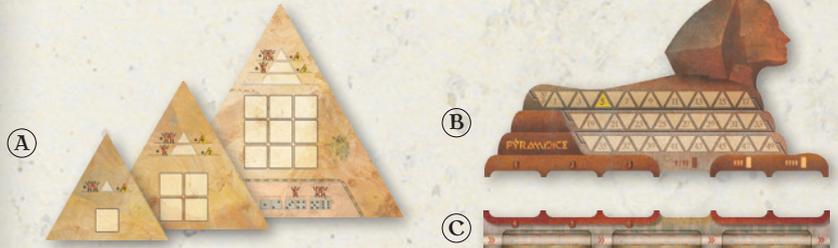
Guide your workers through the planning, get the stone for the construction, and ask for help from the sacred cats and the power of the gods.

Will you be able to choose the right gods to address your prayers to?

COMPONENTS

- (A) 3 Pyramid boards
- (B) 1 Sphinx board
- (C) 1 Gods board
- (D) 4 Player / Great Architect boards
- (E) 21 Workers
- (F) 9 Cats
- (G) 1 Golden Cat
- (H) 4 Fame tokens
- (I) 20 Stone dice (beige)
- (J) 4 Prayer dice (orange)
- (K) 38 God cards
- (L) 12 Scarab cards
- (M) 6 Project cards
- (N) 12 Rest tiles
- (O) 1 Quarry tile
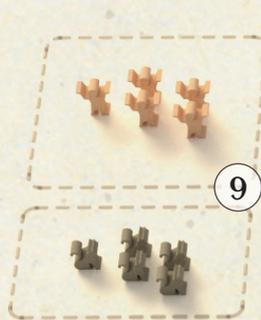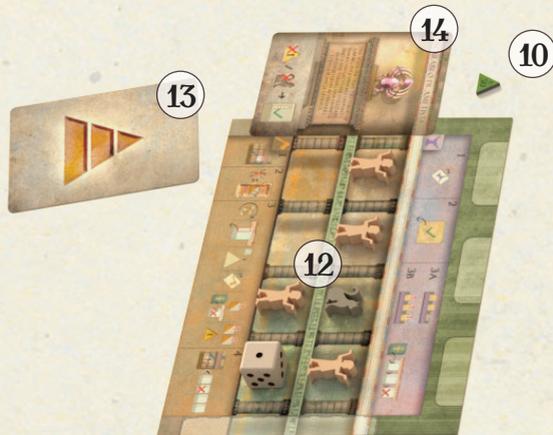- (P) 4 +50/+100 tokens
- (Q) 1 Pharaoh tile
- (R) 1 Rulebook

(A)

(B)

(C)

(D)
Player board

Great Architect board

(E)   (H)

(F)   (I)

(G)   (J)

(K)   (L)   (M)

(N)   (O)   (Q)   (R)

(P)

1

1 Place the **Pyramid boards** in the middle of the table: use all of them in a 4-player game, with 3 players put Mykerinos back in the box, and with 2 players put the Mykerinos and Chephren boards back in the box.

2 Place the **Sphinx board** near the Pyramid(s) and assemble it with the **Gods board**, putting the **Quarry tile** between them in the position that matches the number of players (on the fourth space from the left in a 2-player game, on the fifth space with 3 players, or on the sixth space with 4 players).

3 Shuffle the **Rest tiles** and randomly draw 6 of them in a 2-player game, 8 with 3 players, and 10 with 4 players (put remaining tiles back in the box). Place the Rest tiles between the Sphinx and Gods boards, filling all empty spaces on the left of the Quarry tile (their order doesn't matter).
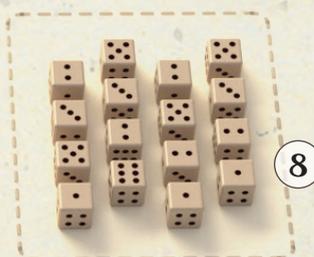
4 Place the 4 **Prayer dice** on the Quarry tile.

5 Shuffle the God cards and randomly remove 10 of them in a 2-player game, 5 with 3 players, and 3 with 4 players. Put the removed cards back in the box, without looking at them. Place the deck face down to the left of the Gods board, then draw 3 cards and place them face up, one for each space of the Gods board.

6 Leave a space to the right of the Gods board for discarded God cards.

7 Place the **Pharaoh tile** in the middle of the table with the endgame conditions facing up.

8 Take 14 **Stone dice** in a 2-player game, 19 dice with 3 players, and 20 dice with 4 players. Place these dice (the supply) on the table within all players' reach, and put the remaining dice (if any) back in the box.

9 Place the **Workers** and **Cats**, except for the Golden Cat, (the supply) in the middle of the table within all players' reach.

10 Have each player pick a color and take the **Player board**, the **Fame token**, and the **+50/+100 token** of the matching color.

11 Have each player place their Fame token on space "5" of the Fame points track (on the Sphinx board).

12 Have each player take from the supply **4 Workers**, **1 Stone die**, and **1 Cat** and place them in any 6 resource spaces among the 8 available on their Player board, one resource per space.

13 Have each player randomly draw **1 Project card**, look at it, and then place it face down near their Player board. Put remaining cards back in the box.

14 Have each player randomly draw **2 Scarab cards**, choose 1 to keep, and place it face up on the left of their Player board, declaring its ability to the other players. Put the discarded and remaining Scarab cards back in the box.

PLAYING THE GAME

Randomly choose the first player and then, starting from the first player in clockwise order, each player may take either a **Rest** turn or a **Work** turn.

REST

If you choose to take a Rest turn, resolve each of the following steps in order (as shown on the top of the Player board):

1. **Activate a God;**
2. **Choose a Rest Tile and Activate It;**
3. **Check Rest Tiles.**

1. Activate a God

If you have the Bes and/or Hapy God cards, you may rotate them to use their abilities (for more details, see the *God Cards* section, page **10**).

2. Choose a Rest Tile and Activate It

Take 1 of the available Rest tiles below the Sphinx board (you cannot take Rest tiles already in front of other players), pay its cost (if any), place it in front of you in the first empty space on the left at the top of your Player board, and **fully activate all its effects**. If the tile shows **resources (Workers, Cats, and/or Stone dice)**, take them from the supply and put them on your Player board, one resource per space. Some Rest tiles show a special effect (for more details, see the *Rest Tiles* section, page **8**).

Each resource space on your Player board can only hold 1 resource: if at any point you gain more resources than your empty available spaces, you must choose which resources to keep and which to discard from among the ones you just gained and the others you already had on your Player board. **When you discard resources, return Stone dice to the Quarry and Workers and Cats to the supply.**

3. Check Rest Tiles

Check for the following conditions:

A. There are 1 or 2 Rest tiles on your Player board: Do nothing.

B. There are 3 Rest tiles on your Player board: Put them back below the Sphinx board, making them available again. Then, discard the last God card on the right on the Gods board, slide the remaining God cards to the right, and refill the row, drawing the first card of the Gods deck.

End of Turn

Now, restore activated God cards with the ⬦ symbol to the vertical position; they are ready to be activated again in future turns.

If you meet one of the endgame conditions (see the *Game End* section, page **8**), take the Pharaoh tile, flip it to the Pharaoh side, and place in front of you: this means your next turn will be the last of the game. Now it's time for the next player in clockwise order to take a turn.

Example

You take a Rest turn:

1) You do not have a God card to activate.

2) Take the Rest tile that gives you 1 Worker and 1 Stone die and place these resources on your Player board filling two empty spaces.

3) You now have 3 Rest tiles on your Player board, so:

a) put them back below the Sphinx board, and

b) discard the last God card on the right, slide the remaining cards, and reveal a new God card from the deck.

THREE RESOURCES

Workers

Workers are the main resource in the game. You need them to roll dice, to build Stone dice on the Pyramids, to take God cards, and to activate powers when specified. Do not discard Workers when you calculate the number of dice you are going to roll; in other cases put Workers back in the supply.

Stone Dice

You need beige Stone dice to build Pyramids, to take God cards, and to activate powers when specified. Stone dice used to build Pyramids remain on the Pyramid boards where they were placed; in other cases they go back in the Quarry. Once you take them from the supply they never return in there. **When the last Stone die is taken from the supply, the endgame is triggered.**

Cats

Cats allow you to change the outcome of any die you rolled **at any moment during your Work turn.** For each discarded Cat, you may increase or decrease the value of the die by 1. You cannot go below value 1 or above value 6. You may use several cats on the same die. Cats are also needed to take God cards and to activate powers when specified. After any use, put Cats back in the supply.

WORK

If you choose to take a Work turn, resolve each of the following steps in order (as shown on the bottom of the Player board):

1. **Move Stone Dice to the Quarry;**
2. **Choose and Roll Dice;**
3. **Use Dice;**
4. **Support the Cult of the Gods.**

1. Move Stone Dice to the Quarry

Move all Stone dice from your Player board (if any) to the Quarry, adding them to Prayer dice and to other Stone dice already there from previous turns.

2. Choose and Roll Dice

Take from the Quarry 1 die for each Worker you have on your Player board, choosing between Prayer or Stone dice available (if you have more Workers than available dice in the Quarry, take all the dice). Then roll all the chosen dice.
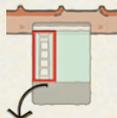
3. Use Dice

Take the actions explained below in any order.
You may choose the same action more than once (except for the Reroll Dice action). Each die can be used for one action only. Available actions are:

Reroll Dice
Once per Work turn, you may reroll any number of unused Prayer or Stone dice, before or after any action.

Worship a God
Choose one of the 3 face up God cards from the Gods board and pay the cost in dice and/or resources as shown on the column on the left of the card. If the cost is a beige die you must use a Stone die, but if the color of the die is orange and beige, you can use any kind of die. The die you spend must show the exact value indicated on the card, but if there is no value you can use a die with any value. Put spent dice in the Quarry. If the cost of a card shows Cats or Workers, you take them from your Player board and put them back in the supply. Place the God card you chose on the right of your Player board.
DO NOT draw from the deck to replace the card you just took. If you cannot pay for any of the God cards, you cannot take this action.

Build on a Pyramid
You can build a Pyramid only with Stone dice. When you build a Stone die on a Pyramid, place it on any of the Pyramid boards in the game. You can build on one of the empty spaces on the ground floor (on the board itself), or on one of the upper levels (on top of dice already on the board) as long as at lower level there are 4 dice arranged in square (you build on the intersection of these 4 dice). When a Stone die is built on a Pyramid, it remains there for the rest of the game. To build a Stone die, you have to discard a number of Workers that depends on the value of the die (as shown on the construction table on the bottom section of Cheops Pyramid) and on the level you build on (each Pyramid board shows extra costs for each of its levels). If you do not have all the needed Workers, you cannot take this action. **Immediately** gain Fame points equal to the value of the die you built, plus other bonuses according to the level (each Pyramid board shows extra Fame points for each of its levels) and to some God cards. For details, see the *Pyramids* sidebar, page 9.
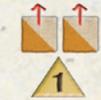
Activate Gods' Powers

During your Work turn, you may activate all the God cards with the ⬈ symbol that you have (once per turn each), even the ones you take in the current turn: rotate them after you use them as a reminder. Other cards have ongoing effects or effects that can be activated in specific moments of the game (for more details, see the *God Cards* section, page **10**).

Replace a God

Put any 1 die on your Player board back in the Quarry to discard a card from the Gods board. Slide all the remaining God cards to the right, draw the first card from the Gods deck, and place it face up in the leftmost empty space (always draw 1 card even if there are several empty spaces).

Gain Fame

Put any 2 dice on your Player board back in the Quarry and gain 1 Fame point. Move your Fame token 1 space forward on the Fame points track.

4. Support the Cult of the Gods

If you cannot or do not want to take other actions, put all of your unused dice back in the Quarry, then you have to support the cult of your Gods. Count the number of God cards you own; if this number is higher than the number of resources (Cats and Workers) on your Player board, then you MUST discard ONE God card of your choice. **If you have more God cards than resources, you discard only ONE God card, regardless the difference between the two values.** If your Gods are not more than the resources on your Player board, nothing happens.

End of Turn

Now, restore activated God cards with the ⬈ symbol; they are ready to be activated again in future turns. Then, if there are less than 3 cards on the Gods board, slide the available cards to the right and draw from the deck the required cards to restore 3 cards in the row.

If you meet one of the endgame conditions (see the *Game End* section, page **8**), take the Pharaoh tile, flip it to the Pharaoh side, and place in front of you: this means your next turn will be the last of the game. Now it's time for the next player in clockwise order to take a turn.

Example

You take a Work turn with 4 Workers:

1) You do not have Stone dice to place in the Quarry.

2) You pick 3 Prayer dice and 1 Stone die from the ones already available in the Quarry and roll them. Since you are good with your first roll, you choose not to reroll the dice.

3) You use 1 Cat to change a "2" into a "1" and another Cat to change a "6" into a "5", then you put all dice back in the Quarry to take Hathor.

4) To support the cult of your 4 Gods, you have 4 resources, so you do not have to discard any God cards.

5) Lastly, to restore 3 God cards on the board you reveal the last card of the deck, therefore you take the Pharaoh tile and the endgame is triggered.

GAME END

The endgame is triggered when one of the following conditions occurs:

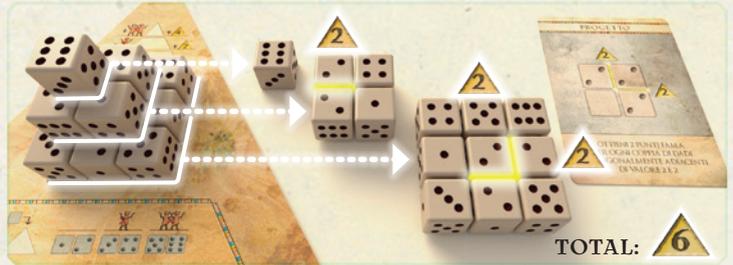→ **Stone dice supply is empty**   → **Gods deck is depleted**

If you trigger the endgame, you take the Pharaoh tile, flip it to the Pharaoh side, and place it in front of you. Then the game continues until is your turn again, and at the end of that turn the game ends. The Pharaoh tile reminds all players that the game will end at the end of your next turn. When the game ends, each player adds to the Fame points gained during the game the following extra points:

Scarab Cards: The Quartz and Obsidian Scarabs give you extra Fame points, as explained on the cards themselves.

God Cards: Some God cards give you Fame points, as shown in the upper right corner. In the case of Gods belonging to The Ennead of Heliopolis, you gain points according to the number of Ennead cards you own, as shown on the cards themselves.

Project Cards: Dismantle each Pyramid, level by level, without changing the value or the position of the Stone dice. Then each player reveals the Project card they kept at the beginning of the game, and, looking at each level of the Pyramid (from top to bottom), each player gains points according to the condition shown on their card.

TOTAL: 6

The player with the most total Fame points is the best architect of Egypt and wins the game! In case of a tie, the player with the most resources on their Player board is the winner. In case of a further tie, the tied players share the victory.

REST TILES

Rest tiles show special abilities and/or resources to take from the supply. Some of the Rest tiles show a cost in resources or Fame points: **if you cannot pay this cost, you cannot take the Rest tile**. If you choose a Rest tile with a cost in Fame points, immediately move your Fame token back on the Fame points track (you cannot go below zero Fame points). Here are some details about Rest tiles:

	Lose 1 Fame point and take 1 resource of your choice; then, interrupt this turn to take a Work turn.		Lose 1 Fame point and take 1 resource of each type.
	Lose 2 Fame points and take a face up God card from the Gods board without paying the cost (slide the other God cards to the right and refill the row after the activation).		Lose 1 Fame point and take 3 of any 1 resource.
	Discard 1 resource of your choice (Workers and Cats go back in the supply, Stone dice in the Quarry), and take 2 resources of your choice different from the discarded one.		Take 2 resources of your choice. Each of the other players takes 1 Cat.

						Take 2 resources as shown on the tile.

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SCARAB CARDS

Each player at the beginning of the game randomly draws 2 Scarab cards and keeps 1 of them. This Scarab card gives you unique powers for the rest of the game; keep it face up on the left of your Player board, visible to all players.

The power of each Scarab card is explained on the card itself and is graphically depicted.

PROJECT CARDS

Each player at the beginning of the game randomly draws 1 Project card and keeps it near their Player board, hiding it from other players until the end of the game. Project cards show extra Fame points that will be gained at the end of the game according to the way Stone dice were built on the Pyramid(s). Each card gives Fame points for orthogonal (never diagonal) adjacencies between specific dice values on each level. The condition for gaining Fame points from each Project card is explained on the card itself and is graphically depicted.

PYRAMIDS

The construction table, placed at the bottom of Cheops Pyramid, shows how many Workers you have to discard during construction, according to the value of the Stone die:
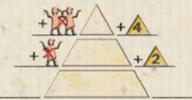
→ **No workers** for "1" and "2" values

→ **1 Worker** for "3" and "4" values

→ **2 Workers** for "5" and "6" values

Cheops (in a game from 1 to 4 players)
Each of the 9 Stone dice on the ground floor is built using the number of Workers shown in the construction table and gives Fame points equal to its value. Each of the 4 dice that comprise the second level needs 1 extra Worker and gives 2 Fame points in addition to the value of the built Stone die. The single die that comprises the third level needs 2 extra Workers and gives 4 extra Fame points.

Chepren (in a game from 3 to 4 players)
Each of the 4 Stone dice on the ground floor is built using 1 extra Worker compared to the construction table and gives 2 Fame points in addition to the value of the built Stone die.
The single die that comprises the second level needs 2 extra Workers and gives 4 extra Fame points.

Mykerinos (only in a 4-player game)
The single die that comprises this Pyramid needs 2 extra Workers compared to the construction table and gives 4 Fame points in addition to the value of the built Stone die.

GOD CARDS

Most of the God cards show the ✍ symbol on the bottom left. You may activate these Gods only once during each of your Work turns (rotate them to show you activated them).

Two God cards show the ◈ symbol on the bottom left. You may activate these Gods only once during each of your Rest turns (rotate them to show you activated them).

God cards that show the ⬚ symbol on the bottom left do not have in-game effects, they only give Fame points at the end of the game. You have to stack these cards as you take them, leaving their effects visible so everybody can count them.

All the other cards that do not show any of these symbols may be activated during Work turns only, more than once per turn.

Fame point bonus at the end of the game

All Gods have their cost shown on the column on the left.
Here are some possible cases:

🎲	Put 1 Stone or Prayer die with the indicated value back in the Quarry.	🐱	Put 1 Cat back in the supply.
◤	Put 1 Stone or Prayer die with any value back in the Quarry.	🧍	Put 1 Worker back in the supply.
🎲	Put 1 Stone die with the indicated value back in the Quarry.		

ATUM, SHU, TEFNUT, GEB, NUT, OSIRIS, SETH, ISIS, NEPHTHYS, HORUS

The Ennead is a group of 9 Gods worshipped at Heliopolis. Horus the old is often added to them. Priests of Heliopolis tried in vain to spread their superiority in the whole realm.

Effect: When you take them, stack them up; they count as one single God for every game situation (for example in the "Support the Cult of the Gods" step of your Work turn). At the end of the game, however, they give you Fame points according to their final number, as shown on the cards themselves (0 points for 1 card, 2 points for 2 cards, 6 points for 3 cards, and so on …)

KHNUM, SATIS, ANUKET

The Elephantine Triad: father, mother and daughter, creator and protector Gods of the Nile's floods.

Effect: Once per Work turn, you gain 1 extra "virtual" Prayer die with one of the two values shown on the card. The value of this die cannot be modified by Amon or by Cats.

AMON

Creator god, transcendent, self-created; considered the King of the Gods.

Effect: Once per Work turn, you may change the value of 1 Prayer die to one of your choice. At the end of the game, this card is worth 2 Fame points.

ANUBIS

Protector God of the necropolis and the underworld, Taxidermist and inventor of mummification.

Effect: During the "Support the Cult of the Gods" step of your Work turn, you may keep 3 extra Gods beyond the number of the resource spaces occupied on your Player board.

ATON

Representation of the power of the solar disc, main God of the Atonism, through which the cult of Aton would have become exclusive.

Effect: Once per Work turn, you may discard one of your God cards (not Aton himself) to gain 4 Fame points. All the Ennead of Heliopolis cards count as 1 God to Aton. At the end of the game, this card is worth 1 Fame point.
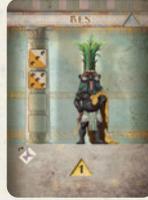
BASTET

Goddess with mild and protective temperament, Goddess of Cats, home and women.

Effect: Consider your Workers to be Cats, and vice versa.

BES

Protector God of home, sleep, and marriage, he fought the forces of evil.

Effect: Once per Rest turn, you may gain 1 Fame point.

HAPY

Embodiment of fertility and earth's prosperity due to the flooding of the Nile.

Effect: During your Rest turn, instead of choosing a Rest tile and activating it (step 2), you may use Hapy's power. Discard 1 resource from your Player board (Worker, Cat, or Stone die - put back in the supply/Quarry) and take 3 resources different from the one you discarded. At the end of the game, this card is worth 1 Fame point.

HATHOR

Goddess of joy, love, dance, maternity, and beauty.

Effect: This card has no effect during the game, but at the end of the game it is worth 6 Fame points.

HEH

God that symbolized the unlimited flow of time, eternity, and infinity.

Effect: Once per Work turn, you may gain 1 Fame point.

HEKA

God that was the deification of magic, which manifested itself by activating the power of the soul.

Effect: Once per Work turn, you may put 2 of your Cats back in the supply to take 1 Worker (from the supply) and 3 Fame points.

KHEPRI

God that rowed the boat of the sun along its daily path to underworld.

Effect: You may put any 3 of your dice with the same value back in the Quarry to gain 3 Fame points and take 1 resource of your choice from among Worker, Cat, or Stone die. Take the Worker or the Cat from the supply and place it on your Player board; take the Stone die from the supply and immediately roll it and use it in the current turn. This effect may be activated several times. At the end of the game, this card is worth 1 Fame point.

KHONSU

God of the moon and of youth, he measured the time of men.

Effect: Once per Work turn, you may put 1 of your Workers and 1 of your Cats back in the supply to gain 4 Fame points.

MAAT

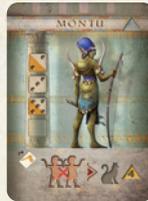*Goddess who personified cosmic balance, harmony, morality, and justice.*

Effect: Once per Work turn, you may reroll any number of dice. This reroll is in addition to the reroll you already have for each Work turn. At the end of the game, this card is worth 3 Fame points.

MERTSEGER

Cobra-Goddess, protector of the necropolis of Thebes and protector of nature, terrible but merciful to her devotees.

Effect: Once per Work turn, you may put any 2 of your dice back in the Quarry to take 1 Stone die from the supply to immediately roll and use it in the current Work turn. At the end of the game, this card is worth 2 Fame points.

MIN

God related to fertility, to reproduction, and manhood.

Effect: Once per Work turn, you may put any 2 of your dice back in the Quarry to take 1 Worker (from the supply). At the end of the game, this card is worth 2 Fame points.

MONTU

Falcon-God of war, embodiment of the conquering vitality of the Pharaoh.

Effect: Once per Work turn, you may put 2 of your Workers back in the supply to take 1 Cat (from the supply) and gain 4 Fame points.

MUT

Goddess considered the mother from whom the world originated.

Effect: Once per Work turn, you may change the value of 1 Stone die to a value of your choice.

NEITH

Goddess of hunting and war, maker of warriors' weapons, and guardian of the dead in battle.

Effect: Once per Work turn, you may put 1 of your Cats back in the supply to gain 2 Fame points.

PTAH

God creator of the universe; patron God of craftsmen and architects, God of learning and knowledge.

Effect: Once per Work turn, you may put any 1 of your dice back in the Quarry to restore all the 🖊 cards you activated in the current Work turn (put them in vertical position). At the end of the game, this card is worth 2 Fame points.

RA

One of the main Gods of Egypt, identified with noon-day sun, he ruled in every part of the world: the sky, the earth, and the underworld.

Effect: Once per Work turn, you may put 1 of your Workers back in the supply to gain 3 Fame points.

SEKHMET

Goddess of war, of epidemics and healings, her breath was believed to generate the desert.

Effect: Once per Work turn, you may put 1 of your Workers and 1 of your Cats back in the supply and 1 of your Stone dice back in the Quarry to gain 7 Fame points.

SERKET

Scorpion-Goddess, protector against animal venom and snakebite, even from the underworld.

Effect: During your Work turn, each time you build 1 Stone die on a base of 4 other Stone dice, you gain 3 Fame points.

SESHAT

Goddess of writing, arithmetic, and architectural designs of temples and buildings.

Effect: During your Work turn, each time you build a Stone die on any Pyramid, you pay the cost shown on this card instead of the usual cost.

SOBEK

God related to Pharaoh's power and military power.

Effect: Once per Work turn, you may put any 2 of your dice back in the Quarry to gain 3 Fame points.

SOPDET

Goddess, personification of star Sirius, which guided and nourished the dead in the sky.

Effect: Once per Work turn, you may put any 1 of your dice back in the Quarry to gain 1 Cat (from the supply). At the end of the game, this card is worth 1 Fame point.

THOTH

God of wisdom, the measure of time, mathematics, and geometry.

Effect: During your Work turn, each time you build a Stone die on any Pyramid, you gain 1 extra Fame point for each Worker you discarded during the construction (you cannot use this ability when using the Pearl Scarab, during another player's Work turn).

SOLO MODE

A solo player can challenge one of the Great Architects of Ancient Egypt: Snefru, Hemiunu, Amenhotep, or Imothep (from the easiest to the hardest). Great Architects are depicted on the other side of the Player boards and their level (1, 2, 3, or 4) is indicated by the number of eyes shown on the scroll.

SETUP
Choose 1 of the Great Architects to challenge and place the corresponding board face up on the table, then choose one of the available colors and place the corresponding Player board near the Great Architect board, so you can reach them both. The rest of the set up is the same as a game with 2 players, except that you do not take a Scarab card (as an act of deference to the Great Architect).

Place 2 random Project cards (3 with Amenothep) face up on the right of the Great Architect board. The number of Project cards to draw for each Architect is shown on the bottom right of his board. Each Great Architect has a power, explained and depicted on his board, that gives him ongoing special abilities; take them into account in the moments and ways described.

You take the first turn following base rules, then it's the turn of the Great Architect. Alternate turns in this way, until one of the endgame conditions occurs.

GREAT ARCHITECT TURN
During the Great Architect turn, follow the steps below (as shown on the upper part of the Great Architect board) in order:

1. The Great Architect takes from the Gods board the God card with the highest value in game end Fame points (in the upper right corner). Ennead cards are always considered as the highest value cards compared to other Gods. In the case of a tie, the Architect takes the rightmost card among those tied. Place the card face down on the Great Architect board.

2. Roll 1 Stone die taken from the Quarry; if no Stone die is available, take 1 from the supply and roll it. Compare the value with numbers shown on the Sphinx and Gods boards, near the six Rest tiles in the game.

3. One of the following cases takes place:

A. The Rest tile corresponding to the die's value is still on the board: The Great Architect takes it and places it on the leftmost empty space at the top of his board without activating it. If this space shows a value in Fame points, move the Great Architect's Fame token forward by that number of points. If the space where the tile is placed is the last one available on his board, put all the Great Architect's Rest tiles back below the Sphinx board, filling up all empty spaces as you like, then discard the last God card below the right of the board, slide the remaining card to the right, and draw cards until you restore 3 face up God cards on the board. Place the Stone die you rolled in the Quarry.

B. The Rest tile corresponding to the die's value is not available: The Great Architect builds the Stone die on the Pyramid. If the Great Architect could with this construction complete one of the adjacencies shown on one of his Project cards, he builds the Stone die in the first available space that satisfies that condition; otherwise, he simply builds the Stone die in the first available space. In either case, the first available space is the one that is on the lowest level that is not completed and is the highest empty space on the left (according to the orientation of the Pyramid board). Once the Stone die is built, move forward Great Architect's Fame points token according to the value of the die (adding bonuses related to the Pyramid's level and/or Great Architect's Special power).

The endgame is triggered following the standard rules. After the endgame is triggered, if the Great Architect has to play a turn without cards on the Gods board, he does not take a card. Moreover, if no Stone dice are in the Quarry or in the supply, he takes the Rest tile corresponding to the lowest number and plays step 3A as usual.

At the end of the game, you reveal all the cards placed on the Great Architect board.
The Great Architect's Fame points are calculated by adding up points gained during the game plus points given by all God cards on the Great Architect board, (points shown on the upper right of the card, and points given by Ennead cards) plus any points given by his Project cards.

Calculate your Fame points following the standard rules. Whoever has the most Fame points wins the game. In the case of a tie, the Great Architect is always the winner.

Example

1) Snefru takes Hapy from the Gods board (Hapy gives the same Fame points Khepri does, but is further to the right).

2) Since the Quarry is empty, he takes the last Stone die from the supply, the endgame is triggered, and he takes the Pharaoh tile (your turn will follow, and then Snefru will take the last turn of the game).

3) He rolls a "2" with the Stone die. The Rest tile marked with number 2 is below the Sphinx board, so Snefru takes it. He places it on his board, filling the first empty space from the left, which gives him no Fame points. His turn is over.

ICON REFERENCE

Icon	Description	Icon	Description
	Use once per Work/Rest turn		Any die/any Prayer die/any Stone die
	Stack up cards with this symbol		Put any 1 die/1 Stone die back in the Quarry
	Change what is on the left with what is on the right		Stone die/Prayer die with a value of your choice
	Put all the activated cards back in vertical position (so you may activate them again)		Any dice with the same value
	Take/discard the depicted Workers		Reroll one time any number of dice
	Take/discard the depicted Cats		Construction action on the Pyramids/on specific levels of the Pyramids
	Take/discard 1 resource of your choice		Take 1 face up God card paying the cost/without paying the cost/discard 1 God card
	Gain/lose the Fame points shown in the symbol		Discard 1 resource of your choice to gain other resources different from the discarded one
	Take 1 Stone die from the supply, roll it, and use it in the current turn		Take resources equal to each other
	Take a Work turn		Each other player takes 1 Cat

CLARIFICATIONS ON SOME SCARAB CARDS

Amethyst Scarab: Its power exhausts at the end of your Work turn. The chosen God card does not count toward the number of the God cards you own at the end of the turn, and you cannot use it at the end of the game to add its Fame points.

Silver Scarab: If your Player board is already full (8 spaces), gaining 1 new resource does not trigger the power of the Scarab.
Example: You have 7 occupied spaces on your board and you take a Rest tile that gives you 2 Workers. With the first Worker you fill your board up so you gain 2 Fame points. With the second Worker you may choose which resource to discard but you do not gain Fame points again.

Pearl Scarab: Activating its power, you gain the exact amount of Fame points your opponent gains, including the ones given by the construction and/or God cards. You cannot activate your God cards' powers.
Example: If an opponent, owning Thoth as God card, builds 1 die with a value of 3 on the ground floor of Cheops' Pyramid, he discards 1 Worker to gain 3+1 Fame points. You may gain the same number of points by discarding 2 Workers.

Emerald Scarab: If you choose a Rest tile that is owned by an opponent, the tile is flipped face down (and remains that way until it is returned to below the Sphinx board) but stays in front of the opponent.