

Ramses

Race for the Wealth of Egypt
by Florian Isensee

*English rules translated by Ben Baldanza, who takes responsibility for any mistakes.
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Players: 2-4
Duration: 30 minutes
Ages: from 8 years on
Material: 69 cards
19 mark cards

1. Background

It is 1925. After the finding of breathtaking grave treasures in the Valley of the Kings, interest in the fascinating empire of the Pharaohs rises in Europe and America. In Paris the antique Egyptian culture will be presented extensively. The significant European and American museums are asked to help in this exhibit. The museum managers review their supplies and try to improve by buying and trading collections. In Paris the nicest objects arrive and are presented in the exhibition hall. But space in the exhibition site is limited...

2. Goal of the Game

The players take on the role of the museum managers. They try to procure the nicest and most important Egyptian objects of art in the art market. The player who can present the most splendid objects in the exhibit wins the game.

3. Play Material

The game consists of 69 playing cards:

8 trading cards
12 piece of art cards with 6 buildings
16 piece of art cards with 4 buildings
27 piece of art cards with 3 buildings
2 piece of art card jokers
4 general cards

In addition:

16 small cards marking noting the museum donating the Exhibition
3 small cards marking the three, four and six-set card decks

The following symbols are used on the playing cards:

Number on top = number of cards in the set

Number on top in the middle = Point value of the complete set

Piece of art letter = Fragment number

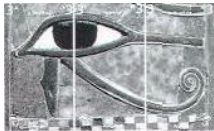
Lower center = Name of the piece of art

Below on the right = symbol [the same symbols prove a piece of art]

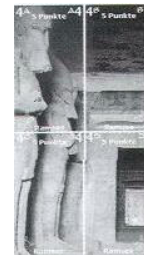


The following pieces of art exist:

3 piece sets of art:



4 piece sets of art:



6 piece set of art



Joker



Trading Card



4. Game set-up

The art cards are sorted according to 3, 4 and 6 cards and three face-down piles are formed. Every pile is shuffled. Each player takes one card from each pile. Every player has therefore a 3, 4, and 6 piece of art card in their hand. Place the jokers in the 4 and the 6 piles; shuffle each pile separately so that there are now three fully shuffled piles for the 3, 4 and 6 cards. Lay these next to each other and place the appropriate number marker card so that players will know which pile they are drawing from. Remove cards from each pile as necessary to meet the following totals:

With 2 players every pile has 17 cards.
With 3 players every pile has 16 cards.
With 4 players every pile has 15 cards.

Beside these three piles, place the trading cards as a fourth pile.

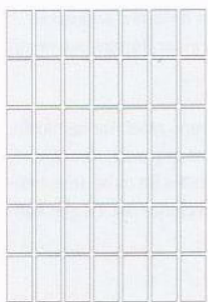
Each player takes the marker cards for one of the museums.

Here is what the table will look like at the start of the game:

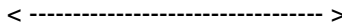


5. Exhibition Space

The middle of the playing area is used to place the exhibits. This will be made to a maximum size of 6 x 7 or 7 x 6 cards. All built art sets and trading cards must be placed within this surface. The orientation of the cards must be the same.



Either layout is acceptable, but all cards must fit into this size grid and all cards must be of the same orientation



6. Game Flow

Beginning with the start player the players take turns clockwise and can carry out the following actions. The actions are divided into phases. When a phase is concluded, the player can begin the next phase. The initial start player is the player who has visited a museum most recently. The

- a) Buying Phase: Drawing a piece of art card or trading card
- b) Trading Phase (if a trading card was chosen)
- c) Construction Phase: Play completed sets into the exhibition or prepare sets for exhibition in front of the player
- d) Delivery Phase: Give a card to another player
- e) Supplement Phase: Player increases their hand size to four cards
- f) Trading Phase (by playing a trading card from the hand)

The phases in detail are described next.

a) Buying Phase: On a player's turn, he can draw a piece of art card or trading card. If choosing a piece of art card, the player first decides which of three decks he will draw from. There is no limit to the number of cards a player can hold, however in the scoring there is a penalty for unused cards.

b) and f) Trading Phases: A player can initiate a trading phase by taking a trading card in phase (a) or by playing a trading card from his hand in phase (f). Trading uses the following rules:

- 1) The initial trade offer is made by the player that initiates the trading phase
- 2) In every case, two cards are exchanged for two cards. No other barter possibilities are allowed.
- 3) Of the two cards offered, one card is placed face-up and the other face-down. The player can state information about the face-down card but this need not be accurate.
- 4) Every player must present a trade offer.
- 5) The actual exchange is voluntary. On seeing all the offers, the player who initiated the trade can choose to keep his original two cards.
- 6) Trading cards may be exchanged as either the face-up or face-down card.

c) Construction Phase: In the construction phase the player can perform one of the following actions but is not obligated to act. Cards placed in the Exhibition area must border in at least one edge of a card already lying in the Exhibition space (except of course the first card set placed). Full sets placed into the Exhibition space are marked with the player's museum marker for scoring at the game's end:

- 1) Place a single or several trading cards from the hand into the Exhibition space. Should several commercial cards be placed at the same time, these must be laid directly side by side.
- 2) Place a complete three-card set of art from the hand into the exhibition space.
- 3) At least three cards from a four or six set piece of art can be laid out in front of the player. A player is allowed to have multiple partially-built sets in front of him.
- 4) Play one or more cards from the hand into a four or six-card set already under construction in front of the player.
- 5) A four or six-piece of art can be placed into the Exhibition area if it has already been full prepared and laid out in front of the player, and if it fits into the prescribed constraints of the Exhibition space. Note that it is not possible to play a four or six-piece of art directly from the hand into the Exhibition space – these must first be laid out in front of the player and then, on a later turn, placed into the Exhibition space. One three-card sets can be placed directly from the hand.
- 6) Substitute for a joker which was used in a prepared object or in a piece of art already in the Exhibition with the correct card. The joker is then taken into the hand. Jokers can always be used for any piece in any set.

(Illustration on in the German rules at this point show illegal plays into the Exhibition area and illegal ones. The illegal plays are because they either do not border another card or extend the area beyond the maximum 6 x 7 or 7 x 6.)

d) Delivery Phase: The player may give a card to another player. This present cannot be rejected.

e) Supplement Phase: The Player can increase their hand to four cards as long as enough cards are still available.

f) Trading Phase: At this point a player can play a trading card from the hand to initiate a trading round using the rules described above. The trading card is passed to the player on the left.

7. Game End

The game ends immediately if at the end of the construction phase of a player there is no room for any more Exhibitions to fit. The player does not finish their turn.

8. Scoring

Every piece of art successfully placed in the Exhibition space is worth the points printed on the piece of art cards:

Trading cards: No points

Three-set pieces of art: 3 points

Four-set pieces of art: 5 points

6-set pieces of art: 8 points

The point values refer to the whole piece of art consisting of several cards, not the points per card!

The prepared objects which are displayed before a player count all together one minus point, no matter how many cards have been played. The only exception is the Joker.

Each piece of art card in the player's hand counts one minus point.

Trading cards in the hand are worth no points and cost no points.

Every Joker in a player's hand or a set under preparation in front of him costs minus three points.

The player with the most points wins.