Object of the Game

Hunting for precious treasures, the adventurers search the legendary temple in Luxor.

They strive for the chamber tomb of the Pharaoh.
Yet, on the way there they can collect many treasures and precious scarabs. The players move their adventurers inside the temple from tile to tile by playing their hand cards. The nearer their adventurers get to the chamber tomb ***and*** *the more treasures they collect on their way the more victory points a player gains. After the first two adventurers have entered the chamber tomb with the aid of keys, the game ends. The player having collected the most victory points (VP's) is the winner of the game!*

Components

- **1 Game board**

- **1 Horus board**

- **1 Scoring board**

- **31 Starter Cards**
  6x 1
  5x +/- 1
  4x each of 2, 3, 4, 5
  4x die

- **24 Horus cards**

8x Level 1 *8x Level 2* *8x Level 3*

The level is equal to the number of eye icons at the bottom edge of the card.

- **30 Treasure tiles –** *(10 of each type)*

Vases

Statues

Jewelry

Rear side

Of each treasure type: 1x 1 4x 3 3x 4 1x 5 1x 6

- **14 Temple tiles**

Rear sides:

4x Cobra
6x Falcon
4x Lion

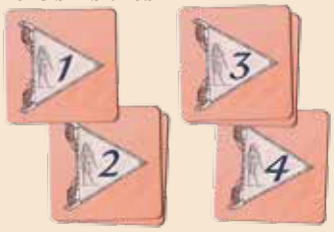
Front sides:

3x Wild card *4x Scarab* *1x Wild card/ Scarab*
1x 1 or 2 Eyes *1x 2 or 3 Eyes* *4x Tunnel*

- **6 Horus tiles**

2 each of 1, 2 or 3 Eyes and keys

- **6 Osiris tiles**



1x 1, 2x 2, 2x 3, 1x 4

- **20 Keys**

Front side *Rear side*

- **18 Wild card treasure tiles**

- **22 Scarabs**

Front side *Rear sides*

4x *8x* *6x* *4x*

- **2 Sarcophagi**

- **20 Adventurers**

5 Adventurers of each player color

- **4 Player markers**

Indicating the player's color

- **4 Scoring markers**

1 marker of each player color

- **1 Die**

(The color of the die may vary.)

- **1 First Player marker**

- **1 Rules booklet**

Setting Up The Game

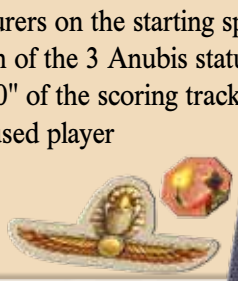
General components

Place the **game board** in the center of the playing area. Place the **sarcophagi** in the chamber tomb in the center of the game board. Place the **Horus** and **scoring boards** next to the game board. Mix all **scarab tiles** face down and keep them above the Horus board as general supply, along with the **wild card treasure tiles** and the **keys**. Put the **die** next to the game board.

Player components

Each player chooses a player color, and takes the **5 adventurers, the scoring marker** and the **player marker** of their chosen color. All players place two of their adventurers on the starting space *(stairs)* in upright position, and **lie down** one of their adventurers next to each of the 3 Anubis statues *(not in upright position)*. All players place their scoring marker on the space "0/100" of the scoring track. Give the **first player marker** to the youngest player. Return the unused player components to the game box if playing with 2 or 3 players only.

The player marker in front of each player serves as a mere reminder of their player color.



The playing cards

The first player shuffles the **starter cards** and deals **5 cards** to each player. The remaining cards form the draw pile and are stacked in the center of game board.

!! Important: The players are not allowed to change the order of their hand cards!

Sort the **Horus cards** by their levels *(number of eyes at the bottom edge)* and mix them separately. Then, stack them face up on the corresponding spaces of the Horus board *(number of eyes)*.

The tiles

Mix the **Osiris tiles** face down. Place 4 of these tiles on the designated Osiris spaces of the game board, and return the 2 remaining ones to the game box.

Place the **Horus tiles** on the corresponding Horus spaces of the game board, according to the number of eye icons.

Mix the **treasure tiles** face down, then place one on each still empty space of the game board, randomly drawn and face up.

Sort the **temple tiles** by their rear sides.
Mix each type separately, and stack them separately face down next to the game board.

THE SCORING BOARD: *The order of scoring the different categories at the end of the game is shown in the left column:*

1. Position of adventurers | 2. Gained sarcophagi | 3. Keys still owned

4. Number of collected treasure tile sets | 5. Victory points from scarabs

The right column shows the victory points depending on the number of collected treasure tile sets.

Important: Handling of cards

In Luxor, the players are not allowed to change the order of their hand cards during the complete game. A player may play the leftmost or rightmost card of their hand only, and is not allowed to rearrange their cards thereafter.

Played cards (starter card or Horus card) are placed on the discard pile. When drawing a new card to their hand, a player must sort it in the middle of their 4 remaining hand cards. When the draw pile is exhausted, shuffle the discard pile and use it as new draw pile. At the end of their turn, a player always has 5 hand cards.

Sequence of play

Luxor is played over a series of game rounds. During each game round, the first player starts, with the other players following in clockwise direction.

1) Playing a card and moving adventurers

The active player plays their leftmost or rightmost card, and moves one of their adventurers from tile to tile towards the chamber tomb. The number on the played card is the number of tiles the player must move their adventurer.

2) Performing an action

Next, the player performs the action of the tile on which their adventurer ended his movement.

3) Drawing a card

Finally, the player draws a new card from the draw pile, and must sort it in the middle of their hand. Then, the next player takes their turn.

The game ends after the first two adventurers have entered the chamber tomb with the aid of keys. The game round is played completely, and then the final scoring takes place.

The next two pages show the sequence of play in detail.

1) Playing a card and moving adventurers

First, the active player chooses their leftmost or rightmost card, then plays it face up on the discard pile in the center of the game board.

Starter Cards:

If the card shows a number, the player moves **one** of their **adventurers** that number of tiles towards the chamber tomb.

If the card shows the icon the player must move **one** of their **adventurers** one tile forward or backward.

If the card shows the icon the player rolls the die first. Then, must advance **one** of their **adventurers** that number of tiles towards the chamber tomb as the result of the die roll.

Horus cards:

During the game the players can gain Horus cards (level 1, 2 or 3), which allow new movement options. *Please see **page 8** for a detailed explanation.*

Example: Looking at her hand cards, Ani can play either the "1" on the left or the "3" on the right.

Example: Ani (Red) must move her adventurer from the starting space 3 tiles forward.

Move one adventurer by 1 to 6 tiles.

Move all adventurers by 2 tiles.

Advance last one to second last one.

Move one adventurer and take the treasure tile with 1 less adventurer than required.

Movement rules:

Choosing an adventurer and moving

The player may choose to move any of their adventurers in an upright position. However, adventurers still lying down at Anubis statues have not entered the game yet and may not be moved. An adventurer always moves from one tile to the next. Any empty spaces (spaces without a tile) are skipped. More than one adventurer may occupy a tile or a space.

Example: Ani moves her upright adventurer by 3 tiles. She skips the empty space. She is not allowed to move her adventurer lying down at the Anubis statue.

Starting the movement from an empty space:

In case an adventurer starts his movement from an empty space, his first movement is to the next tile, then continuing from tile to tile.

Example: Ani's adventurer starts from an empty space. The adventurer first moves to the nearest tile, then proceeds from tile to tile.

New adventurers entering the game

The first time a player's adventurer passes an Anubis statue, they place their adventurer lying down at that statue onto the stairs at the start in upright position. That adventurer has entered the game now, and can be moved in following game rounds.

Example: Jan (Green) has rolled a "5". His adventurer passes the Anubis statue, and he places his adventurer from the statue onto the stairs in upright position.

***If the rare case occurs** that a player cannot legally move one of their adventurers by playing their leftmost or rightmost card, they play one of these two cards without moving an adventurer. Subsequently, they end their turn by drawing a new card from the draw pile.*

2) Performing an action

The adventurer performs the action of the tile on which his movement **ended**. Depending on the tile, the following happens:

Treasure tile:

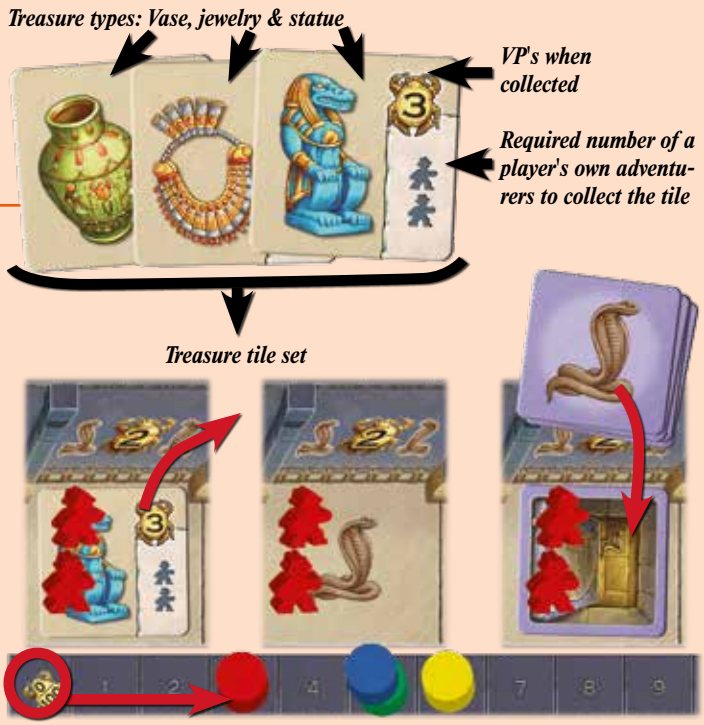
The player checks if they have **at least** as many of their **own adventurers** on this tile as the number of depicted adventurer icons.

- If not, nothing happens.
- If the player meets the requirement, they take that tile and records the shown number of victory points on the scoring track with their scoring marker. The player keeps the tile for possible use in a set *(composed of vase, jewelry and statue)* at the end of the game

Next, the player checks if there is any icon on the now empty space.

If there is an icon, the player reveals the top tile from the corresponding stack of temple tiles, and places it face up on that space. The adventurer or adventurers are placed on that temple tile without taking the action of the tile.

If there is no icon, all adventurers remain on the empty space.



Example: As there are 2 of Ani's (Red) adventurers on the treasure tile, she meets the requirement, and takes that tile. She advances her scoring marker by 3 spaces. By taking the tile she reveals a temple tile icon (on that space of the game board). She draws an appropriate temple tile (cobra), and puts it on this space. Finally, she places her adventurers on this new temple tile.

Temple tiles:

The player performs the action of the temple tile. *All actions of temple tiles are explained in detail on* ***page 7****.*

Take 1 scarab | *Take 1 wild card treasure tile* | *Draw 1 Horus card* | *Move from one tunnel to the next*

Horus tile:

As long as any are available, the player takes either

- a **key** from the general supply

or

- the **top card** from that stack on the Horus board showing the same number of eye icons as shown on the tile. They must sort that card in the middle of their hand cards. In this case, the player does not draw a new card from the draw pile.

Please see ***page 8*** *for a detailed explanation of the Horus cards.*

Example: Ani (Red) decides not to take a key. Instead, she takes the top card from the stack of the Horus board showing one eye icon, and puts it in the middle of her hand cards.

Osiris tiles:

The adventurer immediately moves ahead as many tiles as shown on the tile. Then, he performs the action of the tile on which his movement ends.

Important: *Adventurers never stay put on an Osiris tile, but advance immediately.*

Example: Ani's adventurer lands on the Osiris tile with the number 3. She advances her adventurer by 3 tiles, then resolves the action of the temple tile by drawing a scarab from the general supply.

3) Drawing a card

The player draws a new card from the draw pile, and must sort it in the middle of their hand immediately.

Whenever the draw pile is exhausted, shuffle the discard pile and use it as new draw pile.

Note: *At the end of their turn, a player always has 5 hand cards.*

Exception: *If the player had taken a Horus card during their turn, they do not draw a new card now.*

End of the game and final scoring

The game ends after the first two adventurers have entered the chamber tomb. The game round is completed as usual. In order to enter the chamber tomb the adventurer's movement must end inside the chamber tomb exactly; it is not allowed to forfeit any movement points.

Additionally, the player must **discard one key** for each of their adventurers entering the chamber tomb, and leave it on the key space of the game board. A player not owning a key is not allowed to move an adventurer inside the chamber tomb.

The first adventurer to enter the chamber tomb claims the sarcophagus worth 5 VP's, the second adventurer to get there takes the second one worth 3 VP's. It is possible that both these adventurers belong to the same player.

Other adventurers may still enter the chamber tomb during the same game round, using their key, but they do not gain a sarcophagus.

Example: Ani Red) plays a "2" card and moves her adventurer into the chamber tomb, exactly using all movement points. She deposits one of her keys onto the key space. Then, she takes the remaining sarcophagus worth 3 VP's.

Exception for ending the game: *In the very rare case that* ***no player*** *can make a legal move with one of their adventurers during a game round, the game ends immediately. Players proceed to final scoring.*

At the end of the game the final scoring takes place. All players can gain additional victory points, adding them with their scoring marker on the scoring track to any they have collected during the game from treasure tiles:

VP's for Adventurers:

The player scores VP's for each of their adventurers as shown by the scarab on the wall next to the adventurer's final location.

Note: *An adventurer still at the start (stairs) or at an Anubis statue is worth zero VP's.*

Example: Ani (Red) gains 31 VP's total (0+5+5+8+13) for her adventurers.

Sarcophagi:

Each sarcophagus is worth the imprinted number of VP's.

Keys:

Each key still owned by a player is worth 1 VP.

Treasure tile sets:

A player gains VP's for **complete sets of treasure tile**. A set consists of one tile each of the three different treasure types: **Vase, statue, and jewelry**. A wild card treasure tile may be used as substitute for any type, but a set may not contain more than 2 wild card treasure tiles.

Depending on the number of sets they own, a player gains VP's as follows:

Number of sets	*1*	*2*	*3*	*4*	*5*	*6*	*7*	*8+*
Victory points	*3*	*7*	*12*	*18*	*25*	*33*	*42*	*52*

Example: Ani (Red) has collected 3 sets, two of which contain wild card tiles. According to the chart on the left she gains 12 VP's. Her one remaining wild card treasure tile is worthless.

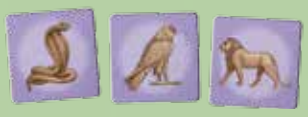
5. Scarabs:

The player reveals their collected scarabs. Each scarab tile is worth the imprinted number of VP's.

Example: Ani (Red) gains 7 points for her collected scarabs.

The player with the most victory points is the winner of the game! In case of a tie for the most VP's, the tied player owning the more valuable sarcophagus is the winner. If none of them owns a sarcophagus, these players enjoy a shared victory.

You may now start the game!

Whenever you encounter the **temple tiles**  and the **Horus cards**

during the game, the following summaries will help you to understand their meaning:

Summary of temple tiles

Scarab: The player draws a scarab tile form the general supply, secretly looks at it, and keeps it face down in front of them. Each tile is worth its imprinted number of VP's at the end of the game.

Wild card treasure tiles: The player takes a wild card treasure tile from the general supply, and keeps it in front of them.

Scarab or wild card treasure tile: The player takes either a scarab tile or a wild card treasure tile.

Example: Jan (Green) decides to take a scarab.

Favor of Horus: The player draws the top card from one of the two Horus card stacks of the Horus board, as shown on the tile. The player must sort it in the middle of their hand immediately. If both eligible stacks are exhausted, the player gains nothing.

Example: Jan (Green) decides for the level 2 Horus card and sorts it in the middle of his hand. At the end of his turn, he does not draw a new card from the draw pile.

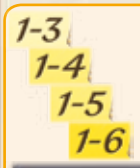
Tunnel: The player must advance their adventurer to the next tunnel in the direction of the chamber tomb. If there is no other tunnel nearer to the chamber tomb, nothing happens. The adventurer always advances to the next tunnel, he may not skip any.

Note: If, by moving through a tunnel, an adventurer passes an Anubis statue where one of that player's adventurers is still lying down, that adventurer is placed onto the starting stairs in upright position.

Example: Jan (Green) plays a "1" card, advancing his adventurer to the tunnel. He must move that adventurer to the next tunnel ahead immediately.

Summary of Horus cards:

The Horus cards provide more options when moving the adventurers.



1 - X: The player chooses any number from the scope as shown on the card, and advances one of their adventurers that number of tiles.

Example: Jan (Green) plays his "1-3 card", and advances one adventurer by 3 tiles. Then, he takes the treasure tile.

1-Die: First, the player rolls the die, then chooses a number from 1 up to and including the result of the die roll, and advances one of their adventurers accordingly.

Example: Jan (Green) only rolled a "2", so he can more one of his adventurers by 1 or 2 tiles. He decides for 2 tiles, so he could play a "1" card next game round, and take the treasure tile.

Advance all adventurers:

The player moves all their adventurers ahead by the number of movements shown on the card.

They start with the adventurer nearest to the chamber tomb, and end with the adventurer farthest from the chamber tomb.

After the player has moved all their adventurers, they decide for **one** of them to perform the action of his current tile.

***Important!** Even after using a card "Advance all adventurers", the player can claim only a maximum of one scarab OR wild card treasure tile OR treasure tile OR use one tunnel OR draw one Horus tile.*

Example: Jan (Green) has 4 active adventurers, and advances all of them by 2 tiles. The 3 adventurers coming from the same space go ahead another 3 tiles immediately due to the Osiris tile. Now, he can decide to advance his single adventurer through the tunnel or to take the treasure tile. He takes the treasure tile.

Advance last one to second last one:

The player advances their adventurer farthest from the chamber tomb to their adventurer second farthest from it. Then, that adventurer performs the action of the tile upon which he landed, if possible.

If more than one of the player's adventurers are farthest from the chamber tomb (sharing the same tile), the player decides for **one** of them to join the second farthest.

Example: All 5 of Jan's (Green) adventurers are active. He plays the card "Advance last one to second last one". He moves one of the adventurers still standing on the stairs (both are farthest away from the chamber tomb). That adventurer joins his second last one, and he takes the treasure tile.

1 Adventurer less:

The player moves one of their adventurers 1, 2 or 3 tiles forward. If that adventurers lands on a treasure tile, the player may claim it even if the number of their adventurers on that tile is one less then the number of the required adventurers.

Example: Ani (Red) plays her "1" "1 Adventurer less" card, and moves one of her adventurers to the next tile. She may take that tile, despite having only two adventurers on that tile instead of three as required.

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