

VALLEY OF THE KINGS



16 16 PREMIUM EDITION 16 16



PLAYER'S GUIDE



PHARAOKS / COMBINING SETS

OPTIONAL RULES

To create more variety in your games, there are a number of optional rules you can use. If players want to use any of the rules discussed here, they should make sure that everyone understands and agrees to the rules before the game begins.

NEW UNIQUE CARDS

The 6 new unique (purple) cards included with this premium edition can simply replace the 6 unique cards from other sets. This is a fast and easy way to add a variety of powerful new abilities without having to sort a lot of cards.

PHARAOH CARDS

This premium edition of *Valley of the Kings* includes 10 pharaoh cards. Pharaoh cards offer players powerful abilities that can be used on each of their turns during the game. Playing with pharaohs is optional, and players should agree upon whether or not to use them at the start of the game.

PHARAOH SETUP

As part of the “Set Up Players” step during the game setup, randomly deal 2 pharaoh cards face down to each player. Each player chooses 1 of the 2 pharaohs, then puts the other one back in the box. After each player has chosen a pharaoh, each player places their pharaoh face up in front of them. Pharaohs remain in play during the entire game and are not shuffled into your deck, discarded, or entombed.

USING YOUR PHARAOH

- The abilities shown on your pharaoh work the same as all other effects, and can be used only once during each of your turns.
- Pharaoh abilities are not “actions” and do not interact with other actions, such as *Tyet Amulet* for example.
- Pharaohs are not considered to be a “card” for abilities and effects that refer to a card.
- Pharaohs are not part of your deck, discard pile, or tomb.

COMBINING CARDS FROM DIFFERENT SETS

There are trillions of ways to combine the cards in the three *Valley of the Kings* versions to create a unique gaming experience. Below are some guidelines.

STARTER CARD SELECTION

The earlier versions of *Valley of the Kings* had different starter cards than *Last Rites*. You should pick which version of the starter cards to use. For even more variety, you can even mix both kinds of starter cards. All players should have the same cards in their starter deck to maintain better balance.

MIXED SETS

The first two versions of *Valley of the Kings* contain red, brown, yellow, green, and blue color sets. *Last Rites* contains yellow, green, blue, and tan color sets. An easy way to introduce variety in your games is to swap color sets from different versions. For example, you could use the red and brown sets from the base game, the yellow set from *Afterlife*, and the green and blue sets from *Last Rites*.

Choose the sets you want to play with from each version of the game. The selection may be deliberate or at random. To help you make random selections, we have included a randomizer card for each of the color sets from each of the three versions of the game.

HALF SETS AND SUPER SETS

There are two identical copies of each color set card. For example, there are 12 Priests cards, but only 6 different kinds of priests. Splitting up this set means that you would use only 6 cards from the Priests set. Use half of each set from any two of the three versions of *Valley of the Kings*. There will then be no duplicates in the game. Note that the red and brown sets are not available in *Last Rites*.

There are two ways to play with half sets:

- **TREAT THE SETS INDEPENDENTLY**
In this version of the game, there are 10 different sets. With no duplicate cards, getting a full set of anything is quite challenging.
- **COMBINE THE SETS BY COLOR GROUP**
In this version of the game, there will be 5 super sets. The Sarcophagi/Mummification super set, the Canopic Jars/Jewelry super set, etc. For the set using any two sets from Statues, Tomb Art, and Builders, there are 14 distinct cards. If you were to complete this set, you would get $14 \times 14 = 196$ points!

SET LISTS

The following is a list of color sets from each of the three versions. A complete list of card sets can be found at the back of the rulebook on page 8.

BASE GAME

- Sarcophagi
- Canopic Jars
- Amulets
- Books
- Statues



AFTERLIFE

- Mummification
- Jewelry
- Chambers
- Weapons
- Tomb Art



LAST RITES

- Priestesses
- Priests
- Builders
- Artisans



SUGGESTED SETS



| | NICE AND SWEET | NASTY NASTY | HIGH INTENSITY | ONE-OF-A-KIND | THE BIG FIVE |
|-----------------------|---|---|---|--|---|
| Author | John Burt (quill65 on Board Game Geek) edited by Tom Cleaver | Tom Cleaver | Stuart Dunn (Dismas on Board Game Geek) edited by Tom Cleaver | Tom Cleaver | Tom Cleaver |
| Description | <i>This set was designed to give good buy and entomb abilities as well as allow for fun moves with chained actions. We don't like conflict so we left out the attack cards.</i> | <i>This set was designed for those of the 'take that!' school of game play. It has lots of player interaction and lots of nasty combos.</i> | <i>This game combines cards from all three versions (base game, Afterlife, and Last Rites). It has an increased deck size, so it takes longer to play (perhaps 75 minutes).</i> | <i>This version uses only one of each set card from the base game and Afterlife. With no duplicates, this doubles the number of cards that can be scored for each set. eg, all 10 yellow cards score 100 points.</i> | <i>Try this version if you have a fifth player.</i> |
| Starter Set | Base game starter cards. | Base game starter cards. | 2 Shabtis, 2 Menials, 1 Urn, 1 Box of Food, 1 Offering Table, 1 Embalmer, 1 Kite, and 1 Medjay | You may choose to use the starter cards from the base game or Last Rites. | Five sets of base game starter cards. |
| 3 Card Set (RED) | Middle Sarcophagus / Brain Hook, Linen Bandages | Outer Sarcophagus, Inner Sarcophagus / Linen Bandages | Sarcophagi and Mummification (6 cards)** | One of each red card from the base game and from Afterlife | All the red cards from the base game (Sarcophagi) |
| 4 Card Set (BROWN) | Hopi Canopic Jar / Bracelet, Brooch, Necklace | Duamutef Canopic Jar, Qebehsenuf Canopic Jar / Brooch, Necklace | Canopic Jars and Jewelry (8 cards)** | One of each brown card from the base game and from Afterlife | All the brown cards from the base game (Canopic Jars) |
| 5 Card Set (YELLOW) | Wadj Amulet, Tyet Amulet, Djed Pillar Amulet / Offering Chapel, Antechamber | Weres Amulet, Tyet Amulet / Serdab, Antechamber, Burial Chamber | Amulets, Chambers, and Builders (15 cards)** | One of each yellow card from the base game and from Afterlife | All the yellow cards from Last Rites (Priestesses) |
| 6 Card Set (GREEN) | Book of the Heavens, Book of the Netherworld / Dagger, Spear, Bow, Khopesh | Book of the Heavens, Book of the Netherworld, Book of the Dead / Sling, Dagger, Axe | Books, Weapons, and Priests (18 cards)** | One of each green card from the base game and from Afterlife | All the green cards from Last Rites (Priests) |
| 7 Card Set (BLUE) | Statue of Anubis, Statue of Horus, Statue of Isis, Statue of Osiris / Goddess Nut, Apis Bull, Victory | Statue of Bastet, Statue of Sobek, Statue of Osiris / Harvest, Goddess Nut, Goddess Maat, Victory | Statues, Tomb Art, and Builders (21 cards)** | One of each blue card from the base game and from Afterlife | All the blue cards from Last Rites (Builders) |
| 8 Card Set (TAN) | | | Artisans (8 cards)** | | All the tan cards from Last Rites (Artisans) |
| Unique Cards (PURPLE) | Mummified Cat, Ka Figurine, Chariot, Boat, Burial Mask / Mirror Case, Hounds and Jackals Game, Sphinx, Calcite Cup, Ibex Statue | Censer, Chariot, Boat / Senet Game, Mirror Case, Ibex Statue | Everything from all three games (16 cards) | All uniques from both the base game and Afterlife. | All uniques from both the base game and Last Rites. |

**Use one set card from each of the color sets, so that there are no duplicate cards in the game. Treat each set separately - do not combine them into super sets.



LONGER GAMES / SOLITAIRE RULES

LONGER GAMES

If you want more challenge and higher scores, you can make the game longer by including extra cards. Feel free to include as many extra cards as you wish. For example, you may wish to play with all of the *Last Rites* cards plus the 3 and 4 card sets from *Afterlife*.

FIVE- AND SIX-PLAYER GAMES

Although enough cards are included with the premium edition to play with as many as 12 players, we have found that 6 players is a practical limit.

FIVE-PLAYER GAME

Take all 6 Sarcophagus cards from the base game and all 6 Mummification cards from *Afterlife* to form a red super set. Take all 8 Canopic Jar cards from the base game and all 8 Jewelry cards from *Afterlife* to form a brown super set. For your additional sets, use Amulets or Chambers, Books or Weapons, and Statues or Tomb Art. Use any 6 purple unique cards from either version.

SIX-PLAYER GAME

This is the same as the five-player game, except that you use all 10 Amulet cards from the base game and all 10 Chamber cards from *Afterlife* to form a yellow super set. Use any 10 purple unique cards.

SOLITAIRE RULES

Can't find an opponent for *Valley of the Kings*? Don't fret. You can still play by yourself. There are three solitaire games available: Starter Solitaire, Master Solitaire, and Solo Player Variant. These games will sharpen your skills when playing against others.

For Starter Solitaire and Master Solitaire games, the following additional rules apply:

- You may examine the boneyard whenever you wish.
- You may examine your discard pile whenever you wish.
- You may not execute an action that refers to another player.
- Duplicate set cards in your tomb count against you.

STARTER SOLITAIRE

These rules work for all three versions of *Valley of the Kings*, (base game, *Afterlife*, and *Last Rites*). To win you must get a perfect score, that is, you must entomb 10 starter cards, all uniques, and one copy of each color-set card. This scores 164 points for the base game or *Afterlife*, and 198 points for *Last Rites*. Any duplicate set cards count 1 point against you.

MASTER SOLITAIRE

This game is the same as Starter Solitaire, except that you no longer get one free entombment per turn. You must therefore use card actions to populate your tomb.

CARD CLARIFICATIONS FOR AFTERLIFE

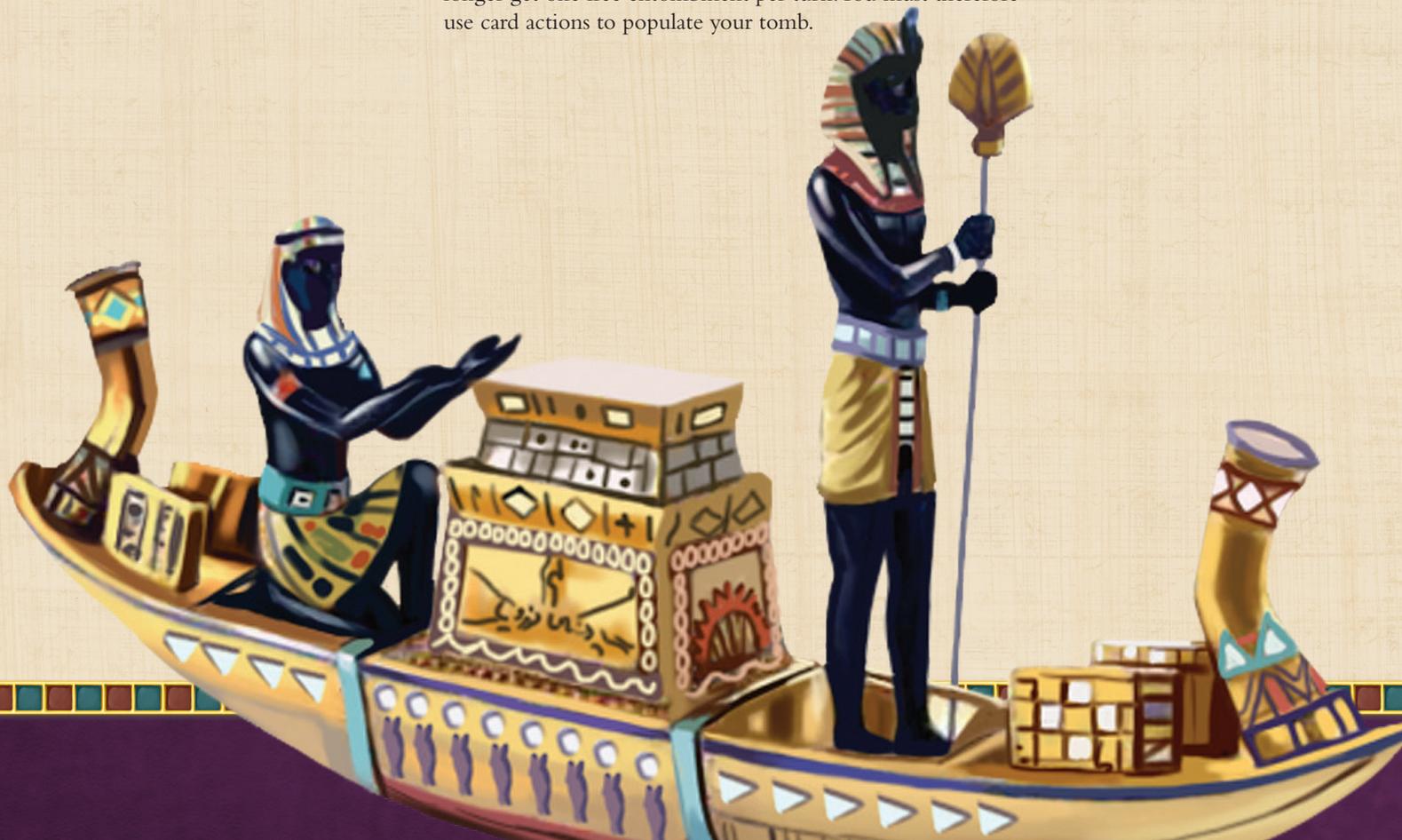
The solitaire rules state that you may not execute an action that refers to another player. The following are clarifications for certain cards that refer to other players.

- The action of *Dagger* is allowed.
- The action of *Offering Chapel* is allowed.
- The action of *Linen Bandages* is forbidden.

CARD CLARIFICATIONS FOR LAST RITES

The solitaire rules state that you may not execute an action that refers to another player. The following are clarifications for certain cards that refer to other players.

- The action of *Brick Mason* is allowed.
- The action of *Priest of Anubis* is allowed.
- The action of *Priestess of Sekhmet* is allowed.
- The action of *Draughtsman* is forbidden.
- The action of *Leather Worker* is forbidden.
- The action of *Priest of Osiris* is forbidden.



SOLO PLAYER VARIANT



SOLO PLAYER VARIANT

By Arne Kjell Vikhagen (tilde72 on Board Game Geek) edited by Tom Cleaver.

This solo variant uses a dummy player deck with cards that have special actions connected to them. It simulates the behavior of a real opponent, making it difficult to predict what will happen.

The game is played with the same rules and scoring as any other game with human players. The dummy player takes turns and the pyramid behaves exactly the same way as usual.

The dummy player does not have a hand – all cards that are taken by the dummy player are immediately entombed and count towards the dummy player's score. The cards in the dummy player's tomb are open information and should be well organized.

SETUP OF THE DUMMY PLAYER DECK

Shuffle the thirty starter cards that are not used by the solo player: 12 *Shabtis*, 9 *Urns*, 6 *Boxes of Food*, and 3 *Offering Tables*. If you are playing with the *Last Rites* version, use 12 *Menials*, 9 *Embalmers*, 6 *Kites*, and 3 *Medjays*. These cards will form the dummy player deck.

THE DUMMY PLAYER'S TURN

Draw a card from the dummy player deck. Instead of doing the action listed on the card, the dummy player executes an action that corresponds to the card drawn according to the following list:

♣ SHABTI (OR MENIAL)

Entomb the lowest cost card of the same color as the lower right card in the pyramid.
.....

♣ URN (OR EMBALMER)

Entomb the lowest cost card of the same color as the lower left card in the pyramid.
.....

♣ BOX OF FOOD (OR KITE)

Entomb the highest cost card of the same color as the card nearest the top of the pyramid.
.....

♣ OFFERING TABLE (OR MEDJAY)

Entomb the highest cost card in the pyramid of the set that matches the most developed set in the dummy player's tomb. If this card is already in the dummy player's tomb, entomb the highest cost card that matches the most developed set in your tomb. If that card is in your tomb already, entomb the highest cost card in the pyramid.
.....

In case of a tie in any of the above, choose the card that benefits the dummy player the most.

Near the end of the game, the *Shabti* (or *Menial*) and *Urn* (or *Embalmer*) actions may refer to positions where there are no cards. In such cases, use the card that is closest to that position.

Clarifications on special card actions during the solo player variant are listed on pages 6–7.

Refill the pyramid as usual at the end of the turn. Reshuffle the dummy player's deck if necessary.

SETTING A DIFFICULTY LEVEL

Before you start playing, select a difficulty level from 0 to 10. Draw a number of cards from the stock equal to the difficulty level and place them in the dummy player's tomb.

For an even harder challenge, you may do the following: Once the first level III card is drawn from the stock, the *Shabti* (or *Menial*) and *Urn* (or *Embalmer*) card actions change; they entomb the highest cost card instead of the lowest cost.

WINNING THE GAME

The game ends as usual when no cards are left in the stock and pyramid, and both you and the dummy player have taken the same number of turns. You win the game if you have more points than the dummy player.





SOLO PLAYER VARIANT

SPECIAL CARD ACTIONS FOR VALLEY OF THE KINGS: BASE GAME

Below is a list of cards which in some way address the opponent, and how their actions should be treated.

BOAT

When an opponent buys a card, you may immediately discard Boat and take a card from the base of the pyramid

Effect on Dummy Player: This action cannot be used.

CENSER

Take the top card of an opponent's discard pile. Put Censer on top of that opponent's discard pile.

Effect on Dummy Player: This action cannot be used.

INNER SARCOPHAGUS

Each opponent discards down to 3 cards.

Effect on Dummy Player: This action cannot be used.

LINEN BANDAGES

Entomb a card. Each opponent with at least one card in their draw deck may draw a card.

Effect on Dummy Player: This action has no effect on the dummy player. You get to entomb a card.

MUMMIFIED CAT

When an opponent sacrifices a card, you may immediately discard Mummified Cat and take the discarded card.

Effect on Dummy Player: This action cannot be used.

OFFERING TABLE

When an opponent's action would cause you to discard or sacrifice, reveal Offering Table to prevent the action from affecting you.

Effect on Solo Player: The dummy player will never cause you to discard or sacrifice, so this action cannot be used.

OUTER SARCOPHAGUS

Put a card on top of an opponent's discard pile. Draw a card.

Effect on Dummy Player: Put a card into the dummy player's tomb. Draw a card.

QEBEHSENUEF CANOPIC JAR

Each opponent sacrifices a card. Exception: Players with empty draw decks and discard piles do not sacrifice.

Effect on Dummy Player: This action cannot be used.

STATUE OF BASTET

Each opponent puts a card on top of your discard pile. Exception: Players with empty draw decks and discard piles do not put cards on top of your discard pile.

Effect on Dummy Player: This action cannot be used.

STATUE OF SOBEK

Reveal the top 3 cards of your deck. Discard one. Entomb one. Put one on top of an opponent's discard pile.

Effect on Dummy Player: Put the card into the dummy player's tomb instead of opponent's discard pile.

WERES AMULET

Put a card from your hand into an opponent's tomb. Draw 3 cards.

Effect on Dummy Player: This works exactly as stated.

SPECIAL CARD ACTIONS FOR VALLEY OF THE KINGS: AFTERLIFE

Below is a list of cards which in some way address the opponent, and how their actions should be treated.

AXE

If you discard Axe as the result of an action, each opponent discards the highest cost card in their hand.

Effect on Dummy Player: No effect.

BURIAL CHAMBER

Put a card from your hand into an opponent's tomb. Entomb a card from your hand or discard pile.

Effect on Dummy Player: This works exactly as stated.

DAGGER

If there are at least as many cards in the boneyard as there are players, each player, starting with you, takes the top card of the boneyard.

Effect on Dummy Player: The card that the dummy player takes gets entombed immediately.

GODDESS NUT

Select an opponent. That opponent may take the card with the lowest cost. You take the card with the highest cost.

Effect on Dummy Player: If there are two or more equal-valued cards, you choose which card the dummy player takes. The card that the dummy takes gets entombed immediately.

HARVEST

Each opponent with an empty discard pile sacrifices a card or discards 2 cards.

Effect on Dummy Player: No effect.

LINEN BANDAGES

Entomb a card. Each opponent with at least one card in their draw deck may draw a card.

Effect on Dummy Player: This action has no effect on the dummy player. You get to entomb a card.

OFFERING CHAPEL

Each player may entomb the top card of their discard pile.

Effect on Dummy Player: This action has no effect on the dummy player. You may still entomb a card from your discard pile.

OFFERING TABLE

When an opponent's action would cause you to discard or sacrifice, reveal Offering Table to prevent the action from affecting you.

Effect on Solo Player: The dummy player will never cause you to discard or sacrifice, so this action cannot be used.



SOLO PLAYER VARIANT



PESESH-KEF

Take a card selected by the player to your left.

Effect on Dummy Player: Take the lowest cost card in the pyramid. If there is a tie, you get to choose.

SENET GAME

Draw a card. Put Senet Game on top of an opponent's discard pile. That opponent puts a set card on top of your discard pile, or reveals a hand with no set cards.

Effect on Dummy Player: This action cannot be used.

SLING

When an opponent entombs a card, discard Sling and entomb a card costing 3 or less.

Effect on Dummy Player: This works exactly as stated.

SPECIAL CARD ACTIONS FOR VALLEY OF THE KINGS: LAST RITES

Below is a list of cards which in some way address the opponent, and how their actions should be treated.

ASTROLOGER

Put Astrologer on top of an opponent's discard pile. Draw up to 3 cards.

Effect on Dummy Player: Put Astrologer into the dummy player's tomb.

BRICK MASON

Each player, starting with you, may entomb the top card of the boneyard or the top card of the stock.

Effect on Dummy Player: After you have entombed your card, put the top card of the boneyard into the dummy player's tomb if it is a set card that is not a duplicate of one already in the dummy player's tomb. Otherwise put the top card of the stock into the dummy player's tomb.

DRAUGHTSMAN

Swap a set card in your hand with a card in the pyramid. Each opponent may put the top card of their discard pile into their hand.

Effect on Dummy Player: This action has no effect on the dummy player. You may still swap a card in the pyramid.

HIGH PRIESTESS OF BASTET

Search the boneyard. Entomb the highest cost card. Put the lowest cost card on top of an opponent's discard pile. Return the rest of the cards, if any, to the boneyard in any order.

Effect on Dummy Player: Put the lowest cost card into the dummy player's tomb.

LEATHER WORKER

Reveal a card from your hand. Each opponent must discard a card with an equal or higher cost, or reveal a hand containing only lower cost cards.

Effect on Dummy Player: This action cannot be used.

PLASTERER

Select an opponent. That opponent selects a number of cards from the pyramid equal to the number of players. Put one of these cards on top of each player's discard pile.

Effect on Dummy Player: Take the two lowest cost cards. Put one on top of your discard pile and the other into the dummy player's tomb.

PRIEST OF ANUBIS

Each player, including you, with an empty discard pile puts a card from their tomb on top of their discard pile.

Effect on Dummy Player: This action cannot be used.

PRIEST OF OSIRIS

If an opponent has more cards entombed than you do, entomb a card from your hand or discard pile.

Effect on Dummy Player: This works exactly as stated.

PRIEST OF THOTH

Put the top card of your deck on top of an opponent's discard pile. Take a card from the middle row of the pyramid.

Effect on Dummy Player: Put the card the dummy gets into the dummy player's tomb.

PRIESTESS OF SEKHMET

Each player may draw up to 3 cards, without shuffling their discard pile to create a new deck.

Effect on Dummy Player: This has no effect on the dummy player. You may still draw up to 3 cards.





CARD SUPPLEMENT

VALLEY OF THE KINGS: BASE GAME CARDS

BOAT

When an opponent buys a card, you may immediately discard Boat and take a card from the base of the pyramid.

You use this card during an opponent's turn, after the opponent has bought a card, and after the pyramid has crumbled. Discard Boat. Take any one of the 3 cards in the base of the pyramid and put it on top of your discard pile. Carry out the crumbling of the pyramid after you take your card.

BOOK OF GATES

Reveal the top card of your deck. Execute its action, if possible. Discard the card.

You may not use the revealed card for anything except its action. You must execute the action, even if you do not want to.

BOOK OF THE DEAD

Take the card with the lowest cost and entomb it.

Take the lowest cost card anywhere in the pyramid. If there are two or more equal-valued cards, you may choose one of them. Put the card you take directly into your tomb. The card you entomb can be in addition to the normal entombment of one card per turn.

BOOK OF THE EARTH

Sacrifice a card in your hand. Take a card with a cost up to twice as much as the sacrificed card.

Put a card from your hand on top of the boneyard. Take any one of the 6 cards from the pyramid that has a cost up to twice as much as the sacrificed card. For example, you sacrifice a card with a cost of 2; you can take a card with a cost up to 4. If you use *Book of the Earth*, you must take a card.

BOOK OF THE HEAVENS

If you have 5 or more cards in your discard pile, entomb one of them.

Count the cards in your discard pile. If you have at least 5, select a card to put in your tomb. Do not rearrange the cards in your discard pile.

BOOK OF THE NETHERWORLD

Take the top card of the stock.

Take the top card of the stock and put it on top of your discard pile.

BOOK OF TRAVERSING ETERNITY

If you bought a card this turn, take another of lower cost.

If you have already bought a card from the pyramid this turn, you may use *Book of Traversing Eternity* to take another card from anywhere in the pyramid. The card must have a lower cost than the card you bought.

BOX OF FOOD

Sacrifice a card in your hand. Entomb a card with a lower cost.

Take a card from your hand and put it on top of the boneyard. Take a card from your hand that is lower in cost than the one you sacrificed and put it in your tomb. You may not sacrifice a card unless you have a lower cost card to entomb.

BURIAL MASK

Entomb a card from your hand or discard pile.

You may search your discard pile for a card to entomb, or entomb one from your hand. The card you entomb can be in addition to the normal entombment of one card per turn. Once you have searched your discard pile, you have begun the action, so you must complete it.

CENSER

Take the top card of an opponent's discard pile. Put Censer on top of that opponent's discard pile.

Choose an opponent and take the top card of the opponent's discard pile. Replace the card you took with Censer. A player with an empty discard pile cannot be the target of Censer.

CHARIOT

Discard a card. Take the top card of the boneyard.

Discard a card from your hand. Take the top card of the boneyard and put it on top of your discard pile. If there are no cards in the boneyard, this action cannot be used.

DJED PILLAR AMULET

Take a card of the same set as one in your tomb.

Examine your tomb. If a card in the pyramid is of the same set as one of the cards in your tomb, show the tomb card to the other players. You may take a matching card from anywhere in the pyramid and put it on top of your discard pile. For example, if you have a *Statue of Thoth* in your tomb, you may take a *Statue of Sobek* from the pyramid. Starter cards and unique cards are not set cards and are unaffected by *Djed Pillar Amulet*.

DUAMUTEF CANOPIC JAR

Each opponent discards a card.

Each other player must take a card from their hand and put it in their discard pile. Players with no cards in hand do nothing. Discards occur in turn order.

HEART SCARAB AMULET

Entomb a card from your discard pile.

Search your discard pile. Entomb a selected card. You may not reorder the cards in your discard pile. Once you have begun taking this action by looking at your discard pile, you must complete it.

HOPI CANOPIC JAR

Discard a card. Take the card with the lowest cost.

Discard a card from your hand. Then take the lowest cost card anywhere in the pyramid. If there are two or more equal-valued cards, you may choose one of them. Put the card you take on top of your discard pile.

IMSETI CANOPIC JAR

Entomb a card costing 4 or less.

Take a card from your hand with a cost of 4 or less, show it to the other players, and put it into your tomb. The card you entomb can be in addition to the normal entombment of one card per turn.

INNER SARCOPHAGUS

Each opponent discards down to 3 cards.

Each other player with 4 or more cards in hand discards until he has only 3 cards. Players with 3 or fewer cards do nothing. Discards occur in turn order. You may see the discards.



CARD SUPPLEMENT



KA FIGURINE

Discard a card. Take a card of the same set as the discard.

Discard a set card from your hand. Take a card from anywhere in the pyramid that is of the same set as the one you discarded. Put the card from the pyramid on top of your discard pile. You may not use this action if the set of your discarded card does not match one in the pyramid. Starter cards and unique cards are not set cards and cannot be taken with *Ka Figurine*.

MIDDLE SARCOPHAGUS

Sacrifice a card. Entomb a card from your hand.

Take a card from your hand and put it on top of the boneyard. Then take another card from your hand and put it in your tomb. The card you entomb can be in addition to the normal entombment of one card per turn.

MUMMIFIED CAT

When an opponent sacrifices a card, you may immediately discard *Mummified Cat* and take the sacrificed card.

You may use this card on your own turn (when you force another player to sacrifice a card) or during another player's turn (when that player sacrifices a card or causes other opponents of yours). Put the card you get on top of your discard pile. You may not use *Mummified Cat* to recover a card that you sacrifice. You may use *Mummified Cat* to take a card sacrificed as the result of the automatic sacrifice that occurs when the pyramid is unchanged during a turn.

OFFERING TABLE

When an opponent's action would cause you to discard or sacrifice, reveal *Offering Table* to prevent the action from affecting you.

This card is used when it is an opponent's turn. If you are required to sacrifice a card from your hand or discard a card

from your hand, show *Offering Table* and do not sacrifice or discard. *Offering Table* does not protect against any other kind of opponent actions.

OUTER SARCOPHAGUS

Put a card from your hand on top of an opponent's deck. Draw a card.

Take a card from your hand and put it on top of another player's deck. Then draw a card from your own deck.

QEBEHSENEUF CANOPIC JAR

Each opponent sacrifices a card. Exception: Players with empty draw decks and discard piles do not sacrifice.

Each other player must sacrifice a card from their hand, except that players with empty draw decks and discard piles do not sacrifice. Sacrifices occur in turn order.

SHABTI

Swap 2 cards in the pyramid, OR sacrifice a card in the pyramid.

Choose one of these two actions:

- Exchange the positions of 2 cards in the pyramid. You may not exchange positions with an empty space.
- Take a card from the pyramid and put it in the boneyard. This triggers crumbling of the pyramid, as normal.

Note that *Shabti* can be used to shorten the game (by sacrificing cards in the pyramid) or extending the game (by swapping cards in the pyramid to avoid sacrificing when no changes have been made to the pyramid).

STATUE OF ANUBIS

After you draw your 5-card hand at the end of your turn, draw one additional card.

At the end of the turn, draw a 6-card hand instead of a 5-card hand. If you have played two *Statues of Anubis* during your turn, you draw 7 cards.

STATUE OF BASTET

Each opponent puts a card on top of your discard pile. Exception: Players with empty draw decks and discard piles do not put cards on top of your discard pile.

Each other player puts a card from their hand on top of your discard pile. Players who have empty draw decks and discard piles are unaffected. Placing cards on your discard pile occurs in turn order.

STATUE OF HORUS

Entomb a card from your hand.

Put a card from your hand into your tomb. The card you entomb can be in addition to the normal entombment of one card per turn.

STATUE OF ISIS

Take a card with a cost of 6 or less.

Take a card from anywhere in the pyramid and put it on top of your discard pile. The card you take cannot have a cost greater than 6.

STATUE OF OSIRIS

Discard a card. Draw 3 cards.

Discard a card from your hand. Then draw the top 3 cards of your deck, reshuffling your discard pile if necessary.

STATUE OF SOBEK

Reveal the top 3 cards of your deck. Discard one. Entomb one. Put one on top of an opponent's discard pile.

Reveal the top 3 cards from your deck to all players. Of these three cards, discard one, entomb one, and put one on top of an opponent's discard pile. You cannot use this action if it is impossible to draw 3 cards.

STATUE OF THOTH

All cards in your hand have a gold value of 4.

For the rest of the turn, ignore the printed gold value of cards in your hand. Instead, each card has a gold value of 4.

TYET AMULET

Repeat an action you executed this turn.

If you used a card to execute an action this turn, you may use the *Tyet Amulet* to do that action again. The *Tyet Amulet* has no effect on cards used for their gold value. The *Tyet Amulet* cannot be used with *Boat*, *Censer*, or *Statue of Thoth*. The normal entombment of one card per turn is not an action; therefore the *Tyet Amulet* cannot be used for an additional entombment based on this normal entombment.

URN

Put the top card of your discard pile on top of your deck.

Take the top card from your discard pile and put it face down on top of your deck.

WADJ AMULET

Swap a card in your hand with a card in your tomb.

Take a card from your hand and put it into your tomb. Take a card from your tomb and put it into your hand.

WERES AMULET

Put a card from your hand into an opponent's Tomb. Draw 3 cards.

Put a card from your hand into another player's tomb. Then draw 3 cards from your deck.





CARD SUPPLEMENT

VALLEY OF THE KINGS: AFTERLIFE CARDS

ANTECHAMBER

Search your discard pile. Put a card from your discard pile into your hand.

Go through your discard pile and select any card. Put that card into your hand. Once you have begun this action, you must complete it.

APIS BULL

Entomb a level III card from your hand or discard pile.

Search your hand and discard pile for level III cards (cards with 3 symbols in the lower right). Choose one of them to entomb. Once you have begun this action by searching through your discard pile, you must complete it, if possible. If it cannot be completed, return *Apis Bull* to your hand.

AXE

If you discard *Axe* as the result of an action, each opponent discards the highest cost card in their hand.

When an action, either your own or someone else's, causes you to discard *Axe*, each opponent must reveal their hand and discard their highest cost card. In case of ties for highest cost, the opponent may choose. The normal discard at the end of the turn does not trigger *Axe*.

BOW

Take a set card that is not of the same set as any card in your tomb and entomb it.

Examine the pyramid and your tomb. Select a set card from the pyramid that does not belong to the same set as any card in your tomb. Take the card from the pyramid and put it directly into your tomb. Uniques and starter cards are not set cards. Example: You have no *Jewelry* in your tomb. A *Bracelet* is in the pyramid. Play *Bow*, take the *Bracelet*, and put it in your tomb.

BOX OF FOOD

Sacrifice a card in your hand. Entomb a card with a lower cost.

Take a card from your hand and put it on top of the boneyard. Take a card from your hand that is lower in cost than the one you sacrificed and put it in your tomb. You may not sacrifice a card unless you have a lower cost card to entomb.

BRACELET

Discard 3 cards. Take a card from the base of the pyramid.

Discard any 3 cards from your hand. Take a card from among the 3 at the base of the pyramid and put it on top of your discard pile.

BRAIN HOOK

Reveal the top card of the stock. You may buy it for 2 less than its cost. If you don't, sacrifice it.

Turn over the top card of the stock. You may choose to buy it for 2 less than its printed cost. If you don't buy it, sacrifice it by putting it on top of the boneyard.

BROOCH

Entomb a card from the pyramid. Sacrifice a set card in your tomb.

Take a card from the pyramid and put it directly into your tomb. Then sacrifice a set card in your tomb. Uniques and starter cards are not set cards.

BURIAL CEREMONY

Entomb any number of starter cards.

Select any number of starter cards from your hand. Put them into your tomb.

BURIAL CHAMBER

Put a card from your hand into an opponent's tomb. Entomb a card from your hand or discard pile.

Choose an opponent and put a card from your hand into their tomb. Entomb a card from either your hand or discard pile.

CALCITE CUP

Discard 4 cards. Take 2 cards.

Discard any 4 cards from your hand. Take any 2 cards from the pyramid and put them on top of your discard pile.

DAGGER

If there are at least as many cards in the boneyard as there are players, each player, starting with you, takes the top card of the boneyard.

If necessary, count the cards in the boneyard, but do the count in such a way that no one sees any card other than the top card. If there are enough cards for everyone, take the top card and put it on top of your discard pile. Each other player does the same, starting with the player to your left. Note that the other players cannot refuse to take a card.

GODDESS MAAT

Sacrifice the top card of your discard pile. Take a card.

Put the top card of your discard pile on top of the boneyard. Take a card from the pyramid and put it on top of your discard pile. If your discard pile is empty, you may not execute this action.

GODDESS NUT

Select an opponent. That opponent may take the card with the lowest cost. You take the card with the highest cost.

Select any opponent. That opponent may choose to take the lowest cost card in the pyramid. In case of a tie for lowest cost, the opponent may choose among the tied cards. Regardless of whether the opponent chose to take a card, you take the highest cost card in the pyramid. In case of a tie for highest cost, you may choose among the tied cards.

GRAND GALLERY

Discard any number of cards. Draw a number of cards equal to the amount you discarded.

Discard any cards you choose. Draw an equal number. Example: You discard 3 cards, and then you draw 3 cards.

HARVEST

Each opponent with an empty discard pile sacrifices a card or discards 2 cards.

Each opponent who has no discard pile chooses whether to sacrifice a card from their hand or discard 2 cards from their hand.

HOUNDS AND JACKALS GAME

Put a card in play into your hand.

Take a card that you have already played this turn for its action or gold value and put it back into your hand. You may play the card again this turn.

IBEX STATUE

Entomb the top card of the stock.

Take the top card of the stock and put it directly into your tomb.

CARD SUPPLEMENT



♣ JUDGMENT

Set aside a card from your hand and take the top card of the boneyard. Repeat this as often as desired. Then sacrifice the set-aside cards.

You may not examine the boneyard at any time during this action. Set aside any card in your hand. Take the top card of the boneyard and put it on top of your discard pile. As long as you have cards to set aside, you may repeat this action as often as you wish. When you choose to stop, sacrifice all the set-aside cards in any order you choose.

♣ KHOPESH

Discard a set card. Take a card.

Discard a set card. Take any card from the pyramid and put it on top of your discard pile. Uniques and starter cards are not set cards.

♣ LINEN BANDAGES

Entomb a card. Each opponent with at least one card in their draw deck may draw a card.

Entomb a card from your hand. Each opponent may choose to draw a card, so long as that opponent has a deck to draw from. Opponents may not shuffle their discard piles to create draw decks.

♣ MIRROR CASE

Take a card. Put Mirror Case into the pyramid as though you were rebuilding the pyramid.

Take any card from the pyramid and put it on top of your discard pile. The pyramid then crumbles in the usual way. Put Mirror Case into the top of the pyramid and allow it to crumble down.

♣ NECKLACE

Entomb the top card of your deck. If it's a starter card you may entomb a second card from the top of your deck.

If you have no draw deck, you may

shuffle your discard pile to create one. Turn over the top card of your deck. Entomb the card. If the card was a starter card, you may repeat the action. If you choose to repeat it, you must entomb the card you reveal. This action is not recursive, that is, you may not repeat it again.

♣ OFFERING CHAPEL

Each player may entomb the top card of their discard pile.

Each player who has a discard pile may choose to entomb the top card from their discard pile.

♣ OFFERING TABLE

When an opponent's action would cause you to discard or sacrifice, reveal Offering Table to prevent the action from affecting you.

This card is used when it is an opponent's turn. If you are required to discard or sacrifice a card from your hand, show Offering Table and do not discard or sacrifice. Offering Table does not protect against any other kind of opponent action.

♣ PESESH-KEF

Take a card selected by the player to your left.

The player to your left selects a card in the pyramid. Take it and put it on top of your discard pile.

♣ RING

The next card you play this turn has double gold value.

After playing Ring, lay out another card from your hand. It has double gold value for the purpose of buying a card. You may add more cards from your hand before completing the buy. Example: If the second card was Brooch (gold value 2), it would have a gold value of 4.

♣ SENET GAME

Draw a card. Put Senet Game on top of an opponent's discard pile. That opponent puts a set card on top of your discard pile, or reveals a hand with no set cards.

Draw a card. Then choose an opponent. Put Senet Game on top of that opponent's discard pile. That opponent must then put a set card from their hand on top of your discard pile. If the opponent has no set cards, they must reveal their hand to prove it. Uniques and starter cards are not set cards.

♣ SERDAB

Set aside any number of cards from your hand. When you draw a new hand, add these set-aside cards to your hand.

Take any number of cards from your hand and place them face down. Continue with your turn. When you are finished, draw your usual 5-card hand and then add the set-aside cards to that hand.

♣ SHABTI

Swap 2 cards in the pyramid, OR sacrifice a card in the pyramid.

Choose one of these two actions:

- Exchange the positions of 2 cards in the pyramid. You may not exchange positions with an empty space.
- Take a card from the pyramid and put it in the boneyard. This triggers crumbling of the pyramid, as normal.

Note that Shabti can be used to shorten the game (by sacrificing cards in the pyramid) or extending the game (by swapping cards in the pyramid to avoid sacrificing when no changes have been made to the pyramid).

♣ SLING

When an opponent entombs a card, discard Sling and entomb a card costing 3 or less.

When an opponent entombs a card, either during your turn or an opponent's turn, you may immediately discard Sling and entomb a card from your hand with a cost of 3 or less.

♣ SPEAR

If the top card of the boneyard costs 5 or less, entomb it.

If the top card of the boneyard costs 5 or less, play Spear, take the card from the boneyard, and put it directly into your tomb.

♣ SPHINX

Put the next card you take or buy this turn into your hand.

After you play Sphinx, the next card you take or buy this turn goes into your hand instead of your discard pile.

♣ URN

Put the top card of your discard pile on top of your deck.

Take the top card from your discard pile and put it face down on top of your deck.

♣ VICTORY

Entomb a card in play.

Entomb a card that you have already played this turn for its action or gold value.



CARD SUPPLEMENT

VALLEY OF THE KINGS: LAST RITES CARDS

ARCHITECT

Count the cards in your discard pile; *Architect* is worth that much in gold for one purchase, OR if you have at least 7 cards in your deck, take a card.

You may choose which ability to use after you count the cards in your draw deck. Do not shuffle your discard pile into your draw deck.

ASTROLOGER

Put *Astrologer* on top of an opponent's discard pile. Draw up to 3 cards.

Select an opponent. Put *Astrologer* on top of that opponent's discard pile. Draw up to 3 cards. You may shuffle your discard pile if required to draw cards.

BRICK MASON

Each player, starting with you, may entomb the top card of the boneyard or the top card of the stock.

If there are not enough total cards available (boneyard plus stock) for all the players, you may not execute this action.

CARPENTER

If *Carpenter* is the first card you play, execute the action of the card on top of your discard pile.

If your discard pile is empty, you may not execute this action.

DRAUGHTSMAN

Swap a set card in your hand with a card from the pyramid. Each opponent may put the top card of their discard pile into their hand.

Set cards are any cards other than starters or uniques. The card you take goes into your hand. Opponents with empty discard piles do nothing.

ENGINEER

Sacrifice a starter card. Discard a set card. Take the 2 lowest cost cards.

Starter cards are level I cards. Set cards are any cards other than starters or uniques. Take the 2 lowest cost cards from anywhere in the pyramid and put them on top of your discard pile. In case of ties for cost, you choose.

GLASS BLOWER

Put a card from your tomb on top of your discard pile. Draw up to 4 cards.

The card from your tomb goes onto your discard pile before you draw. You may shuffle your discard pile if required to draw cards.

GOLDSMITH

Sacrifice a set card from your hand. Entomb a card from the pyramid.

Put a card from your hand, other than a starter or unique, on top of the boneyard. Take a card from anywhere in the pyramid and put it directly into your tomb.

HIGH PRIEST OF RA

Entomb a card from your hand. Put the top card of your discard pile into your hand.

If your discard pile is empty, you may not execute this action.

HIGH PRIESTESS OF BASTET

Search the boneyard. Entomb the highest cost card. Put the lowest cost card on top of an opponent's discard pile. Return the rest of the cards, if any, to the boneyard in any order.

There must be at least 2 cards in the boneyard to execute this action. In case of ties for cost, you choose.

EMBALMER

Sacrifice a card in the pyramid or in your hand, OR refill the pyramid.

"Refill the pyramid" means to rebuild the pyramid with new cards, as is done at the end of a turn.

KITE

Turn a card in the pyramid face down. It cannot be bought or taken so long as it is upside down, but it can be sacrificed. Turn it face up at the beginning of your turn.

The only way to remove an upside down card from the pyramid is to sacrifice it. Using the *Kite* action counts as a change to the pyramid, avoiding the need for sacrificing a card in the pyramid at the end of the turn. Players may examine upside down cards.

MEDJAY

Discard *Medjay* to prevent an opponent's action from affecting you; OR sacrifice *Medjay*, discard 4 cards, take a card.

Medjay can be used during an opponent's turn to cancel the part of an opponent's action that applies to you. Effects on the opponent and other players remain. The opponent's card remains in play even if *Medjay* completely cancels the opponent's action. For example, if the opponent plays *Plasterer* and selects you or another player, you may discard *Medjay* and totally cancel the opponent's action.

JEWELER

Take the top 2 cards of the boneyard.

There must be at least 2 cards in the boneyard to execute this action. The cards you take are put on top of your discard pile.

LEATHER WORKER

Reveal a card from your hand. Each opponent must discard a card with an equal or higher cost, or reveal a hand containing only lower cost cards.

The card you reveal goes back into your hand; it is not discarded.

MERCHANT

Until the end of the turn, all cards can be bought for half price (rounded up).

For example, the *Priest of Thoth*, with a cost of 5 can be bought for 3 gold.

CARD SUPPLEMENT



OVERSEER

Entomb a card from your discard pile. Take the lowest cost card in the pyramid.

If your discard pile is empty, you may not execute this action.

PLASTERER

Select an opponent. That opponent selects a number of cards from the pyramid equal to the number of players. Put one of these cards on top of each player's discard pile.

There must be at least as many selectable cards in the pyramid as there are players; otherwise this action cannot be done. The opponent may not select cards that are turned upside down. After the opponent selects the cards, you do the card distribution.

POTTER

Execute the action of the card at the top of the pyramid.

If the pyramid has no card at the apex (the very top row of the pyramid), you may not execute this action.

PRIEST OF ANUBIS

Each player, including you, with an empty discard pile puts a card from their tomb on top of their discard pile.

This action only affects players with empty discard piles. These players must create discard piles by taking cards from their tombs.

PRIEST OF HORUS

Discard any number of cards. For each discarded card, repeat the first action you executed this turn.

For example, your first play is to execute the action of *Jeweler*. You then play *Priest of Horus* and discard 3 cards. The action of *Jeweler* takes effect 3 more times.

PRIEST OF OSIRIS

If any opponent has more cards entombed than you do, entomb a card from your hand or discard pile.

If more than one opponent has more cards entombed than you do, you still get to entomb only one card.

PRIEST OF SOBEK

Discard a card. Take the top card of the boneyard if it costs equal or less than the discarded card.

To determine the acceptable cost, use the cost of the discarded card, not the cost of *Priest of Sobek*.

PRIEST OF THOTH

Put the top card of your deck on top of an opponent's discard pile. Take a card from the middle row of the pyramid.

If you have no draw deck, you may not execute this action. You may not look at the top card of your draw deck before deciding whether to play *Priest of Thoth* (no peeking). You choose who gets the card after you look at it. If the pyramid has no middle row, you may not execute this action.

PRIESTESS OF HATHOR

Count the cards in your deck. For each 3 cards (round down), draw a card.

For example, if you had 8 cards in your draw deck, you would draw 2 cards.

PRIESTESS OF MAAT

If the top card of the boneyard is a starter card, entomb it. You may immediately repeat this action once.

You may not examine the boneyard before executing this action.

PRIESTESS OF NUT

Sacrifice a card in your tomb. Entomb a card from your hand. You may immediately repeat this action once.

If you have no cards in your tomb, you may not execute this action.

PRIESTESS OF SEKHMET

Each player may draw up to 3 cards, without shuffling their discard pile to create a new deck.

A player with an empty draw deck does not get any cards.

SCRIBE

Discard any number of cards. For each discarded card, entomb a card from your hand.

For example, you discard 2 cards and entomb the remaining 2 cards from your hand.

SCULPTOR

Put the highest cost card from your discard pile into your hand.

You may not examine your discard pile before executing this action.

STONE MASON

Reveal a set card from your hand and put it on top of the stock. Take a card.

Put the card you reveal on top of the stock, not on top of your own draw deck. Put the card you take on top of your discard pile.

TOMB PAINTER

Entomb the top 2 cards of your discard pile.

There must be at least 2 cards in your discard pile or you may not execute this action.

WEAVER

Discard a card. Entomb a card of lower cost.

The card you entomb must be of a lower cost than the card you discarded.





CARD SUPPLEMENT

VALLEY OF THE KINGS: PREMIUM UNIQUE CARDS

ALABASTER KOHL JAR

Entomb a card from your discard pile. Sacrifice the rest of them.

Search your discard pile. Entomb a card. Sacrifice the remaining cards, if any.

APOTROPAIC WAND

Take a card. Each Opponent may put the top card of their discard pile into their hand.

Take a card from anywhere in the pyramid and put it on top of your discard pile. Opponents may put the top the top card of their discard piles into their hands. Opponents with empty discard piles get nothing.

FAIENCE CUP

Each player passes a card to the left. Cards go into opponents' hands. Entomb the card you get.

Each player selects a card from their hand and simultaneously passes it to the player on the left. Opponents pick up the cards they get and add them to their hand. You put the card you get into your tomb.

JEWEL BOX

Take a card. Execute its action Sacrifice the card.

Take a card from anywhere in the pyramid. Do the action of that card, and then put it on top of the boneyard.

MUMMIFIED CROCODILE

Sacrifice Mummified Crocodile. Entomb 4 cards from your hand.

Put *Mummified Crocodile* on top of the boneyard. Put 4 cards from your hand into your tomb. If you do not have 4 cards to entomb, you may not execute this action.

NECROPOLIS SEAL

If you entombed a card this turn, take the card at the apex of the pyramid.

If you put a card into your tomb earlier in the turn, take the card at the apex of the pyramid. If the pyramid has no card at the apex (the very top row of the pyramid), you may not execute this action.



CARD SUPPLEMENT



VALLEY OF THE KINGS: PREMIUM PHAROAH CARDS

Unless otherwise stated, each pharaoh ability may be executed once per turn.

AKHNATEN

Discard a card. Take the top card of the boneyard.

Discard a card from your hand. Take the top card of the boneyard and put it on top of your discard pile.

AMENHOTEP III

Select an opponent to take the top card of the boneyard. Take a card from the base of the pyramid.

The player you select must take the top card of the boneyard. Take a card from the base of the pyramid and put it on top of your discard pile. If there are no cards in the boneyard, you may not use this ability. If there are no cards in the pyramid, you may not use this ability.

CLEOPATRA VII

Entomb a starter card from your discard pile.

Search your discard pile for a starter card. If you find one, put it in your tomb.

DJOSER

Cards cost you one less than their listed cost.

When you buy a card, you pay 1 less gold than the cost printed at the upper right of the card. This effect lasts throughout the turn for as many cards as you wish to buy.

HATSHEPSUT

At the end of each turn, draw a 6-card hand, and then discard a card.

Draw an extra card at the end of your turn, and then discard one. If you have fewer than 6 cards, you don't need to discard. You do not start the game with 6 cards.

KHAFRE

Put a card from your hand into an opponent's tomb. Take a card.

Select a card from your hand and put it into an opponent's tomb. Take a card from anywhere in the pyramid and put it on top of your discard pile.

KHUFU

Select an opponent to take the top card of the stock. Take a card.

The player you select must take the top card of the stock. Take a card from anywhere in the pyramid and put it on top of your discard pile. If there are no cards in the stock, you may not use this ability. If there are no cards in the pyramid, you may not use this ability.

KHAFRE

Sacrifice a card for triple its gold value.

Select a card from your hand and put it on top of the boneyard. The card's gold value is tripled for the purpose of buying a card. You may play additional cards from your hand for their gold values to increase the gold value of the purchase.

THUTMOSE III

Discard 2 cards. Entomb a card from your hand. Starter cards are worth 2 VPs.

Select 2 cards from your hand and discard them. Entomb another card from your hand. At the end of the game, all starter cards in your tomb are worth 2 victory points instead of the usual 1.

TUTANKHAMUN

Execute the action of a card, and then use the card for its gold value.

Select a card from your hand and execute its action. After that, buy a card using the card's gold value as if it was just played for that purpose. You may play additional cards from your hand for their gold values to increase the gold value of the purchase.

CARD ORGANIZATION

This premium edition of *Valley of the Kings* includes a tray and dividers to help you organize your cards. Below are some options for organization.

- Use all of the set dividers to separate cards by color sets.
- Use the *Custom Set* dividers to keep the cards separated by version (base game, *Afterlife*, *Last Rites*, and *Premium*).
- Prepare your favorite mixed-set versions and separate them using the *Custom Set* dividers.

You may find other useful ways to organize the cards based on your preferred versions and variants.



