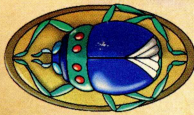




Gizeh!

COMPONENTS

- 28 Pyramid Cards
- 16 Character Cards
(4 sets of 4 cards)
- 7 Mummy Cards
- 1 Explorer Pawn



INTRODUCTION

The three Great Pyramids of the pharaohs of the Fourth Dynasty were built on the Giza Plateau. Besides, there are other structures destined to other members of the reigning family: Mastabas and Hypogea.

You and your group have just discovered a new pyramid and you are about to explore it. The first thing you find is an ancient curse of a pharaoh whose name has lost in the sands of time. You decide to ignore it and go forward, but soon you arrive to the first chamber where you have to overcome a challenge.
Your memory is crucial!

SET UP

Put aside the 7 Mummy cards in ascending order on the table.



Shuffle the Pyramid cards and set them aside.



Place the Explorer pawn in the middle of the table.



Each player chooses a character and takes their 4 cards, which are placed facing down in a row in front of them.



PLAYING THE GAME

The game has an Exploration phase, where you will go into the pyramid looking for treasures, and an Escape phase, where you will try to get out before being caught by the mummy of the pharaoh.

During the **Exploration phase**, reveal a new Pyramid card from the deck each turn and place the Explorer pawn on it.

During the **Escape phase**, don't add new cards, only move the pawn in the opposite direction to the exploration.

Then, players have to overcome the challenge of the chamber they just move the pawn.

To do so, all players must count to three and show one of their cards at the same time.

There are 3 kinds of challenges:

SCARABS:

To overcome it, all cards must match with the scarabs shown and all of them must be represented.



SUN AND MOON:

To overcome it, all cards must match with the symbols shown and all of them must be represented.

PARCHMENTS:

To overcome it, all players must add up to the exact number of parchments shown.



A) If the challenge is overcome, go on with the exploration. You have 3 seconds to memorise all the information on your played card. Then, place that card back to the same position (facing down) and start a new turn.

You get away from the mummy! Place the first discarded Mummy card back to its deck.



Now you may start the Escape phase and try to get out. However, there are three different kind of treasures in the pyramid, how far do you want to go?

B) If the challenge is not overcome, you are stuck in the chamber until you make it. You have 3 seconds to memorise all the information on your played card. Then, you have to place it facing down at the end of the row (the right side).

The mummy is getting close!

Discard the first Mummy card.



END OF THE GAME

The game ends:

A) When players get out of the pyramid with at least one treasure.

1 Treasure: One more group of explorers...

2 Treasures: You are on the newspapers.

3 Treasures: You made history!

B) When the pharaoh moves forward to the last card and so you lose. But you may carry out a new expedition and get revenge on the evil mummy.



Author: Eugeni Castaño
Illustration: Alba Aragón
Development: Francisco "Pak" Gallego
Graphic Design: Marc Simó
Translation: Gloria R. García

