

NEFERTITI

This expansion includes new characters to add to your games, a new location (the Port of Memphis) where gifts may be obtained, and special rules for playing with 2 or 5 players.



Contents



• The Port of Memphis in cardboard



• 2 Royal Seal tokens



• 3 orange servant pawns and 1 orange score counter (for a fifth player)



• 4 Tutors for the 2-player game (2 red and 2 black)



• 8 coins (Deben) of value 1

• 26 cards:



10 Foreign Gifts (8 and 2) cards



4 cups, each with a value of "9 points";
5 papyrus, each with a value of "4 points + 1 seal"



7 Character cards

New characters

Setup

- Place the Scribe and Merchant cards next to the game board (when playing with 3 players, remove a +2 Scribe).
- Shuffle the remaining characters (those from the base *Nefertiti* set and those from this expansion) and randomly draw 6, placing them next to the Scribes and Merchants – they will be available throughout the game. Place the leftover characters back in the box – they will not be used this game.

Scenarios

For goal-oriented games, you can also choose a specific group of 6 characters.

Here are a few suggestions:

- **The Curse of Amon**
Priest of Amon, Merchant of Amon, Vizier, Treasurer, Beggar and Trader.
- **Intrigue at the Pharaoh's Court**
Merchant of Amon, Royal Servant x 2, Royal Scribe, Roaming Thief and Oracle.
- **Race for the Nile**
Head Priest, Treasurer, Beggar, Roaming Thief, Thief and Trader.



Oracle

Allows players to look at the last 5 cards of the draw pile (4 gifts and the Akhenaton card) and exchange as many of his gifts as he wants for the 4 in the draw pile. The gifts taken must have a maximum value equal to or less than the gifts the player is returning to the draw pile. Finally, the player can decide the order in which these 5 cards are placed back at the bottom of the pile.

The Akhenaton card is not a gift and cannot be traded. It may happen that the player cannot trade anything.



Beggar

For each Market on the game board, allows the player to take 1 Deben from the reserve or turn face down one of the hidden gift cards. The hidden card can no longer be bought, traded or stolen by any player. The card will be turned face up again when the market opens next.

Example: The Green player decides to use the Beggar to take 1 Deben at Gizeh and Akhet-Aton (for a total of 2 Deben) and turn face down a Necklace card at Louqsor and a Chair card at Abou Simbel.



Merchant of Amon

Allows the player to discard as many gifts as he wishes to score 8 points per discarded gift.

The double Senets count as 2 gifts, and are therefore worth 16 points.



Priest of Amon

The Priest of Amon allows the player, after the final scoring (including for the Deben points and those for Seals still owned by players), to score 0/6/9/12 or 15 extra points depending on if the player is 1st/2nd/3rd/4th or 5th on the prestige track.

Example: Green is tied with Black for 3rd place, thus scoring 9 points.



Royal Scribe

Allows the player to score as many gifts as desired at their current cost with a 1 point bonus per gift.

The scored gifts can be of different types. The player does not have to

score all of his cards of a given gift type.

Example: A player uses the Royal Scribe while he has 3 chairs (he's the only one with any), 2 statuettes (another player owns a second at this point) and a cup: he decides to score his 3 chairs (for 3x9 points+3x1 bonus points), one of the statuettes (8+1 points) and his cup (for 9 + 1 points). He scores 49 points and now only has a statuette left in front of him.

When a player gains this character card for a Royal Seal, he keeps it visible in front of him.



Roaming Thief

Allows the player to take, from a market of their choice (open or not), the gift with the lowest maximum value. The Roaming Thief card is then placed on the market in place of the gift taken (if it was a

gift with a seal, the seal is not taken). From now on, whenever the markets close, the Roaming Thief can be bought just like any other gift: the player who buys it must use it immediately, and thus trade it with the gift with the lowest value at one of the 3 other markets.



Trader

Allows the player to exchange up to 2 gifts with the board. If the player exchanges one of his gifts for a gift of greater value, the difference in Deben is paid to the market's reserve.

The Roaming Thief can never be used on the market where the Akhenaton card has just been drawn. The Roaming Thief can never be stolen by the Thief, nor exchanged by the Trader.

The Port of Memphis and Foreign Gifts

This new area and foreign gifts can be used in games containing 2 to 5 players. They are mandatory for a 5-player game.

NO Royal Seal will ever be placed on the Port of Memphis.

NO character can ever be used there either: thus no player can ever take money from there with the Beggar or the Treasurer, cannot steal or exchange gifts there, cannot place 1 extra servant there using the Head Priest.

Setup

The Port of Memphis is placed next to the game board with 1 Deben on its reserve.

The gift cards draw pile is made this way:

Replace 1 gold crafts, 1 necklace, 2 statuettes, 2 mirrors, 2 harps and 2 "classic" chairs (leave them in the box) with foreign gifts **+1** and **+2**.

Also add to the draw pile as many "4 points + 1 seal" papyrus as there are players. When a papyrus is bought, stolen or exchanged on the board (but not with another player), the player immediately takes the seal as well as the card.

The maximum value of a papyrus is 4.

Mechanics

The Port of Memphis is only supplied by foreign gifts: when gifts are drawn to fill a market, each foreign gift drawn is placed above Memphis (and the players continue to do so until the market for which the cards were originally drawn is filled).

The foreign gifts in the Port of Memphis are only picked up by players if:

1. At least one foreign gift was added to the Port of Memphis;
2. AND there are at least 4 foreign gifts on that same Port.

We then proceed to the distribution of the gifts in decreasing order of bids, just like when closing a "classic" market.

However, the Port itself is never "closed", the "closed market" tile is never placed on it. The foreign gifts which have not been bought remain above the Port. There is also a final attribution of foreign gifts as soon as the Akhenaton card is drawn.

Example:

During initial setup, 2 foreign gifts are placed above Memphis. Upon the first opening of a "classic" market, 2 new foreign gifts are drawn, bringing the number of gifts above Memphis to 4, but no Servant with which to claim them.

Black decides to go there. On the next opening, no foreign gifts are drawn: despite there being 4 foreign gifts in Memphis, they are not distributed since no new foreign gifts have been added to them.

Red decides to outbid Black on Memphis, followed by Green over Red.

During the next market opening, 2 foreign gifts are drawn: there is therefore a distribution of the foreign gifts (Green must buy 2 from the 6 present (as he was the highest bidder); Red takes either half the money or buys 1 gift from among those remaining) etc.

Foreign gifts have the same value, maximum value (when exchanging) and type as "classical" gifts.

Foreign gifts are added to the regular egyptian gifts. Thus foreign harps are considered as being of the same type as regular harps.

When gifts are scored, foreign gifts give 1 (+1) or 2 (+2) bonus points to ALL gifts of the same type (including themselves). These bonuses can be stacked.

Example: The Red player owns the 2 foreign chairs +1 et +2 and 3 "classic" chairs. Another player also own chairs. Red will therefore score 10 points per chair (7 for their value and +1+2 bonus) for a total of 5x10=50 points.

2-player game

Despite having a different color, the 4 Tutors (split between the 2 players) represent a "neutral" player. This player has no money, but will eventually collect gifts or split Deben between the various markets.

Setup

Setup remains the same as a 4-player game except for the following:

- Remove the Scribe +3 character card and a Scribe +2 card.
- Each player takes 4 Servants of his color (Red or Black) plus 2 Tutors of the same color.
- The 8 Senet cards are left in the box.
- The first player takes 10 Deben, the second 11 Deben.

The Course of the Game

After having placed his Servant (and after the possible closing of a market due to that placement), a player can also place one of his Tutors:

- The player cannot place a Tutor on the "bid square" where he has just placed his Servant (or both his Servants when using a Head Priest).

• A Tutor can never make the best offer for the market where he has been placed (if there are no Servants on a “bid square” no Tutors can be in that market).

When a market closes (or when foreign gifts are attributed in Memphis), when a player must remove one of his Tutors, he can:

• Either take 3 Deben from the reserve of that market (4 Deben if you are playing with the Port of Memphis), to distribute exactly 1 of these Deben on each of the other reserves; if there is not enough money available, he places each of the remaining Deben on reserves of his choice.

• Or take one of the gifts present in the market and place it next to the game board (if there is a seal on the gift, the seal is simply discarded). The gifts thus collected by the Tutors (of both players) are scored as though they were owned by a third player.

It is possible to make that neutral player discard gifts (with the Serving Woman) or exchange gifts with him (any Deben given to him are simply removed from the game).

The Tutor is then picked up by the player who placed him and may be played at a later time.

A Tutor counts as a Servant with regard to the rules for closing the markets. For the right-side “bid square” at Gizeh (close when at 3 colors or 4 Servants / Tutors), the “3 colors” become closed when:

- 2 Servants of different colors and a Tutor,
- OR 2 Tutors of different colors and a Servant.

If a player no longer has any free Servants, whether or not he has Tutors, he can, as per normal *Nefertiti* rules choose a market on which he has at least one Servant present: that market is immediately closed.

5-player game

Setup is identical to a 4-player game with the following differences:

- The Port of Memphis must be put in play.
- Add the 4 cups of “9 points” value to the gifts draw pile.
- Each player only takes 3 Servants of his color.
- The money initially distributed is: 8 Deben each for the 1st, 2nd and 3rd players and 9 Deben each for the other two.

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