

EGYPT WALL

エジプトウォール

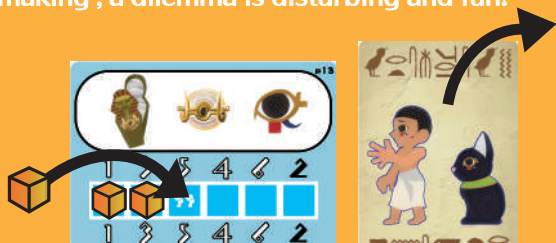


Game Overview

A wall painting was being made for worship of Pharaoh and gods in ancient Egypt. You aim to make the ancient Egyptian wall painting work personality and the wall painting liked by Pharaoh more.

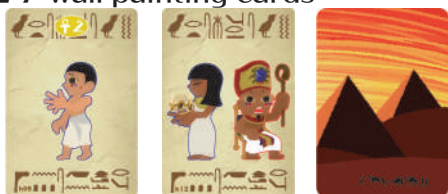
Charm

You get a wall painting card and make a wall painting by this game. But the score of the next scorecard fluctuates in the case. To give priority to the wall painting card you want or to raise the score of the wall painting one is making, a dilemma is disturbing and fun!



Set contents

- 27 wall painting cards



- 9 scorecards (Two faced)



- 18 wooden score cubes



- 8 coloring score cubes (in four colors)



- 1 score board

- 4 summary cards (in four colors)

Setup

P1

- 1 Please put a score board aside of the table.
- 2 Each player receives 1 summary card, 4 wooden score cubes and 1 coloring score cube (the same color as a summary card).
- 3 Each player puts 1 of a coloring score cube in 0 points of a score board. It's used for score indication.
- 4 You choose 5 scorecards at random and it's placed on line 1 of length in the table.

※ A first game, I'll suggest that the number of the upper right of a scorecard uses a card of "p01", "p06", "p12", "p13" and "p17".

- 5 Please be shuffle a wall painting card, and make mountain tags for the back. A wall painting card is turned over from a mountain tag. Please line each 1 for each wall painting card up officially next to the scorecard.

- 6 It's adjusted by the number of people in case of 2-3 people. The wooden score cubes by which 3 people stayed, each 1 remaining score cubes is placed on the mark of



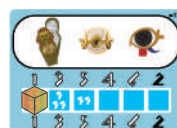
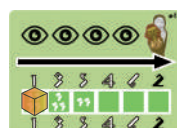
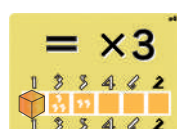
2 people also place it on the



mark more.

- 7 Excess scorecard, score cubes and summary cards aren't used by this game, so please return it to a box.
- 8 A player with going to Egypt recently will be the first turn player, and begins a turn.

↓ An example, The preparations when being 3.



Mountain tags



Player A



Player B



Player C



Aim of the game

You'll arrange an illustration on a wall painting card so that it fly met the condition of the scorecard to get marks more. You'll make the wall painting liked by Pharaoh.

After doing 2 rounds, a highest scoring player will be a winner.

Element on a wall painting card

Each illustration on a wall painting card has 3 elements, and a wall painting card is lined up so that the condition of a scorecard may be met using those elements.

- The direction of the illustration
Rightward (red edge illustration)

Leftward (blue edge illustration)

The front (white edge illustration)



- The number of the eye
An eye of 0-2 is drawn by each illustration.



- Presence of a decor
"HORUSU", "lady" and "mummy" have a decor.



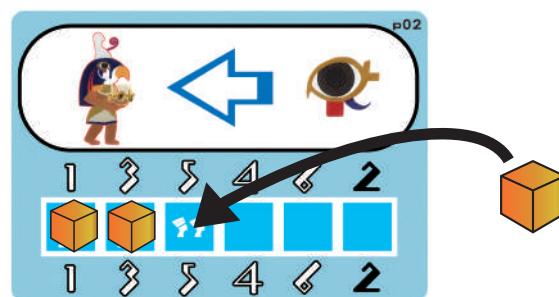
How to play

This game consists of 2 rounds.
Each round consists of 2 phase ,
« wall painting phase» and « score phase ».

« Wall painting phase»

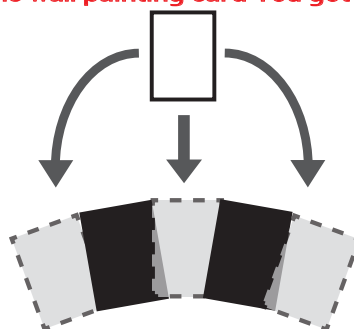
A turn of following behavior is performed clockwise from the first turn player.

- ① You choose 1 scorecard in line. You stuff the left and put on 1 wooden score cube or 1 coloring score cube , in the empty space.



Only 1 coloring score cube can be put in each scorecard. (In each scorecard, only 1 person.) The score of the scorecard becomes **double** only the player who put a coloring score cube.

- ② You get 1 wall painting card next to the scorecard which put a score cube and add it to the hand. Please have a hand so as not to see the contents from other players. When having a different wall painting card already, the wall painting card chosen newly is added between 2 wall painting cards or the other left and right on a wall painting card. **※ You cannot change a line on the wall painting card You got already.**



- ③ When the space where a score cube is put in the scorecard is uncrowded, You replenish the place where a wall painting card has disappeared with 1 wall painting card officially from the top of a mountain tag. **When there is no empty space, a wall painting card isn't replenished.**

When all players arranged all score cubes, and you got 5 wall painting cards, it'll be « score phase ».

« Score phase »

All players get the score from each scorecard at the same time. Please move the score cube on the score board when You get the score, its numerical value.

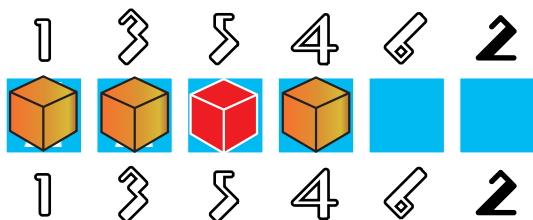
❶ All players exhibit a hand officially at each front. Be careful so as not to change order of the hand.

❷ The player who has a card with a mark in the wall painting card upper part gets its score respectively.



❸ It's processed in turn from the scorecard in the end. Each player confirms whether the condition of the scorecard is achieved. Only the player who achieves the condition gets the score. The figure which was written at the top and the bottom of the score cube put to the right most is the score of the scorecard. When a score cube isn't put in the scorecard, it'll be 0 points.

※ Only the player who put a score cube with coloring gets the double score.



In case of an upper figure, the player who achieved the condition gets 4 points.

Only a red player  gets 8 points.

2nd round

❶ Please collect the score cube placed on the scorecard and it's returned in the state of the first preparations. A score cube on the score board isn't returned.

❷ All score cards used for 1st round are turned over. Please line up every color and change a scorecard as it is easy to understand.

❸ In case of 2-3 people, you put a score cube on the scorecard like the setup.

❹ Please collect all wall painting cards, be suffice and make the mountain tags for the back. Each 1 wall painting card is lined up officially

❺ The player who got more than 16 points by the 1st round doubts injustice and is watched by a sphinx.



P3

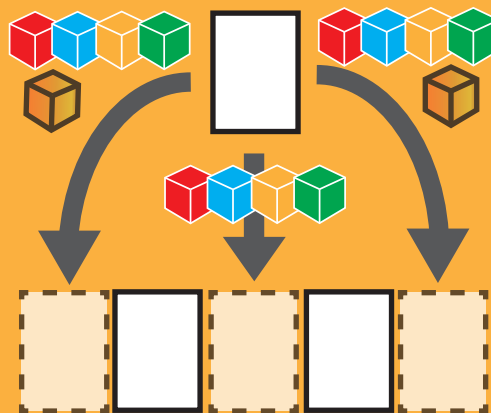
Watch of a sphinx

The player watched by a sphinx receives the following rule change.

- The player must exhibit the wall painting card he got in each front, not a hand.

- The player can add to only the left end or right end on the wall painting card which got the wall painting card he got already. It isn't possible to increase between the other wall painting cards.

- Only the wall painting card he got using a coloring score cube is added between the other wall painting cards. It's also added to the left end and right end.



❻ The high scoring player will be a start player, and begins a game. The player who comes under begins one in case of plural from the player who seems to be a craftsman more.

❼ Like the 1st round « wall painting phase » and « score phase » are performed.

About a scorecard

A scorecard is divided into 3 types every color.

Yellow: When there is an illustration beyond the drawn condition irrespective of a side of an illustration, it can be achieved.

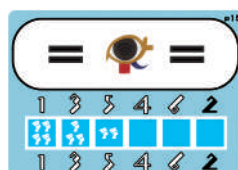
Blue: If you agree with the condition that a line of an illustration was drawn tightly, it can be achieved. When there are other illustrations in a space, the condition can't be achieved any more.

Green: If you have that more than the condition that a line of an illustration was drawn, it can be achieved. Even when there are other illustrations in a space, the condition can be achieved.

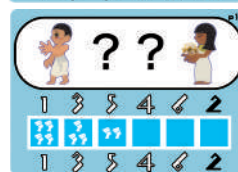
※ It's possible to use 1 illustration so that the condition of more than one scorecard may be met.

※ Even if the condition of 1 scorecard is met more than twice, you can get the score only once from the scorecard.

※ When arranging more than 2 designated illustrations by the condition of the green scorecard, when 1 illustration which is soon achieves the condition, you can get the score.

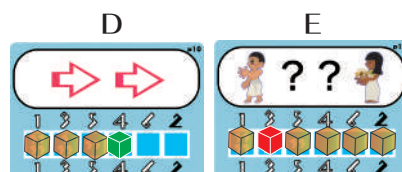
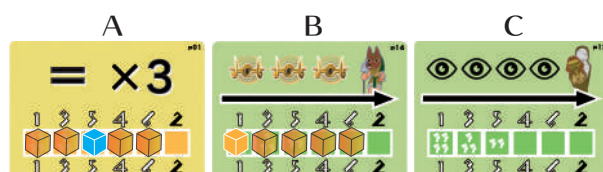


● p15
The side where both sides of "eye of HORUSU" are the same illustration.



● p18
Line of "Man", "some illustrations", "some illustrations" and "lady".

An example of score count

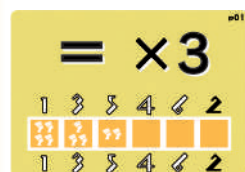


The color of the player is red.

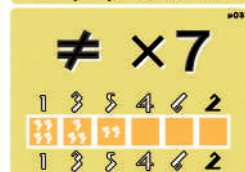
wall painting cards	2 points
scorecard A	6 points
"Cat" condition achievement.	
scorecard B	0 points
"Illustration with a decor" is insufficient, and the condition is unattained.	
scorecard C	0 points
It's condition achievement, but without score cubes.	
scorecard D	4 points
It's condition achievement by a line of "HORUSU", "cat" and "Pharaoh".	
scorecard E	4 points
It's double by its coloring score cube.	
Total	16 points

Credits

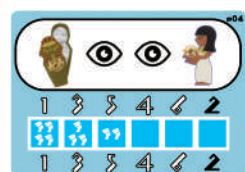
Production : Hotaru system
 Author : Naoki hashimoto
 Graphics : Mananan
 Production Assistance : Katomi , Ishii
 Inquiry
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 Twitter : @hotaru_system



● p01
There are more than 3 same illustrations.



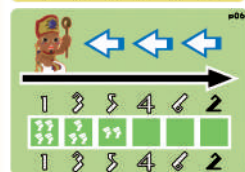
● p03
There is more than 7 kinds of different illustration.
 ※ There are a rightward illustration and a leftward illustration, but a cat is the same illustration.



● p04
Line of "Mummy", "eye", "eye" and "lady".
 ※ An illustration of 2 eyes, even 1 is also possible by 2 illustrations of 1 eye.



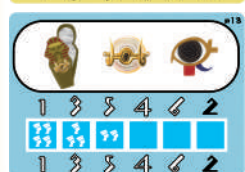
● p05
There are more than 10 eyes in total.



● p06
There are more than 3 "leftward illustrations" on the right side of "Pharaoh".



● p11
There are more than 6 "illustrations without decors".



● p13
Line of "Mummy", "illustration with a decor" and "eye of HORUSU".