



The Architects of Krimsutep

A card game for 3 – 4 Egyptian architects



The great Pharaoh Krimsutep has gathered his architects (the players). He wants them to erect palaces and obelisks as well as oases near the river Nile. Every participant gets to build the same buildings and uses the same area.

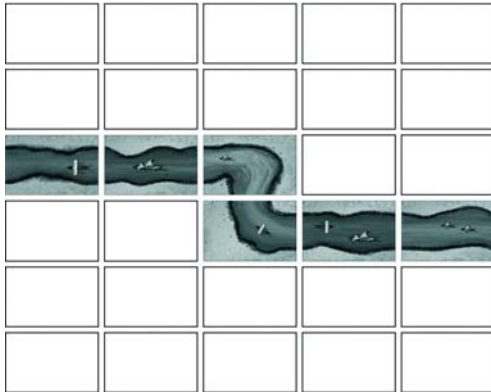
The architects try to earn the most respect in court and the biggest advantages in getting material for his projects. Also, they try to erect the most prestigious buildings. The most successful architect wins and will be the chosen one who's allowed to build the great pyramid of the even greater Pharaoh Krimsutep.

Contents

6 Nile cards / 27 Building cards / 27 Suit cards / 6 Trump cards

Preparation

The six Nile cards are laid out on the table as shown in the following diagram. During the game, the players may only play Building cards onto the 24 free spaces shown in this diagram.



Every player receives the same Building cards to begin the game. These are...

- **with 3 players (8 cards):** 1 x Oasis / 2 x Obelisk (singular) / 1 x Obelisk (double) / 3 x Palace (small) / 1 x Palace (big)
- **with 4 players (6 cards):** 1 x Oasis / 1 x Obelisk (singular) / 1 x Obelisk (double) / 2 x Palace (small) / 1 x Palace (big)

The players put down these cards in front of them, back side up. Remaining cards are put aside, they are no longer needed in this game.

When playing with 4 players, the „Sohn des Pharaoh“ (Son of the Pharaoh) is taken from the trump stack and discarded. It is no longer needed in this game.

You'll need pen and paper to note down your Victory Points.

The game

The game consists of 8 rounds when playing with three players, 6 rounds when playing with four. Each round consists of two phases:

- **Phase 1** is a trick-taking card game which decides who has an advantage when looking for building materials. Furthermore you will find out who gathered the most favor with the Pharaoh and therefore can decide in which order the architects may build in this round.
- **Phase 2** is the building phase in which the players place their chosen building card on any of the free spaces around the river Nile and earn Victory Points for this.
- Victory Points are noted down and added for all players at once. The player with the most Victory Points wins at the end of the game.

Phase 1: Gathering material (Trick-taking game)

The stack of Suit cards consists of three suits with nine cards each. Added to these are the five or six trump cards (depending upon the number of players):

Base Suits: Red : Palace cards (Slaves and Bricks)
Grey : Obelisk cards (Slaves and Stones)
Green : Oasis cards (Slaves and Plants)

Card	Value
2 Slaves	-
3 Slaves	-
4 Slaves	-
Material	2
Material	3
Material	4
Material	5
Foreman	6
Stonemason / Brick Master / Gardener	VII (7)

Trump cards (blue):

Card	Value
Maid	III (3)
Captain	V (5)
Son of the Pharaoh	VII (7)
Priest	X (10)
Pharaoh's Wife	XII (12)
Pharaoh	XII (12)

The cards' values are important for winning a trick but also for the evaluation of the whole trick game.

- A starting player is determined. He shuffles all the Suit and Trump cards and deals the same number of cards to each player, face down. The players take their cards in their hands.
- **Before** the trick-taking game begins, the players **now** choose one of their building cards and place it in front of themselves, face-down.
- Tip: This card should be selected according to these criteria:
 1. In which suit will I take the most tricks in this round?
 2. What's the situation in the building spaces?

The player to the left of the dealer begins the game by playing one of his cards. The other players do the same, in clockwise direction. Every participant plays **one** of his cards. The following rules apply:

- You have to follow suit, i.e. if you have a card in the same suit the starting player has put on the table, you must play it into the trick, choosing from several cards if available. Following suit is valid for the three base suits and for the trumps as well. If you have no card from the played suit, you may either discard (i.e. throw away a card from any other suit and lose the trick) or play a Trump card.
- If all participants played a card, the player with the highest Suit card or the highest Trump card wins the trick (all 3 or 4 cards). A Trump card is always superior to a Suit card.
- The player places the cards he has won in front of himself and then proceeds with playing the first card of the next trick. Won tricks may not be looked at again.

Players can earn special bonus points during the game, which are noted down as soon as they are won:

- The **Pharaoh** and the **Pharaoh's Wife** are equal in value. Whoever plays the second of these cards into a trick wins it and earns 2 Victory Points for this feat.
- Any player winning a trick with the Maid also earns 2 Victory Points.

Evaluation of tricks

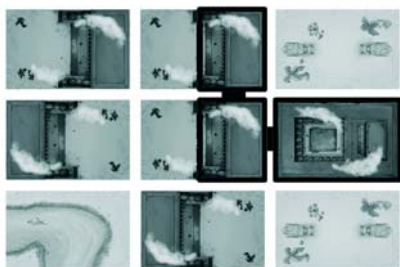
When all tricks were played, each player determines the value of his cards as follows:

- The cards are sorted into the three base suits, not counting the cards with the VII in the corners. There are twenty points to gather in each suit. The player with the most points in any suit earns 1 Victory Point for every suit he has won; he has gathered the best material in this category. Furthermore, he can earn double Victory Points for building if he has won the same suit he is intending to build for in this round (see below). If several players have the same number of points they all gain 1 Victory Point for winning and a possible doubling of their Victory Points for building.
- After that the players add the value of all cards with roman numerals (Trump cards and the highest cards of each Base suit). For 3 players, there are 49 points to gather, respectively 42 when playing with four. Whoever has the majority in this score gets to decide in which order the players play their Building cards in Phase 2. If two players have the same score they flip a coin (not included in this game).

Phase 2: Building (Card-Laying game)

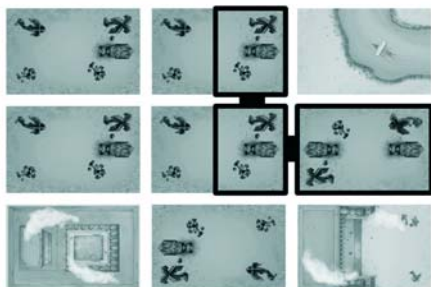
When the score for the trick-taking game was noted down, the players turn over their chosen Building card. The player with the most influence in court (i.e. with the highest score in the roman numerals) now determines the order in which all players may now build. According to this decision the players now place their Building card on any of the free spaces near the river Nile and earn Victory Points accordingly (it is not important for the score who built the neighboring cards):

- Palaces:** Palace cards which connect to other Palace cards (either horizontally or vertically) are counted as one Palace. The player earns 1 Victory Point for a small Palace card and 2 Victory points for a big Palace card he plays and the same amount for any Palace card his new Palace card is connected with. A Palace card may not be placed when the resulting Palace is worth more than four Victory points. If a player must place a palace card so that the Palace becomes too big, he may do so, but will not earn any Victory Points for this.



Example: Player A places his card in the middle. He earns 4 Victory points. His Palace card (1 point) connects to the Palace card above (1 point) and to the right of his card (2 points). The other Palace cards are not connected.

- Obelisks:** The player receives 1 Victory point for every Obelisk on his own card and for every Obelisk which is connected either horizontally or vertically (not diagonally) to any of his Obelisks. Empty half-cards break this line.



Example: Player A places his card in the middle. He earns 4 Victory points. His Obelisk (1 point) connects to the Obelisk above (1 point) and to the right of his his card (2 points). The other Obelisks are not connected.

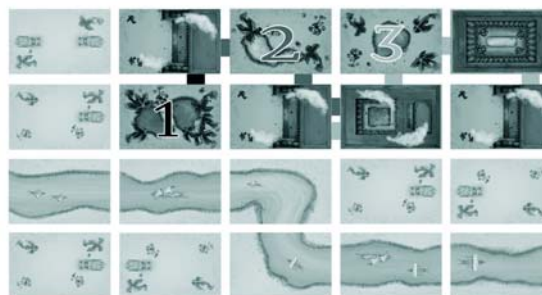
- Oases:** Building an Oasis is worth 3 Victory points. Every player must remember the position of his Oasis as it is scored again at the end of the game.

Bonus points: If a player – during the trick-taking game – won the most points in the same Base suit as his Building card (Red = Palace, Grey = Obelisk, Green = Oasis) his Victory points for this phase are doubled.

When all Building cards are placed and all Victory Points noted down, the player to the left of the dealer becomes the new dealer and a new round starts.

End of the game

- The game ends when all Building cards have been used (depending upon the number of players, after 6 or 8 rounds).
- In addition to any previously earned Victory points, each player now earns Victory points for his Oasis: he determines how many spaces the Oasis is removed from the Nile (1, 2 or 3). This number is multiplied by the number of Palace half-cards directly adjacent to the Oasis, either horizontally or vertically.



Example:

Oasis 1 earns (1 space removed from the Nile x 1 Palace half-card) = 1 Victory point.

Oasis 2 earns (2 spaces removed from the Nile x 4 Palace half-cards) = 8 Victory points

Oasis 3 earns (3 spaces removed from the Nile x 6 Palace half-cards) = 18 Victory points

- These Victory points are added to the players' totals. Whoever has the most Victory points now, becomes the Chief Architect of the great Pharaoh Krimsutep and will build **The Pyramid of Krimsutep** which you can explore in the game of the same name.

Back to basics

Since **Beutelschneider**, my very first card game from 1997, I could never forget the idea of making another trick-taking game. I like these games, even if I lose them most of the time...

But since trick-taking games do not offer that many possibilities for variation and since I wanted to create a special game I had to combine the trick mechanism with something else. The first try was last year's **Bad Hollywood** in its original incarnation, but I wasn't satisfied with the result and changed the game to what was finally published. But now **Die Baumeister des Krimsutep** finally is the game I had hoped for. At least my fellow players and I both liked the game, and I hope you will as well...

Mark „Krimsu“ Sienholz

Near the end...

On our website <http://www.krimsu.com> you will find a game board as a free download. This board even features a scoring margin at the side which makes pen and paper superfluous. But you will need some pawns as markers...

To put some variation in the game place the Nile in different positions; just give it a try...

Direct any ideas for and questions about the game to

info@krimsu.com