

## CARTOUCHE DYNASTIES

Cartouche Dynasties is a kingdom building card game with worker placement elements for two players. Each player is the head of a fledgling dynasty, in Upper or Lower Egypt, respectively, hoping to build the greatest kingdom. Players take turns exalting the gods of Ancient Egypt to acquire new cards or play the cards they already have, and sometimes both! Players score points for the cards in their Kingdom, as well as cards they have stored away as Scrolls. The player with the most points wins!

### SET UP

Set the 6 God cards to the side of the play area.

Shuffle together the 50 Dynasty cards, and deal 3 to each player, face down. Deal the remaining cards into 4 even, face down decks (each deck will have 11 cards). Place these 4 decks face up in a row between the two players.

The player who last went to a Museum is the Start Player for the first Age (round).



### THE CARDS

There are two different types of cards in Cartouche Dynasties: God cards and Dynasty cards.

#### **GOD CARDS**

God cards represent powerful gods of ancient Egypt. Players will play these God cards to the different decks to acquire new cards and/or play cards they already have. Each God has two different Actions, one that deals with gaining cards, and another that deals with playing cards.

Each God has one unique Action that is not found on any other God card.

#### **DYNASTY CARDS**

These cards represent Statues, Followers, Structures, and Scarabs. Each card has an Ability that is triggered when the card is added to a player's Kingdom, as well as a Kingdom Scoring Rule that is used at the end of the game. Additionally, each card has between one 1 and 3 Scroll Icons. Cards may be played face down into a player's SCROLLS, and are worth points at the end of the game, but you don't get to use their abilities!



## PLAYING CARTOUCHE DYNASTIES

Cartouche Dynasties is played over a series of Ages (or rounds). Each Age, players will take turns selecting and playing God cards to the 4 decks to acquire and/or play cards. At the end of the game, players earn points for the cards in their Kingdom and the cards in their SCROLLS. The player with the most points wins!

### **AGES**

After the first Age, the player with the least number of cards in their Kingdom (including cards in their SCROLLS) is the Start Player in the next Age. In the event of a tie, the Start Player does not change from the previous Age. *Each Age, each player will receive 2 turns.*

At the beginning of each Age, the Start Player for the Age shuffles together the 6 God cards, randomly removes 2 of them and places them to the side of the play area, and places the remaining 4 God cards face up beside the 4 decks. *Each Age, there will only be 4 God Cards available!*

### **GOD ACTIONS**

God Cards are played to the player's side of one deck. A player cannot play a God card to a deck if either player has already played a God card to that deck.

To play a God card, the player selects one of the available God cards and plays it to their side of one of the four decks. Then, that player chooses and performs **one** of that God's Actions. God Actions must be performed to the best of a player's ability.

Each God also has a corresponding Statue card. If a player chooses a God Card to play, and they have that God's Statue in their Kingdom **at the beginning of their turn**, they may use **both** of their played God's Actions, in whatever order they choose.



### **PLAYING DYNASTY CARDS**

Each player has a Kingdom (the play area in front of them), and throughout the game, players will play the cards they have acquired from the decks to their Kingdoms.

Each Dynasty card has an Ability and a Kingdom Scoring rule. When the player plays a card to their Kingdom, from anywhere, the player uses the played card's Ability, to the best of their ability, unless otherwise stated on the card (or the card used to play that particular card).

There is no limit to the number of cards a player can have in their Kingdom, hand or Scrolls. By chaining together card Abilities, the player may be able to play multiple cards to their Kingdom (or Scrolls) using a single Action.

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## ENDING THE GAME AND SCORING

At the end of an Age, if one or more decks have no cards remaining in them, and the decks have already been reshuffled at the end of a previous Age, the game ends and scoring takes place.

One at a time, each player scores points based on the cards in their Kingdom and announces their score. Then, one at a time, each player reveals the cards in their SCROLLS and adds 1 point for each SCROLL ICON across those cards to their score.

The player with the highest score wins. In the event of a tie, the player with the most cards in their Kingdom and Scrolls wins. If a tie still exists, play again.

### SCORING EXAMPLE



Tom scores 3 points for his Priestess cards. Each Obelisk is worth 3 points (he has 3 followers). Each Statue is worth 1 point, and he scores an additional 3 points from his Temple since he has 3 Statues. Finally, he scores 10 Points for 10 Scroll Icons in his Scrolls.

Tom scores 25 points: 15 points from the cards in his Kingdom and 10 points from the cards in his Scrolls.