

A game by Rüdiger Dorn for 2 - 4 players aged 8 years and older

LUXOR

Object of the Game

Hunting for precious treasures, groups of adventurers search the legendary temple at Luxor.

The adventurers race to reach the tomb chamber of the Pharaoh. However, the temple's passageways contain many treasures for them to collect. The players move their adventurers from tile to tile by playing cards from their hands. The closer each adventurer gets to the tomb chamber, and the more treasures they collect, the more victory points they will earn. The game ends at the end of any round if there are 2 adventurers in the tomb chamber. The player that has collected the most victory points (VPs) is the winner!

Components

- 1 Game board



- 1 Horus board



- 1 Scoring board



- 31 Basic Cards

6x 1
5x +/- 1
4x each of 2, 3, 4, 5
4x die



- 24 Horus cards



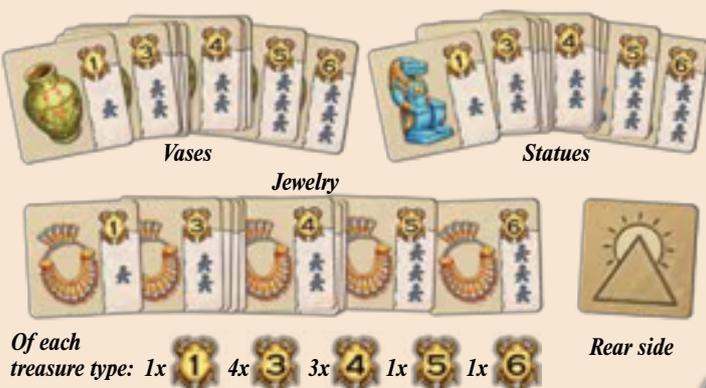
8x Level 1

8x Level 2

8x Level 3

The level is equal to the number of eye icons at the bottom edge of the card.

- 30 Treasure tiles – (10 of each type)



Of each treasure type: 1x 1 4x 3 3x 4 1x 5 1x 6

Rear side

- 14 Temple tiles

Rear sides:



4x Cobra

6x Falcon

4x Lion

Front sides:



3x Wild card

4x Scarab

1x Wild card/Scarab

1x 1 or 2 Eyes

1x 2 or 3 Eyes

4x Tunnel

- 6 Horus tiles



2 each of 1, 2 or 3 Eyes and keys

- 20 Keys



Front side

Rear side

- 22 Scarabs



Front side

Rear sides

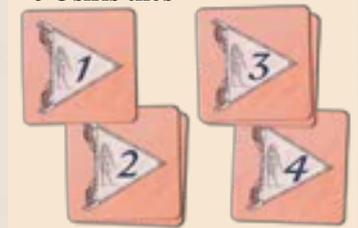
4x

8x

6x

4x

- 6 Osiris tiles



1x 1, 2x 2, 2x 3, 1x 4

- 18 Wild card treasure tiles



- 2 Sarcophagi



- 20 Adventurers



5 Adventurers of each player color

- 4 Scoring markers



1 marker of each player color

- 1 First player token



- 4 Player markers



Indicating the player's color

- 1 Die

(The color of the die may vary.)



- 1 Rules booklet

Setting Up The Game

General components

Place the **game board** in the center of the playing area. Place the **sarcophagi** in the tomb chamber in the center of the game board. Place the **Horus board** and the **scoring board** next to the game board. Mix the **scarabs** face down and keep them above the Horus board as a general supply, along with the **wild card treasure tiles** and the **keys**. Put the **die** next to the game board.

Player components

Each player chooses a color and takes the corresponding **player marker**, **scoring marker**, and **5 adventurers**. Then, each player places 2 of their adventurers on the starting space (the stairs) in an **upright position**. These adventurers are considered to be “active”. The remaining 3 adventurers start the game “inactive”, and are placed, **lying down**, on the spaces next to each of the 3 Anubis statues (1 adventurer from each player next to each statue). All the scoring markers should be placed on the “0/100” space on the scoring track. Give the **first player token** to the youngest player. If playing with fewer than 4 players, return the unused player components to the game box. *The player markers are intended to serve as simple reminders of each player’s color, and should just be placed on the table in clear view in front of each player.*

The playing cards

The first player shuffles the **basic cards** and deals 5 to each player, reminding everyone that they should keep the cards in order. The remaining cards form the draw pile and are stacked in the center of game board.

!!! Important: The players are not allowed to change the order of the cards in their hands during the course of the game!

Sort the **Horus cards** by their levels (*number of eyes at the bottom edge*) and mix them separately. Then, stack them face up on the corresponding spaces of the Horus board (*number of eyes*).

The tiles

Mix the **Osiris tiles** face down. Place 4 of these tiles on the designated Osiris spaces on the game board, face up, and return the remaining 2 to the game box.

Place the **Horus tiles** on the corresponding Horus spaces of the game board, according to the number of eye icons.

Mix the **treasure tiles** face down, and then randomly place one, face up, on each of the spaces on the game board that are still empty.

Sort the **temple tiles** by their rear sides.

Mix each type separately, and stack them separately face down next to the game board.



THE SCORING BOARD: The order of scoring the different categories at the end of the game is shown in the left column:

1. Position of adventurers | 2. Gained sarcophagi | 3. Keys still owned
4. Number of collected treasure tile sets | 5. Victory points from scarabs

The right column shows the victory points depending on the number of collected treasure tile sets.



Important: Handling of cards

In Luxor, the players are not allowed to change the order of the cards in their hands at all over the course of the game. A player may play the leftmost or rightmost card of their hand only, and is not allowed to rearrange the cards after having played one.

Any cards that are played (basic or Horus) are then placed on the discard pile. When drawing a new card, a player must place it into the middle of the 4 cards remaining in their hands. At the end of their turn, a player always has 5 cards in their hand.



Sequence of play

Luxor is played over a series of game rounds. During each game round, the first player takes the first turn, followed by the other players in a clockwise direction.

1) Playing a card and moving adventurers

The active player chooses either the leftmost or rightmost card in their hand and plays it, moving one of their adventurers forward into the temple a number of tiles corresponding to the number on the card.

2) Performing an action

Next, the player performs the action shown on the tile upon which the adventurer ended its movement.

3) Drawing a card

Finally, the player draws a new card from the draw pile, placing it in the middle of their hand. Then, the next player may take their turn.

The game ends at the end of the round in which the 2nd adventurer has entered the tomb chamber. The game round is completed, and then the final scoring takes place.

The next two pages show the sequence of play in detail.

1) Playing a card and moving adventurers

First, the active player chooses their leftmost or rightmost card, then plays it face up on the discard pile in the center of the game board.

Basic Cards:

If the card shows a number, the player moves **one** of their **adventurers** that number of tiles towards the tomb chamber.

If the card shows the icon  the player must move **one** of their **adventurers** one tile forward or backward.

If the card shows the icon , the player first rolls the die, and then advances **one** of their **adventurers** that number of tiles toward the tomb chamber.

Horus cards:

During the game the players can gain Horus cards (level 1, 2 or 3), which allow new movement options. *Please see page 8 for a detailed explanation.*

Note that: when played, these cards are, like the basic cards, placed face up on the discard pile in the center of the game board.



Example: Looking at her hand of cards, Ani can play either the "1" on the left or the "3" on the right.



Example: Ani (Red) must move her adventurer from the starting space 3 tiles forward.



Move 1 adventurer forward 1 to 6 tiles.



Move all your adventurers forward 2 tiles.



Advance last one to second to last one.



Move one adventurer forward the depicted number of tiles, and take a treasure using one less adventurer than required.

Movement rules:

Choosing an adventurer and moving

A player may choose to move any of their active adventurers. However, any inactive adventurers (those still lying down at Anubis statues) may not be moved. An adventurer always moves from one tile to the next, skipping any empty spaces (spaces without tiles). More than one adventurer may occupy a tile or space.

Starting movement from an empty space:

Note that movement works the same way, whether the adventurer starts on a tile or an empty space: the first movement is always to the next tile, continuing thereafter from tile to tile.

New adventurers entering the game

When one of a player's active adventurers moves past an Anubis statue where one of their inactive adventurers is still lying down, that inactive adventurer becomes active. Move the newly active adventurer onto the start space (stairs) in an upright position. That adventurer has now entered the game, and can be moved normally in subsequent game rounds.



Example: Ani moves her active adventurer by 3 tiles. She skips the empty space. She is not allowed to move her adventurer lying down at the Anubis statue.



Example: Ani's adventurer starts from an empty space. The adventurer first moves to the nearest tile, then proceeds from tile to tile.



Example: Jan (Green) has rolled a "5". His adventurer passes the Anubis statue, and he places his adventurer from the statue onto the stairs in upright position.

If the rare case occurs that a player cannot legally move one of their adventurers by playing their leftmost or rightmost card, they play one of these two cards without moving an adventurer. Subsequently, they end their turn by drawing a new card from the draw pile.

2) Performing an action

When an adventurer has completed its movement, the player performs the action of the tile on which the movement ended. The effects of the different tiles are described below:

Treasure tile:

The player checks if they have **at least** as many of their **own** adventurers on this tile as the number of depicted adventurer icons.

- If not, nothing happens.
- If the player has enough adventurers present to meet the requirement, they take the tile and move their scoring marker forward on the scoring track a number of spaces equal to the number on the tile. The player keeps the tile for possible use in a set (composed of vase, jewelry and statue) at the end of the game.

Next, the player checks if there is an icon on the now empty space.

If there is an icon, the player reveals the top tile from the corresponding stack of temple tiles, and places it face up on that space. The adventurer or adventurers are placed on that temple tile without taking the action of the tile.

If there is no icon, all adventurers remain on the empty space.

Temple tiles:

The player performs the action of the temple tile. *All actions of temple tiles are explained in detail on page 7.*

Horus tile:

As long as any are available, the player takes either

- a key from the general supply
- or
- the **top card** from the stack on the Horus board that shows the same number of eye icons as shown on the tile. This card must be placed in the middle of their hand of cards. In this case, the player does not draw a new card from the draw pile.

Please see page 8 for a detailed explanation of the Horus cards.

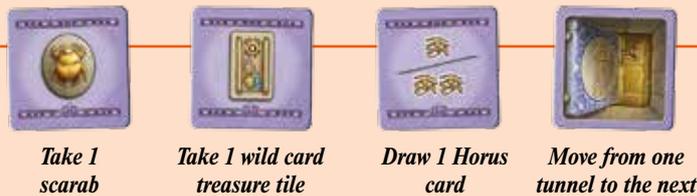
Osiris tiles:

The adventurer immediately moves ahead a number of tiles equal to the number shown on the Osiris tile. Then, the player performs the action of the tile on which the adventurer finished its movement. **Important:** *Adventurers never end their movement on an Osiris tile – they always advance again immediately upon landing on an Osiris tile.*

Treasure types: Vase, jewelry & statue



Example: As there are 2 of Ani's (Red) adventurers on the treasure tile, she meets the requirement, and takes that tile. She advances her scoring marker by 3 spaces. By taking the tile she reveals a temple tile icon (on that space of the game board). She draws an appropriate temple tile (cobra), and puts it on this space. Finally, she places her adventurers on this new temple tile.



Ani (red) decides not to take a key. Instead, she takes the top card from the stack on the Horus board that shows one eye icon, and puts it in the middle of her hand.



Example: Ani's adventurer lands on the Osiris tile with the number 3. She advances her adventurer by 3 tiles, then resolves the action of the temple tile by drawing a scarab from the general supply.

3) Drawing a card

The player draws a new card from the draw pile and places it in the middle of their hand. **Exception:** *If the player had taken a Horus card during their turn, they do not draw a new card now.*

Whenever the draw pile is exhausted, shuffle the discard pile and use it as new draw pile.



Note: *At the end of their turn, a player will always have a hand of five cards.*

End of the game and final scoring

The game ends at the end of the round when a second adventurer has entered the tomb chamber. **Special rules for moving into the tomb chamber:** In order to move an adventurer its final move into the tomb chamber, the player must play a card that allows them to move the exact number of spaces it would take to get into the tomb chamber, and no more. Additionally, the player must **discard one key** each time one of their adventurers enters the tomb chamber, placing it on the key space of the game board. A player who doesn't own a key is not allowed to move an adventurer into the tomb chamber.

The first adventurer to enter the tomb chamber claims the sarcophagus worth 5 VPs. The second adventurer to reach this space will take the other one, worth 3 VPs. Both of these adventurers may belong to the same player. Other adventurers may still enter the tomb chamber during the final game round, using their key(s). However, they will not gain a sarcophagus.



Ani (red) plays a "2" card and moves her adventurer into the tomb chamber, using all the available movement points. She deposits one of her keys on the key space, and then takes the remaining sarcophagus, worth 3 VPs.

Exception for ending the game: In the very rare case that **no player** can make a legal move with one of their adventurers during a game round, the game ends immediately. Players proceed to final scoring.

At the end of the game the final scoring takes place. All players can gain additional victory points in this phase. The points are added to their total on the scoring track by advancing their scoring market forward.



1. VP's for Adventurers:

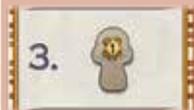
The player scores VP's for each of their adventurers as shown by the scarab on the wall next to the adventurer's final location.

Note: An adventurer still at the start (stairs) or at an Anu-bis statue is worth zero VP's.



2. Sarcophagi:

Each sarcophagus is worth the imprinted number of VP's.



3. Keys:

Each key still owned by a player is worth 1 VP.



4. Treasure tile sets:

Each player gains VPs for the **complete sets of treasure tiles** they own. A set consists of one tile each of the three different treasure types: **Vase, statue, and jewelry**. A wild card treasure tile may be used as a substitute for any type, but a set may not contain more than 2 wild card treasure tiles.

Depending on the number of sets they own, a player gains VP's as follows:

Number of sets	1	2	3	4	5	6	7	8+
Victory points	3	7	12	18	25	33	42	52

Scored VP's



Final position of adventurer

Example: Ani (Red) gains 31 VP's total (0+5+5+8+13) for her adventurers.



Example: Ani (Red) has collected 3 sets, two of which contain wild card tiles. According to the chart on the left she gains 12 VP's. Her one remaining wild card treasure tile is worthless.

5.



Scarabs:

Each player reveals the scarabs they have collected. Each scarab tile is worth the depicted number of VPs.



Example: Ani (red) gains 7 points for the scarabs she has collected.

The player with the most victory points wins the game! In the case of a tie, the tied player who owns the most valuable sarcophagus is declared the winner. If none of the tied players has a sarcophagus the players enjoy a shared victory.

You may now start the game!

Whenever you encounter the temple tiles



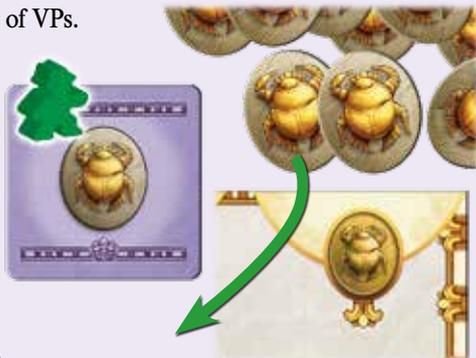
and the Horus cards



during the game, the following summaries will help you to understand their meaning:

Summary of temple tiles

Scarab: The player draws a scarab from the general supply, looks at it without showing the other players, and places it face down in front of them. At the end of the game, each scarab will be revealed and score the depicted number of VPs.



Wild card treasure tiles: The player takes a wild card treasure tile from the general supply, and keeps it in front of them.



Scarab or wild card treasure tile: The player takes either a scarab tile or a wild card treasure tile.

Example: Jan (Green) decides to take a scarab.



Favor of Horus: The player draws the top card from the appropriate stack on the Horus board, according to the number of eyes shown on the tile. The card is placed in the middle of the player's hand. If both eligible stacks are exhausted, the player gains nothing.



Example: Jan (Green) chooses the level 2 Horus card and places it in the middle of his hand. At the end of his turn he does not draw a new card from the draw pile.

Tunnel: The player must advance their adventurer to the next tunnel in the direction of the tomb chamber. If there is not another tunnel nearer to the tomb chamber, nothing happens. The adventurer always advances to the next tunnel, he may not skip any. *Note: If, by moving through a tunnel, an adventurer goes past an Anubis statue where there is one of that player's inactive adventurers, that adventurer becomes active (placed on the starting stairs in an upright position).*



Example: Jan (Green) plays a "1" card, advancing his adventurer to the tunnel. He must move that adventurer to the next tunnel ahead immediately.

Summary of Horus cards:

The Horus cards provide more options when moving the adventurers.

- 1-3
1-4
1-5
1-6

1 - X: The player chooses any number from the range shown on the card, and advances one of their adventurers that number of tiles.



Example: Jan (Green) plays his "1-3 card", and advances one adventurer by 3 tiles. Then, he takes the treasure tile.



1-Die: First, the player rolls the die, then chooses a number from 1 up to and including the result of the die roll, and advances one of their adventurers accordingly.



Example: Jan (green) only rolled a 2, so he can move 1 of his adventurers 1 or 2 tiles. He decides to move the adventurer 2 tiles, so he can play a 1 card in the next game round and take the treasure tile.

1 Advance all adventurers:

The player moves all their active adventurers forward the number of spaces shown on the card.

They move their adventurers in order of proximity to the tomb chamber, starting with the one closest to the tomb chamber and ending with the one furthest away.

After the player has moved all of their active adventurers, they **chose 1** to perform the action of the tile it is standing on.



Important! Even after using an "Advance all adventurers" card, a player can perform **only 1 of the following actions:** take 1 scarab or 1 wild card treasure tile or 1 treasure tile, or send 1 adventurer through a tunnel or draw 1 Horus card.



Example: Jan (Green) has 4 active adventurers, and advances all of them by 2 tiles. The 3 adventurers coming from the same space go ahead another 3 tiles immediately due to the Osiris tile. Now, he can decide to advance his single adventurer through the tunnel or to take the treasure tile. He takes the treasure tile.

Advance the last adventurer to the second to last adventurer:

The player advances their active adventurer that is farthest from the tomb chamber to the same space as their adventurer that is second farthest from it. Then, that adventurer performs the action of the tile on which it has been placed, if possible. If more than one of the player's adventurers are farthest from the tomb chamber (sharing the same space), the player chooses **1 of them** to join the second farthest.



Example: All 5 of Jan's (green) adventurers are active. He plays the card "Advance the last adventurer to the second to last adventurer". He then chooses to move 1 of the adventurers still standing on the stairs (both are farthest from the tomb chamber). That adventurer joins his second to last one, and he takes the treasure tile.

Note: In the case that the adventurer that is second farthest from the tomb chamber is on an empty space, the adventurer that is farthest from the tomb chamber is still moved there (this is the only case in which an adventurer may be moved onto an empty space). In such a situation, the last adventurer will have no action to perform when it arrives at the destination space.

1 Adventurer less:

The player moves one of their adventurers 1, 2 or 3 tiles forward. If that adventurer lands on a treasure tile, the player may claim it even if the number of their adventurers on that tile is one less than the number of the required adventurers.



Example: Ani (Red) plays her "1" "1 Adventurer less" card, and moves one of her adventurers to the next tile. She may take that tile, despite having only two adventurers on that tile instead of three that would normally be required.

