

Mykerinos - The Nile

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Contents

- 6 Nile cards
- 4 Boat tokens
- these rules

Setup

- Set aside the Nile card with a value of 5. Shuffle the other five Nile cards and place them in a face down pile next to the cards from the base game.
- Shuffle the Boat tokens and place them boat side up next to the game board.
- Each player takes the three marker disks of their color and places them at hand. Two cubes of each color will be used instead of the markers to indicate the players' scores and to pass.

Progress of the Game - New Rules

Phase 1 - New Season

New set up of the region: The first player sets up the region as in the base game, then takes the top two Nile cards from the pile and places one between areas 1 & 2, and the other one between areas 3 & 4, such that two card halves are covered but the cartouche is still visible (see opposite). The covered spaces will not be used in phase 2. Take a random Boat token and place it face up close to the region.

Last season: During the last season, the first player takes the last two Nile cards left in the pile plus the Nile card with a value of 5, shuffles them and places a card between areas 1 & 2, 3 & 4, 5 & 6. Do not draw a Boat token.

Nile cards: Nile cards are divided into two types of spaces:

- River spaces (blue),
- Land spaces (yellow).

River spaces do not belong to any area. They represent the boundary between the area on the left and the one on the right. Cubes placed on river spaces will be counted **during the Nile survey phase only** (see below).

Land spaces belong to the area located **on their side of the river**. Cubes placed on land spaces will be counted **during the area survey phase only** (as in the base game).

Phase 2 - Excavations

A) Start a new excavation

The rules are identical to the base game, although you can also start an excavation on a river space.

B) Extend a pre-existing excavation

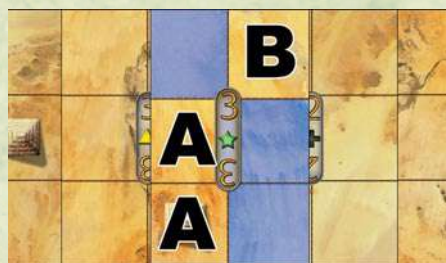
Again, the rules are identical to the base game, although you can also extend an excavation onto one or more river spaces.

C) Pass

The rules are identical to the base game.



Set up of the region: set it up normally, then place a Nile card between areas 1 & 2 and another one between areas 3 & 4. During the last season, place a third card between areas 5 & 6.



The two desert spaces marked with an A belong to the area on the left. The space marked with a B belongs to the area on the right. River spaces (blue spaces) belong to neither.

D) Appealing to a patron

f) Governor Greenwish

The player carries out action A (start a new excavation) or B (extend a pre-existing excavation) and then **places one of their tokens** on:

- Any unoccupied room in the Museum, OR
- Any unoccupied space of the region (that is, unoccupied by a cube, a token or by a pyramid).

During this phase, no other player is allowed to place a cube (or a token) on the space or in the room occupied by the player's token. The token's owner has the right to settle on the same space or in the same room on a following turn by carrying out action A or B (if the token is in the region) or by using Sir Brown's power (if the token is in the Museum). In either case, the token is returned to its owner's supply.

Phase 3 - Survey

1) Remove 'Greenwish' tokens.

Any players' tokens left in the region or in the Museum are removed and returned to their owner's supply.

2) Nile survey

Players are ranked according to the total number of cubes they placed **on river spaces** in the region. Draws are settled as they were in the base game.

- The player with the **most cubes on the river** receives the Nile card of their choice from those in play. The player scores the number of points indicated on the card and places it patron side up in front of himself. The other Nile card goes back to the bottom of the pile of Nile cards. Cubes removed from river spaces go back into the general supply. Cubes placed on the land spaces of the Nile cards are moved onto the area they belong to. These cubes will be taken into account in the survey of the areas.

- The player with the **second highest number of cubes on the river** receives the Boat token in play during this turn (see below).

Last season: The player ranked first earns the Nile card with a value of 5, and the player ranked second earns one of the Nile cards with a value of 3. The remaining card is discarded.

3) Carry out **the survey of the areas** as in the base game.

End of the game

Exhibition at the Museum

Governor Greenwish cards yield no additional points.

Series

For each series of five different 'Patron' cards they own, a player scores five points. Governor Greenwish cards are considered to be **wild cards**. A player may use one or more of these cards to complete series.



Red tilts a Greenwish card and starts a new excavation. Then, the player must choose between placing a token on an unoccupied space of the region and placing it in a room of the Museum. Whatever Red's choice, the space will not be available to other players for the rest of the phase.



After the Nile survey, Nile cards are removed from the region. The cubes that were placed on the river go into the general supply whereas the cubes that were placed on land spaces are moved into the area they belong to. Thus, the blue cube is moved into the left area, and the red cube is moved into the right area.



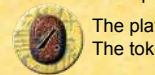
With two Greenwish cards, Red completes a series of five patrons.

Boat Tokens



The player immediately scores 2 or 3 points.

The player immediately takes 2 cubes from the general supply and adds them to their personal supply.



The player may discard this token during phase 3 to win a draw they are part of. The token can be used in the season it was earned or in any season thereafter.

