

HI & WELCOME !

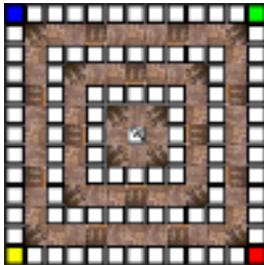
PRINT & PAPER: best on white paper, size A4 or Letter, portrait format, color.
When printing only black: the pieces and start-spaces on the board have to be colored.
TIP: print or stick all the necessary parts on thicker paper or cardboard!

CHECKLIST "SAKKARA": (Contents for 4 players) – 10 pages (letter-format)

- Checklist, game rules (5 pages)
 - Game board part 1, pieces (1 page)
 - Game board part 2, Bridges (1 page)
 - Game board part 3, Horus-cards (1 page)
 - Game board part 4, Ankh-cards (1 page)
 - Spare cards and pieces (1 page)
-
- Cut out the **game board** parts and fit to match (see figure below).
 - Cut out the **pieces**: each player gets 3 different pieces of one color.
(convenient playing if you stick the pieces on harder/higher pieces)
 - Cut the **Bridges, Horus- and Ankh-cards**.
 - Keep the spare cards and pieces, in case they get broken or lost.

Contents:

1 GAME BOARD:



The whole game board is the „Pyramid“

Colored spaces in the corners = **Entrance** into the PyramidWhite spaces = **spaces for moving pieces** (3 levels)Brown spaces with hieroglyphics = **walls** (3 levels)Space in the center of the board = **Ankh - space**

- 12 PIECES: 3 different pieces in each color (red, yellow, blue and green)

Each player receives a: **RA-piece** , an **ISIS-piece**  and an **OSIRIS-piece**  of one color.

- 4 HORUS-cards:  Place them on the table.

- 4 ANKH-cards:  Place them on the table.

- 7 BRIDGES: 4 black , 2 grey , 1 white 

At the beginning, place the bridges on specific spaces:

Startposition:



OBJECT of the game:

Reach the Ankh-space in the center of the pyramid three times!

You have 3 different pieces, which move from level to level, you have bridges to get to other levels and each time you reach the center – the gods give you more fortitude and power! But be careful: the other players can send you back to the entrance, take away bridges to another place or reach the Ankh before you...

START of the game:

1) Choose a startplayer:

Each player takes his 3 pieces and hides them in his hands – best under the table – then place 0, 1, 2 or 3 pieces in one hand and make a fist around the pieces, put the rest of the pieces in your other hand.

All players place their fists on the table. Now each player tries to guess, how many pieces there are hidden in all the fists: everyone says a different number. After that: open the fists and add the number of the pieces. The player who guessed the right number is the startplayer.

2) PIECES start in front of the entrance: Everyone takes his 3 pieces:

Place your 3 pieces outside the pyramid close to your colored entrance. (same color as your pieces)
Don't place them on the entrance!

COURSE and RULES of the game:

In order to reach the Ankh-space in the center of the pyramid – the pieces move over the 3 levels (white spaces) – for changing levels you need Bridges, which can also be moved...

LEVELS:

The pyramid has 3 levels:	outer level	48 spaces (white spaces and entrances)
	middle level	32 spaces (white spaces)
	inner level	16 spaces (white spaces)

The levels are separated by walls (brown spaces with hieroglyphs):
you can change to other levels only over a BRIDGE:

COURSE and RULES of the game (2):

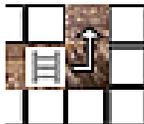
BRIDGES:

The outer wall has 4 bridges (black), the middle wall has 2 bridges (grey) and the inner wall has 1 bridge (black).

BRIDGES CAN ONLY BE MOVED WITHIN THEIR WALL !!!

(Black bridges can only move within the outer wall, grey bridges only within middle wall, black bridge only within inner wall !)

Bridges may turn the corners within their wall – for example:



The white bridge is placed on the center-space just at the beginning. Later in the course of the game, it can be moved within the inner wall.

MOVES:

You have to make 4 MOVES.

The startplayer makes 4 moves. Then it's the next player's turn,... Proceed clockwise.

You can make the following moves:

- A piece moves on the entrance. (= 1 move)
- A piece moves one space. (= 1 move)
- A bridge moves one space. (= 1 move)

The added number of moves you make must be 4:

Example: - Ra-piece moves 2 spaces (e.g. from outside on the entrance an one space)

- A Bridge moves 1 space

- Isis-piece moves 1 space (e.g. from outside on the entrance)

Example: - Ra-piece moves 1 space

- A Bridge moves 2 spaces

- Another Bridge moves 1 space.

Example: - A Bridge moves 4 spaces.

Example: - Osiris-piece moves 4 spaces.

PIECES



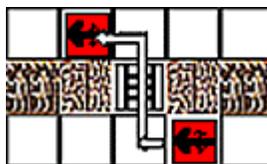
RA-piece: may move in any direction.

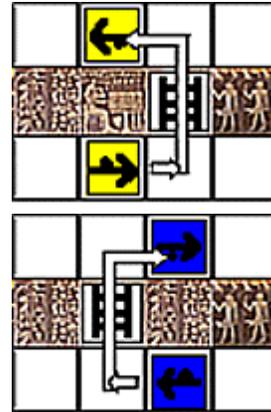
e.g. 1 straight, then

1 to the right on the bridge,

1 over the bridge,

after the bridge: 1 to the left



**ISIS-piece:** may move straight and turn **LEFT ONLY**e.g.: 1 straight, then
1 to the left on the bridge
1 over the bridge
after the bridge: 1 to the left**OSIRIS-piece:** may move straight and turn **RIGHT ONLY**e.g.: 1 straight, then
1 to the right on the bridge,
1 over the bridge,
after the bridge: 1 to the rightTurn the piece, so the larger arrow shows the direction the piece moves,
then it's easier to see where left and right is!When you **START your move, you may choose the direction!**

Turn the piece, so the larger arrow indicates the direction you want to move, then start to move.

A piece may turn left / right (depending on the piece) as often as you want in your move.
(if you want to make that many moves with one piece).

At the corners of the levels – you also have to turn left/right:

e.g.: you may turn left

e.g.: you **must not turn left!**(alternative: move 1 space on the corner,
next time you may move away from the corner!)

OPPONENT'S PIECES:

If your piece lands on an opponent's piece:
the opponent takes his piece from the board and puts it outside close to his entrance.
(You may enter the pyramid again with your "captured" piece.)

WHITE BRIDGE:

At the beginning, the white bridge is placed in the center, on the Ankh..
The white bridge may be moved as soon as a piece landed on another piece! (no matter which player)The player who "captured" an opponent's piece, finishes his 4 moves.
Then he moves the white bridge 1 space from the center to a space on the inner wall!
From then on, **ALL** players may move the white bridge within the inner wall, when it's their turn.
(moving the white bridge 1 space is also 1 move, 2 spaces = 2 moves,...).

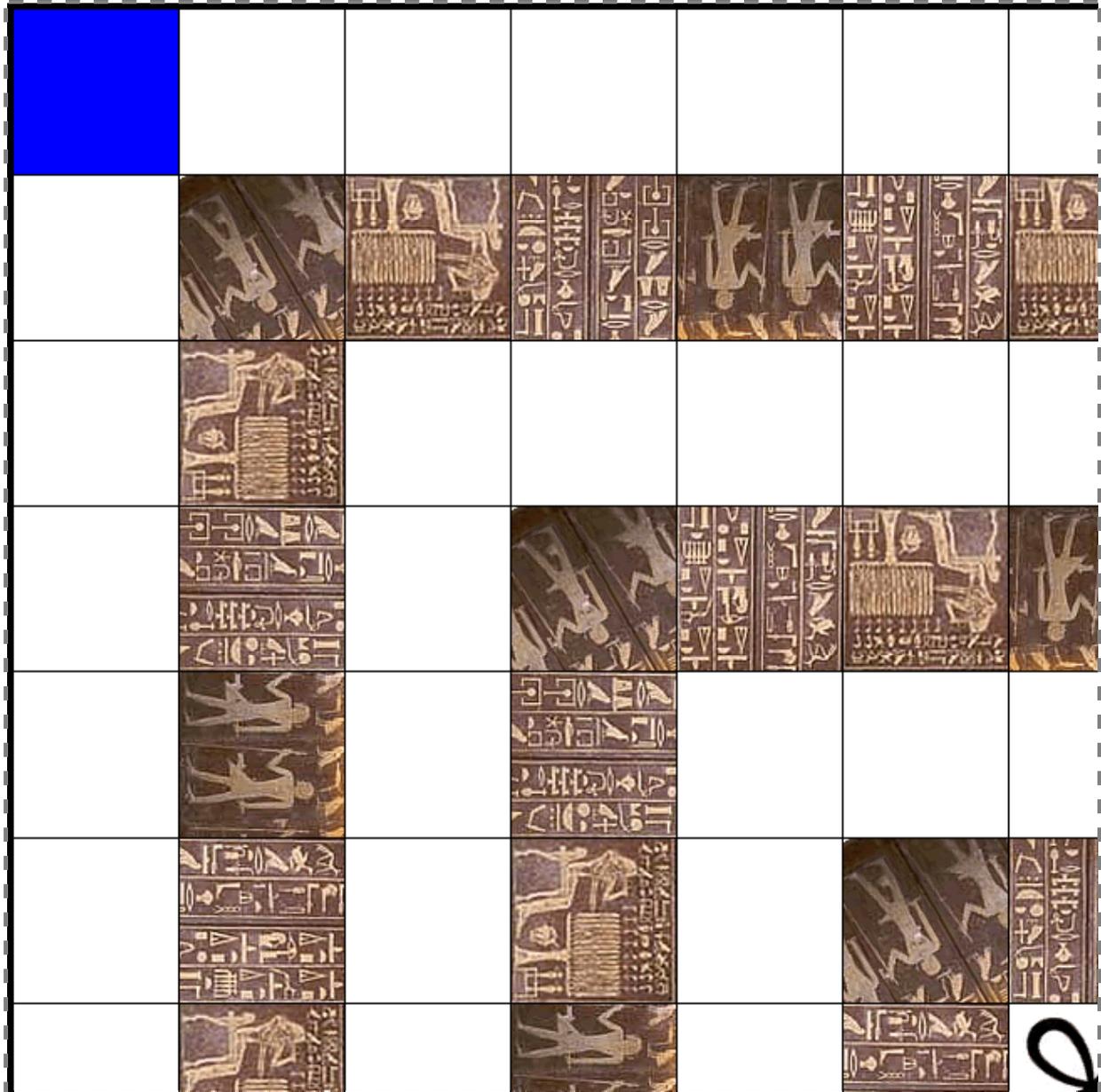
Game Rules:

- If your piece lands ON A BRIDGE, you have to move away next time!
- You may not move a bridge, when a piece is standing on it.
- Never move **DIAGONALLY** !
- You may "jump" over other pieces.
- There can't be more than one piece on the same space or bridge.
- You can move on another level **ONLY OVER A BRIDGE!**
Before you reach the Ankh-space in the center you also have to move over the bridge!
(don't move diagonally!)
- You may move with any of your pieces. You can play with 1, 2 or all 3 pieces and enter the pyramid with a piece outside whenever you want.

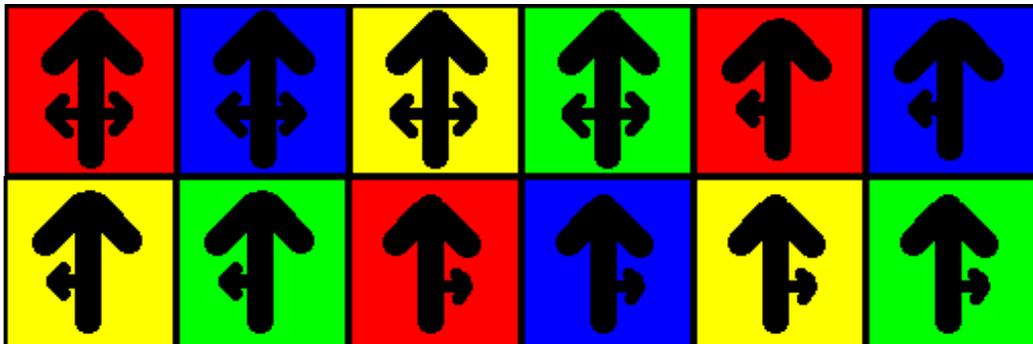
OBJECT - REACH THE ANKH-SPACE 3 TIMES:

- 1) If one of your pieces reaches the Ankh-space: you receive a **HORUS-CARD**.
 - Take the piece and place it outside the board close to your entrance.
(the piece may enter the pyramid again).
 - Place the card on the table. (Other players must see you have the card)
 - Finish your moves in case you haven't made 4 moves yet.The HORUS-CARD gives you more fortitude and power:
From your next turn on you may make **5 MOVES!** (You HAVE TO make 5 moves)
 - 2) If you have the HORUS-card and one of your pieces reaches the Ankh-space:
you receive an **ANKH-CARD**.
 - Take the piece and place it outside the board close to your entrance.
(the piece may enter the pyramid again).
 - Place the card on the table. (Other players must see you have the card)
 - Finish your moves in case you haven't made 5 moves yet.The ANKH-CARD gives you even more fortitude and power:
From your next turn on you may make **6 MOVES!** (You HAVE TO make 6 moves)
 - 3) If you have a HORUS- and an ANKH-card and one of your pieces reaches the Ankh-space:
you reached the aim!
The game ends and the gods give you eternal fortitude, wealth and glory!
-

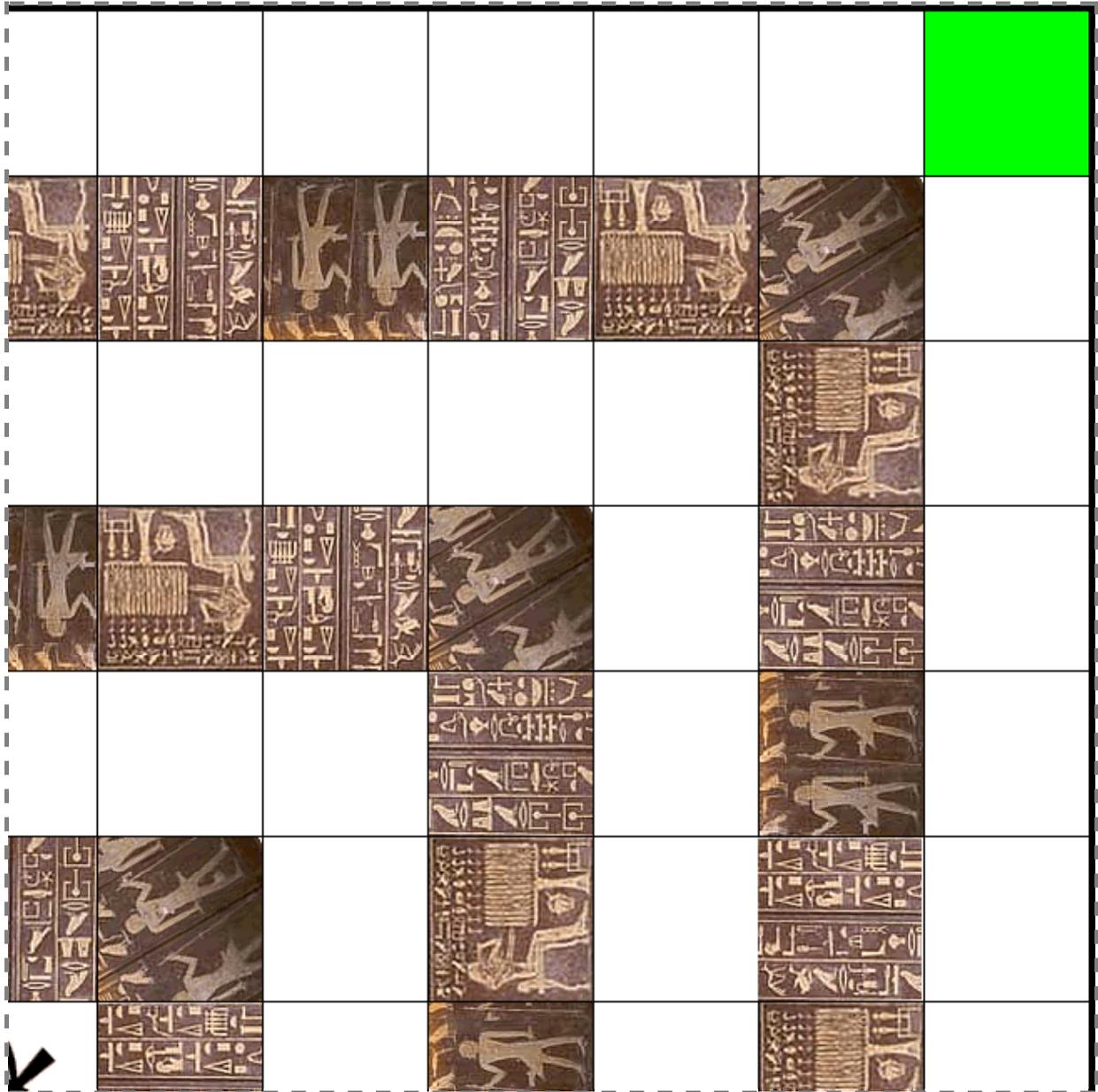
GAME BOARD PART 1



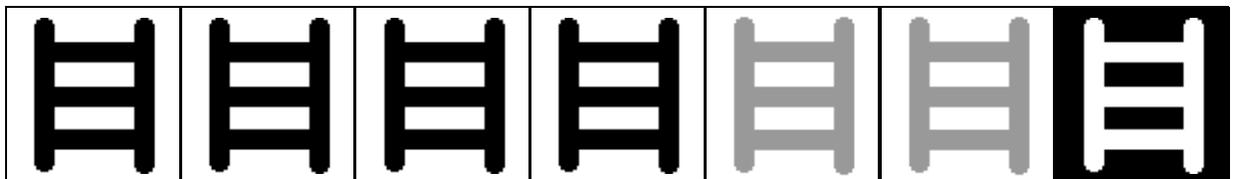
PIECES:



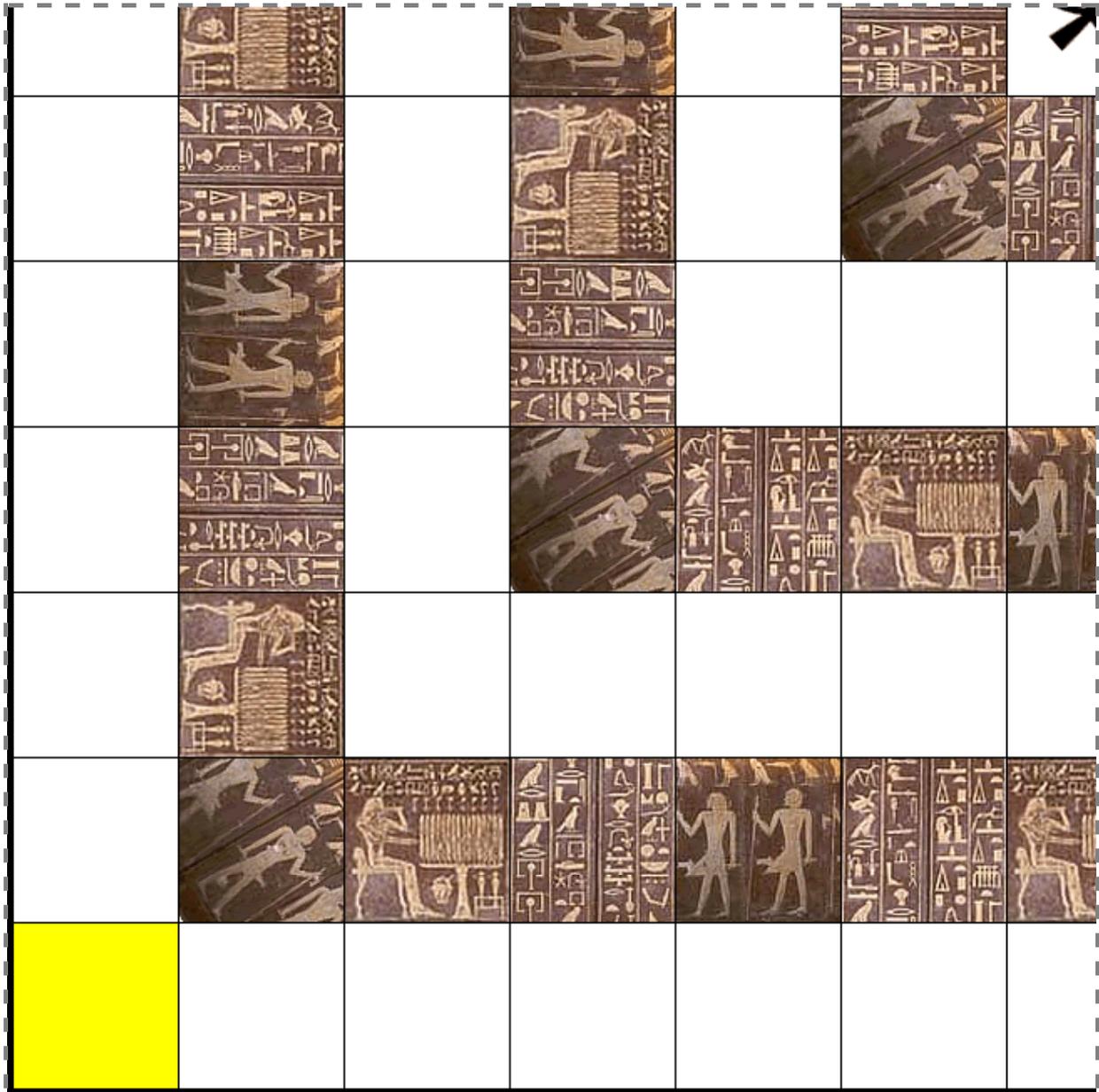
GAME BOARD PART 2



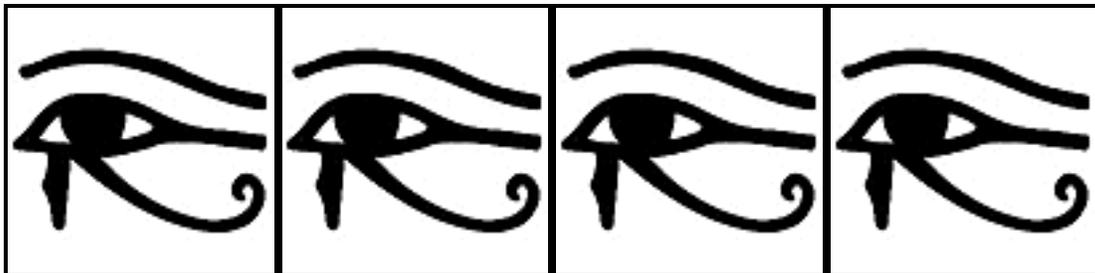
BRIDGES:



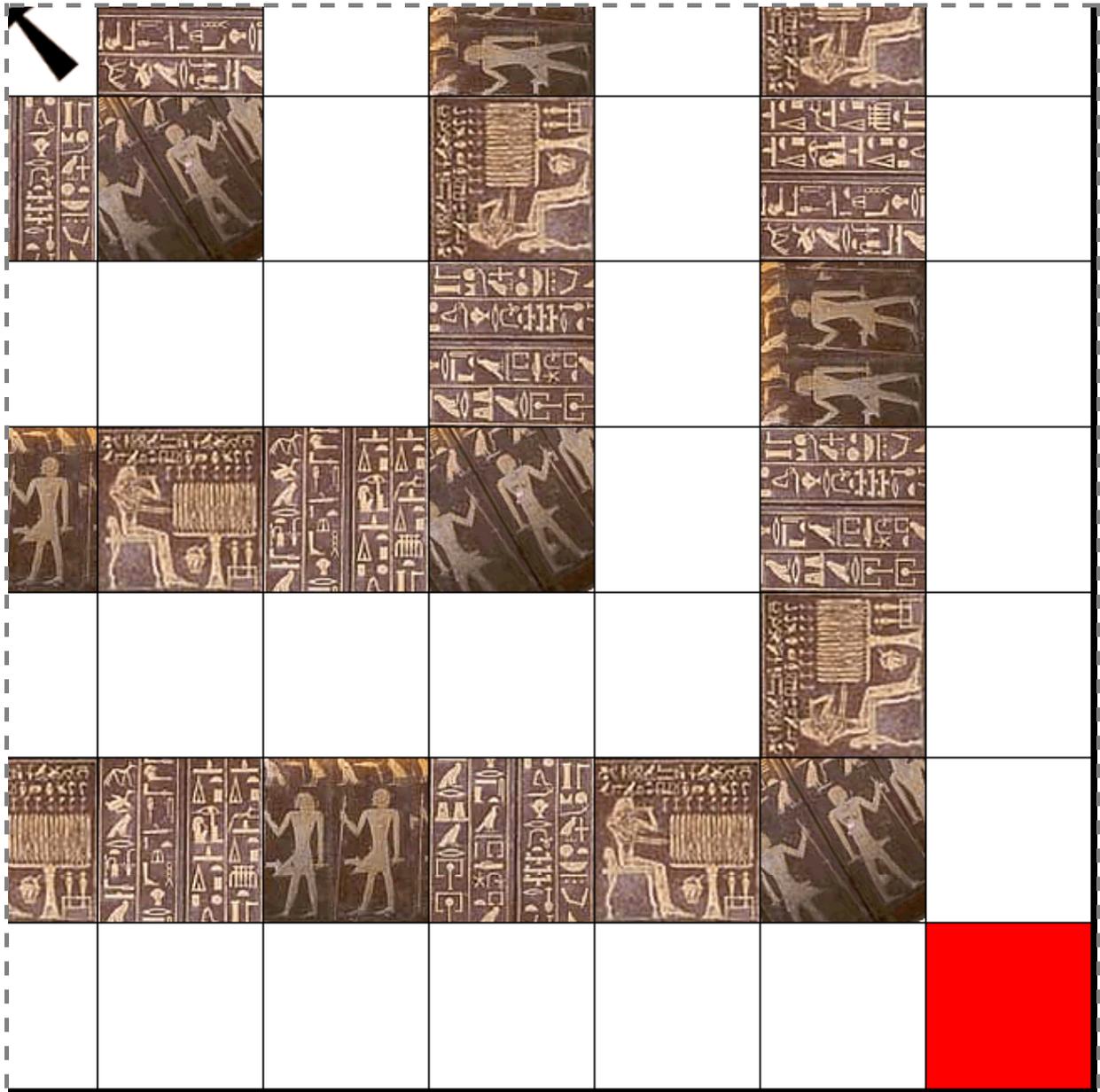
GAME BOARD PART 3



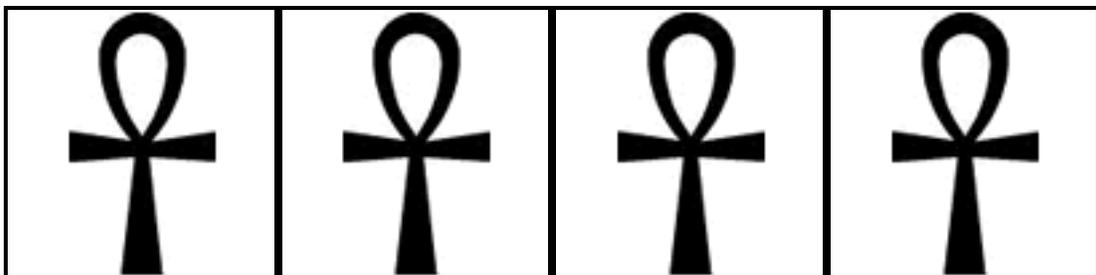
HORUS-CARDS:



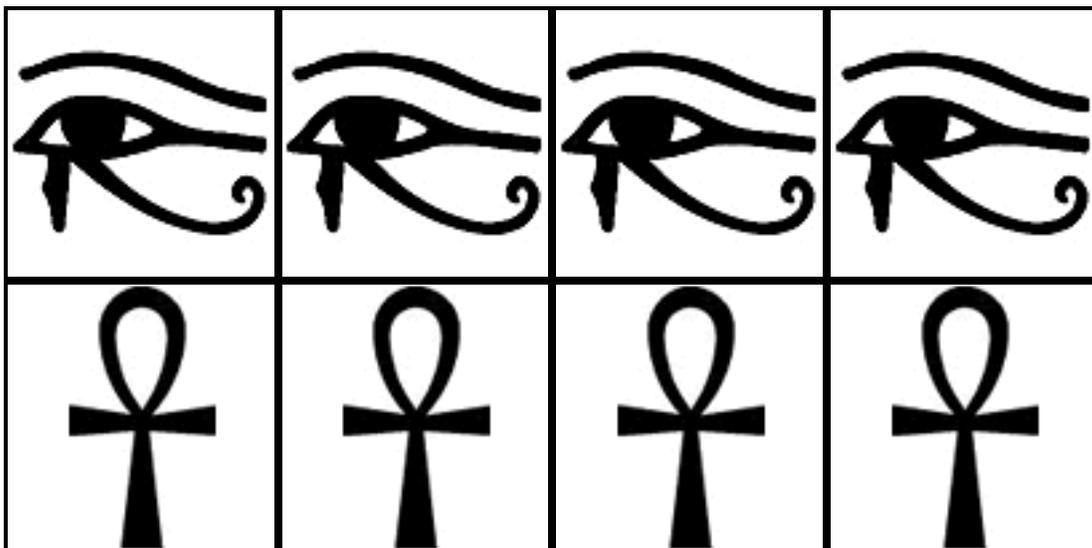
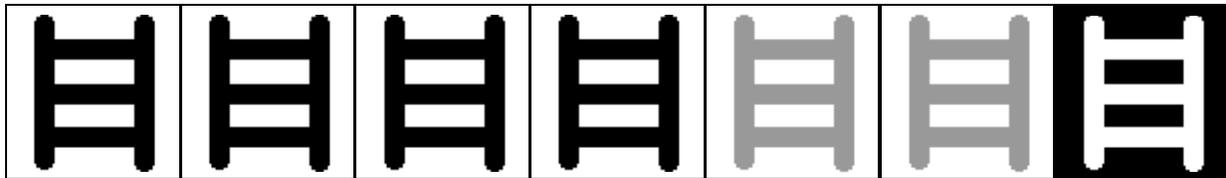
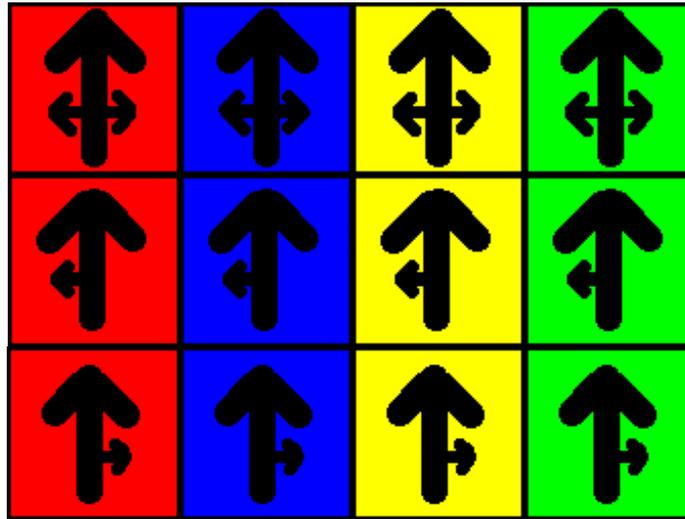
GAME BOARD PART 4



ANKH-CARDS:



Spare pieces, bridges, cards:



FINISHED! Thank you for using our services. HAVE FUN!