

Cartouche

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A tile-laying game for 1-4 players.

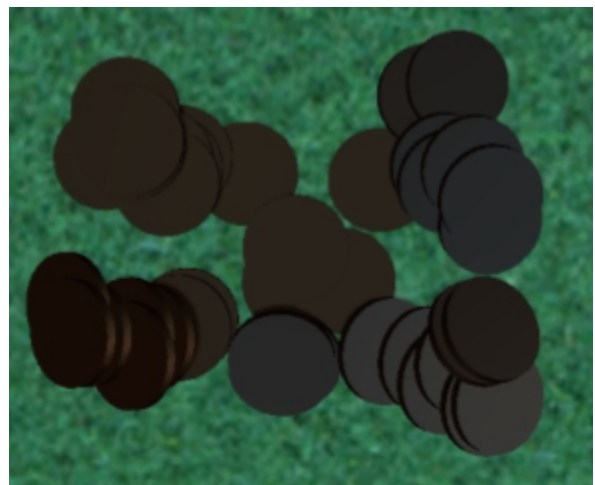
For nine years during the 18th Dynasty of Egypt, Queen Hatshepsut was Pharaoh. After she died, her successors tried to erase her from history. Her image was chiseled off the stone walls, and her royal name – her cartouche – was removed from the murals.

In **Cartouche**, you are archeologists tasked with restoring the ancient Egyptian queen's murals.

Each turn, players draft tiles and story cards. Place your tiles on your board to form connections and complete stories to score points. At the end of the game, the player with the most points wins!

Components

- First player marker
- 1 drawstring bag
- 1 double-sided accomplishment board
- 1 solo reference card
- Per player:
 - 1 reference card
 - 1 double-sided mural board
 - 6 ankhs (*in TTS, these are already on the boards*)



Black tiles



68 animal tiles



Story tokens



Scarab tokens

Setup

1. Place the **achievement board** in the center of the table. Make sure to use the side of the board that matches your player count (2 players or 3-4 players). ***In TTS, you will first need to “unlock” the board.***



2. Shuffle the **achievement cards** and deal 1 face-up in each of the 3 marked slots. Return the remaining cards to the box. *If this is your first game, use the 3 cards with stars in the corner.*
3. Place the **scarab tokens, colored tokens, cartouche tiles, and black tiles** in the center of the table. These components make up the supply.
4. Shuffle the **story cards** together. Randomly remove cards from the deck until it is the appropriate size for your player count, based on the table below. Return all removed cards to the box.

Player count	# of cards removed	Final deck size
1 (See page <#n>)	30	20
2	20	30
3	10	40
4	None	50

5. Place all the **animal tiles** into the drawstring bag.
6. Each player chooses a color and takes:
 - a. A **mural board**. All players set their board to the same side (A or B). *If this is your first game, set it to side A. **In TTS, you will first need to “unlock” the board.***
 - b. 1 **reference card**.
 - c. **6 ankhs** of their color. Place them on the marked spaces on their mural board.
7. Shuffle the **starting story cards** together and deal 1 face-up above each player’s board. Return the remaining starting cards to the box.
8. The player who most recently walked like an ancient Egyptian takes the **first player marker**.

Gameplay

Cartouche takes place over 10 rounds.

At the start of each round, deal out face-up **story cards** from the deck and **animal tiles** from the bag, placing them in the center of the table for players to draft.

Players	Story cards dealt	Animal tiles dealt
2	3	4
3	4	5
4	5	6

Each round has 3 phases:

1. **Draft.** Players take turns claiming story cards and animal tiles.
2. **Place.** Everyone simultaneously places tiles on their boards and completes active story cards.
3. **Score.** Everyone simultaneously scores achievements on the achievement board.

Then the first player marker passes clockwise and a new round begins.

1. Draft Phase

Starting with the player who has the **first player marker** and going clockwise, each player takes **either** a story card or an animal tile from the center.

- When you take a **story card**, place it face-up above your mural board. You are limited to **4 uncompleted story cards**. If you already have 4 and you draft a new card, you must immediately discard down to 4.
- When you take an **animal tile**, place it to the **side** of your mural board (do **not** place it on your board just yet!). This area is called your **reserve**.

The Draft phase ends once each player has taken **2 items** (either 2 story cards, 2 tiles, or 1 of each). Place any undrafted cards in a face-up **discard pile** next to the deck. Place any undrafted tiles in a discard stack near the deck (do not return them to the bag).

2. Place Phase

All players simultaneously place animal tiles from their **reserve** onto their **mural board**.

You may place tiles from your reserve in **any order**, but you may leave **no more than 1 animal tile** in your reserve at the end of this phase. You must place all other tiles somewhere on your board, following the placement rules below. You may keep any number of cartouche tiles in your reserve between rounds.

The Place Phase ends once each player declares they are done placing tiles..

Note: You may **never** discard animal tiles from your reserve or mural board.

Tile Placement Rules

- Each tile must either be adjacent to a reed (printed at the bottom of your board on side A and in the center on side B) or adjacent to an already placed tile of any type. Touching the corner of another tile does not count as adjacent.
- Tiles may not overlap one another.
- Tiles may not overhang the mural border.
- Tiles may be freely flipped or rotated during placement. (Each tile has the same layout on its opposite side.)
- Tiles **may** cover printed animal icons on your board.
- Once placed, tiles cannot be moved.

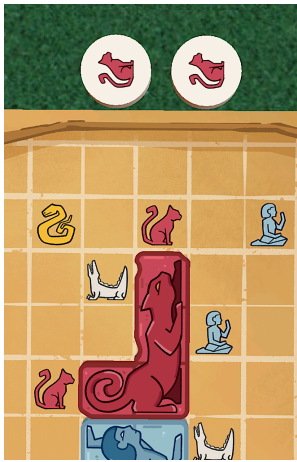


Tip: You can place a tile touching **any side** of an already placed tile, as if laying a path.

Collecting Story Tokens

Each animal tile is made up of one or more **animals, represented by a colored regions with an animal image**). There are 4 animal **types**, which correspond to the 4 **animal icons** on your mural board.





Whenever you place an animal tile, check each tile to see if any of the animals are **adjacent** to one or more **matching** animal icons. For each **match** you make, collect 1 corresponding **story token** from the supply and place it in your reserve. (Note that if an animal touches an icon on more than one side, it still only counts as 1 match.)

*For example, if you place a cat so that it touches **2 red cat** icons, you take 2 red tokens.*

Trading in Story Tokens

Story tokens are usually used for completing story cards (see pg. XX). However, you can also exchange them for bonuses at **any time**.

- **1x1 Cartouche:** You may exchange **any 2 story tokens** for a 1x1 cartouche tile. Take a 1x1 cartouche from the supply and place it in your reserve. If you do this during the Place Phase, you may move it to your mural board immediately. (See “Cartouche Tiles” on pg. <REF>)
- **Scarab token:** You may exchange **any 2 story tokens** for a **Scarab token**, which counts as a **wild** story token. If you do this during the Score phase, you may turn in the token to complete a story or achievement card immediately. (See “Token Stories” on pg. <REF>)

Cartouche Tiles

A cartouche is a special marking that indicates the name of a god or Egyptian royalty. Cartouche tiles are special tiles that you earn for **completing achievements** or trading in story tokens.

Whenever you earn a cartouche of any size, place it in your **reserve**, along with your other animal tiles. Cartouches are placed during the Place Phase, following the same rules as other animal tiles.



Cartouches in your reserve **do not** count toward your limit of 1 tile at the end of the Place phase.

When placing a Cartouche tile, you do **not** collect any story tokens. However, cartouches may be counted as **any animal tile** when completing River stories and achievements (see “Score Phase”).

3. Score Phase

After waiting for everyone to complete the previous phase, all players complete any of their own **story cards** or **achievements** that they meet the conditions for, in any order they choose.

Completing Story Cards

During the Score phase, you may complete any number of **story cards** above your own board. Move each completed card to the designated area on the right-hand side of your mural board. Each completed story card is worth **victory points** at the end of the game.

There are **3 types** of story cards: token stories, chamber stories, and river stories. A card's type tells you the **conditions for completing it**, as well as which **achievements** it counts toward upon completion. Your completed story cards should be **grouped by type and splayed** next to each indicated area on your mural board so that they are visible to all players.

***Tip:** There is no way to “lose” story cards. Once you have completed a story card, you no longer need to worry about meeting its conditions.*

Token Stories

To complete a Token story card, you must **turn in the exact number and type** of story tokens shown on the card to the supply. You may turn in one or more wild **Scarab** tokens in place of any story token(s).



Any 5 story tokens may be turned in to complete this card.

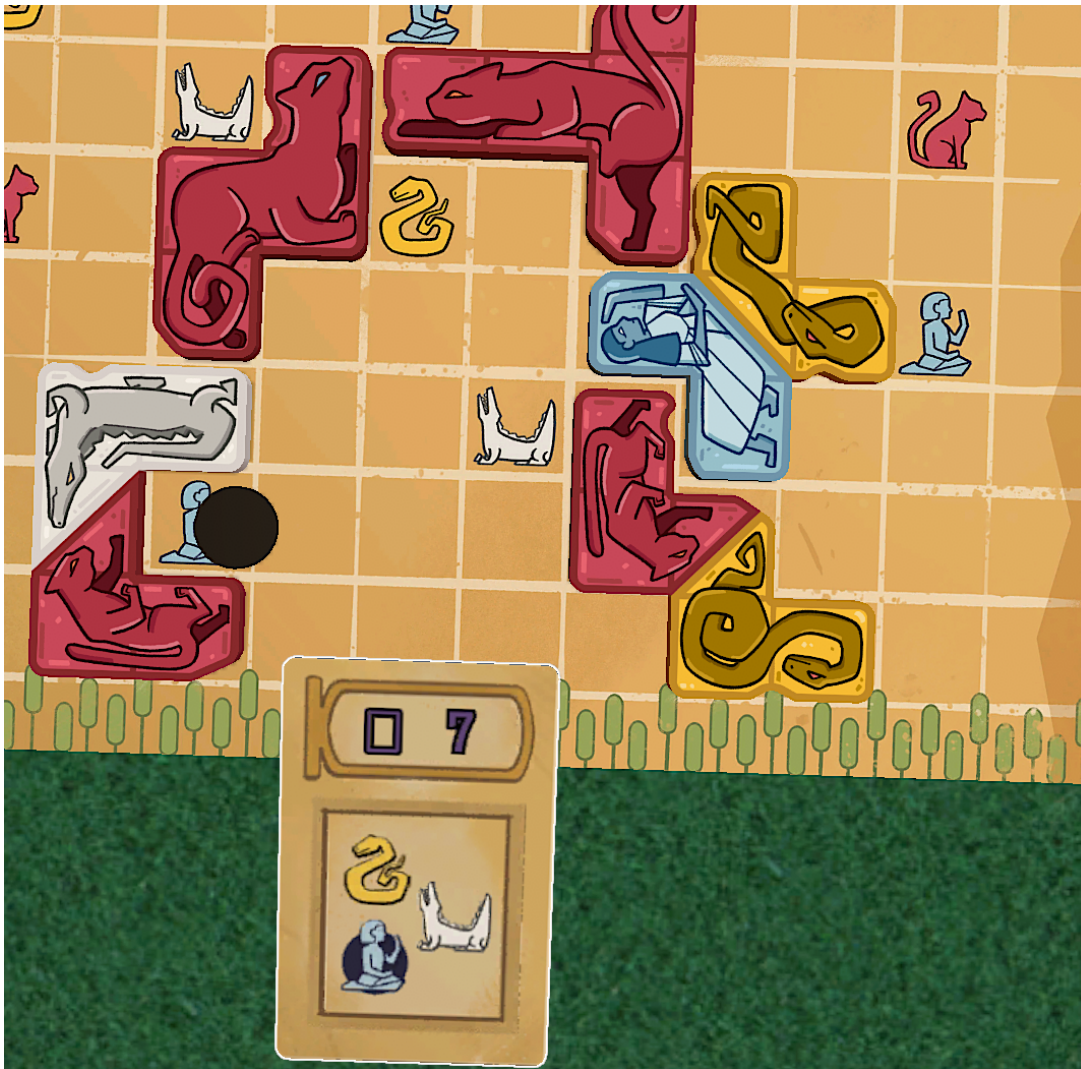


Chamber Stories

To complete a Chamber story card, you must use tiles to create an enclosed area of **empty spaces**, called a **chamber**, that contains the exact **number and type** of animal icons shown. No extra icons may be in the chamber that are not on the story card

A chamber is considered enclosed if it is bordered on all sides by **animal tiles, cartouche tiles, black tiles**, or the **border** of the mural. A chamber may be any size or shape. You do **not** need to fill in **corners** to surround a chamber.

Some cards may require multiple chambers in order to complete the story. Separate chambers may touch at a corner and still be considered separate.

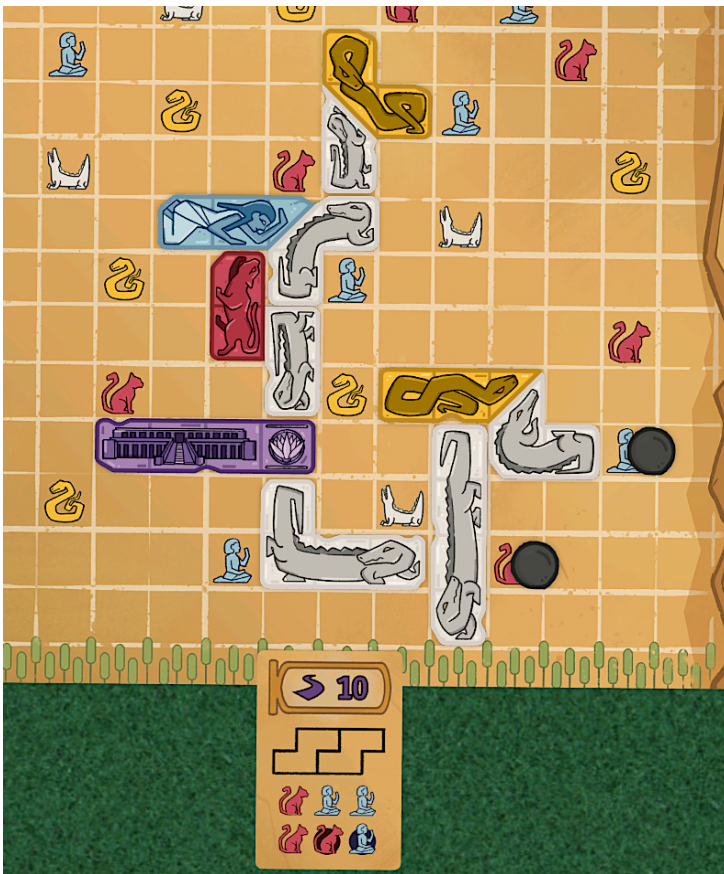


River Stories

To complete a River story card, you must use tiles to create a **contiguous group of matching animal tiles (all of 1 color)** that is adjacent to all of its depicted **animal icons**.

Each River story card specifies which **animal tiles** must be used to make the river, as well as which **animal icons** it must touch. A river may be any length (including 1 tile) or shape, and may touch additional icons that are not shown on the card. **Covered** icons or icons that touch a river at a **corner** do **not** count as adjacent. Most river story cards will specify which color is required to complete it, while some will allow any 1 color.

Cartouche tiles may be treated as tiles of **any** color when completing each river.



Any 1 color can be used to create the river on this card. Remember: Cartouche tiles count as any color!

Black tiles

Some Chamber and River stories show a **black tile** next to one or more animal icons. This means that when you **complete** the story, you must immediately **cover** the indicated icons in the chamber or adjacent to the river you scored with **black tiles** from the supply. If there are multiple icons of one type to choose from, you may choose which icon to cover.

An icon covered with a black tile no longer generates story tokens and cannot be used to complete other story cards. Black tiles do not count as a color and do not contribute toward completing River stories or achievements.

Completing Achievements

The achievement board has 7 achievements that can be scored by all players over the course of the game. If you meet an achievement's conditions during a Score Phase, you may score it by removing an ankh from your mural board and placing it on the first available reward space under the achievement. At the end of the game, each player will score the points printed on spaces where they have ankhs.

The first player to score an achievement earns the highest point reward. Players who score the same achievement in a later round must place their ankh on the next available reward space, which provides

a slightly lower reward. The last reward space on each achievement can have any number of ankhs placed on it, meaning each player who completes the achievement will score points.

Exception: If two or more players score an achievement in the same Score Phase, they place their ankhs on the same reward space and will earn the same points.

You may score each achievement **only once**. You may score any number of achievements in one round.

Each game includes the same 4 **story achievements**:

- **3 River stories:** Score this when you have completed 3 River story cards.
- **3 Chamber stories:** Score this when you have completed 3 Chamber story cards.
- **3 Token stories:** Score this when you have completed 3 Token story cards.
- **5 Identical stories:** Score this when you have completed any 5 story cards of the same type. *For example, once you have 5 completed River stories, you may score this achievement. You should already have scored the 3 completed River cards achievement.*

Each game also includes 3 random **achievement cards**. These have similar conditions to story cards but are more difficult. Like story cards, once you have completed an achievement card, you no longer need to meet the conditions for that card. See pg. XX for a complete guide to the random achievement cards.

Ankh Bonuses

Whenever you complete an achievement, you choose an ankh on your mural board to place on the achievement board. Each ankh has an associated gameplay bonus. When you remove an ankh, you immediately receive its bonus.

- **Three 1x1 Cartouche tokens:** Take 3 1x1 Cartouche tiles from the supply and place them in your reserve.
- **Long Cartouche token:** Take a 4x1 Cartouche tile from the supply and place it in your reserve.
- **Square + Scarab:** Take a 2x2 Cartouche tile from the supply and place it in your reserve. Also collect a Scarab token.
- **2 Scarab tokens:** Collect 2 Scarab tokens.
- **3 pieces:** Take 3 random tiles from the bag. Choose 1 to place in your reserve and place the other 2 in the tile discard pile.
- **Repeat:** Take any bonus that you have already taken. *For example, if you used your first ankh to take 2 Scarab tokens, you could later use this bonus to take 2 more.*

Tiles that you add to your reserve during the Score phase may **not** be placed until the next round. (It's okay! The limit of 1 animal tile in your reserve only applies at the end of the **Place** phase.)

Game End & Final Scoring

The game ends after 10 rounds when there are no more story cards to draw. At the end of the final round, each player may place any remaining tiles in their reserve and then score any stories or

achievements they complete. If any player takes more tiles during this phase, those tiles may also be placed. If players complete any achievements in this final phase, they must always place their ankhs on the **last** reward space, even if others are empty.

Once all players are done, each player adds up their final points:

- **Story cards:** Add the points at the top of every story card you have completed. (Uncompleted stories are worth no points.)
- **Achievements:** Add the points printed on every reward space where you have an ankh.
- **Leftover tokens:** Add 1 point for every 2 tokens you have remaining.
- **Leftover tiles:** Tiles in your reserve at the end of the game are worth no points.

Whoever has the most points is the winner! In the case of a tie, the player who completed the most story cards wins. If still tied, whoever has the prettiest board wins.

Achievement Cards

- **Fill in 1 row -AND- 1 column:** Have at least 1 row and column of your board completely filled in with tiles of any type. Icons on the board count as empty spaces, not tiles.
- **Fill in either 2 rows -OR- 2 columns:** Have either 2 rows of your board completely filled in with tiles -OR- 2 columns of your board completely filled in with tiles. Icons on the board count as empty spaces, not tiles.
- **Create a single chamber with any 8 icons:** Create a chamber with exactly 8 icons (of any type) on your board.
- **Create a single chamber with 2 of the same icon:** Create a chamber with only 2 identical icons (and no other icons).
- **Create 4 separate chambers with 1 icon, all of the same kind:** Surround 4 or more identical icons in their own chambers with no other icons.
- **Connect the opposite corners of your board with a river of any 1 color:** Create a contiguous block of tiles of any type all the way between two opposite corners of the board (top-right/bottom-left or top-left/bottom-right).
- **Connect the top/bottom or left/right of the board with a river:** Create a river of one animal type connecting either the top and bottom of the board or the left and right sides. **Cartouche** tiles may be treated as any animal when completing this achievement.
- **Spend 6 identical tokens:** Turn in any 6 matching story tokens. Scarab tokens may be used as any story token.
- **Spend 2 story tokens of each type:** Turn in 2 cat, 2 snake, 2 bird, and 2 human tokens. Scarab tokens may be used in the place of any token.

When playing on the B-side of the board, the starting square in the center counts as a filled-in space of no colour for all purposes.
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Solo Mode

Overview

The Museum you work for is testing a new mural reconstruction software. It uses advanced algorithms to deduce the original intent of the ancient artist. It's up to you to prove your skills against the AI so you can keep your job; otherwise it will replace you, and you'll join the cartouche as another relic of the past!

Setup

Follow the directions to set up a 2-player game, with the following exceptions:

- Remove story cards from the deck until there are **20 cards** remaining.
- Set up 2 mural boards, one for yourself and one for your **AI opponent**. Do not deal the AI a starting story card.
- Return the **first player marker** to the box.
- Find the **solo reference card** and place it next to your board.

Gameplay

Draft Phase

Players	Story cards dealt	Animal tiles dealt
1	2	3

During the Draft phase, deal out 3 animal tiles and 2 story cards, then take any 2 tiles, any 2 story cards, or any 1 tile and 1 story card.

Do not discard the remaining items. Instead, place any remaining story cards in your opponent's **completed area** next to their board. If there are multiple story cards of the same type, move them down and stack them in order, left-to-right.

Then, place any remaining tiles above the achievement board. Divide the tiles by animal: place tiles with **only snake or cat** animals above the first achievement card; place tiles with **only human or bird** animals above the second achievement card; and place tiles with **2 different animals** above the third achievement card.

Place Phase

Place tiles in your reserve as normal. Do not place any tiles on your opponent's board.

Score Phase

Before scoring your own stories and achievements, determine whether your opponent completes one or more achievements:

- **3 River/Chamber/Tokens:** If your opponent has 3 story cards of the required type, they score this achievement and place any one of their ankhs in the next available reward space. They then discard their **3 leftmost story cards** of that type. Your opponent can only score each of these achievements once per game.
- **5 Identical:** If your opponent has 5 story cards of a type **that they have already scored an achievement for**, they score this achievement and place any one of their ankhs in the next available reward space. They then discard their **5 leftmost story cards** of that type. Your opponent can only score this achievement once per game.
- **Achievement cards:** If there are **5 or more tiles** above any achievement, your opponent scores that achievement and places any one of their ankhs in its next available reward space. They then discard any 5 tiles above the card. Your opponent can score each of these achievements **up to twice per game**. Your opponent can only score one of these achievements a second time if you have **not** scored that achievement; if they do score an achievement twice, you can **no longer** score that achievement. If any achievement is scored twice, discard any tiles that would be placed above it for the rest of the game.

Your opponent does **not** receive **ankh bonuses** when scoring achievements.

Once you've finished scoring your opponent, score your own stories and achievements. Your ankhs may **never** share a reward space with your opponent. If you score an achievement in the **same phase** as your opponent, your ankh is always placed in the **lower-value** space (your opponent is treated as having scored it first). If your opponent has **2 ankhs** on an achievement (this can only happen on achievement cards), you may **not** score that achievement or place an ankh there.

Game End & Final Scoring

At the end of the game, you score as normal. Your opponent scores each reward space they occupy on the achievement board and each of their **undiscarded** story cards.

If you have more points than your opponent, you win! In the case of a tie, play again but better.