

Tom Cleaver's



Valley of the Kings™




Card Supplement




Card Clarifications


The actions on the *Valley of the Kings* cards are intended to be self-explanatory. When questions arise, you may consult the detailed explanations below.

 **Boat** – *When an opponent buys a card, you may immediately discard Boat and take a card from the base of the pyramid.*


You use this card during an opponent's turn, after the opponent has bought a card, and after the pyramid has crumbled. Discard Boat. Take any one of the 3 cards in the base of the pyramid and put it on top of your discard pile. Carry out the crumbling of the pyramid after you take your card.

 **Book of Gates** – *Reveal the top card of your deck. Execute its action, if possible. Discard the card.*

You may not use the revealed card for anything except its action. You must play the action, even if you do not want to.

 **Book of the Dead** – *Take the card with the lowest cost and entomb it.*

Take the lowest-valued card anywhere in the pyramid. If there are two or more equal-valued cards, take either one of them. Put the card you take directly into your tomb. The card you entomb can be in addition to the normal entombment of one card per turn.

 **Book of the Earth** – *Sacrifice a card in your hand. Take a card with a cost up to twice as much as the sacrificed card.*

Put a card from your hand into the boneyard. Take any one of the 6 cards from the pyramid that has a cost up to twice as much as the sacrificed card. For example, you sacrifice a card with a cost of 2; you can take a card with a cost up to 4. If you use Book of the Earth, you must take a card.

● **Book of the Heavens** – *If you have 5 or more cards in your discard pile, entomb one of them.*

Count the cards in your discard pile. If you have at least 5, select a card to put in your tomb. Do not rearrange the cards in your discard pile.

● **Book of the Netherworld** – *Take the top card of the stock.*

Take the top card of the stock and put it on top of your discard pile.

● **Book of Traversing Eternity** – *If you bought a card this turn, take another card with a lower cost.*

If you have already bought a card from the pyramid this turn, you may use Book of Traversing Eternity to take another card from anywhere in the pyramid. The card must have a lower cost than the card you bought.

● **Box of Food** – *Sacrifice a card in your hand. Entomb a card with a lower cost.*

Take a card from your hand and put it in the boneyard. Take a card from your hand that is lower in cost than the one you sacrificed and put it in your tomb.

● **Burial Mask** – *Entomb a card from your hand or discard pile.*

You may search your discard pile for a card to entomb, or entomb one from your hand. The card you entomb can be in addition to the normal entombment of one card per turn. Once you have searched your discard pile, you have begun the action, so you must complete it.

● **Censer** – *Take the top card of an opponent's discard pile. Put Censer on top of that opponent's discard pile.*

Choose an opponent and take the top card of the opponent's discard pile, putting it on your discard pile. Replace the card you took with Censer. A player with an empty discard pile cannot be the target of Censer.

● **Chariot** – *Discard a card. Take the top card of the boneyard.*

Discard a card from your hand. Take the top card of the boneyard and put it on top of your discard pile. If there are no cards in the boneyard, this action cannot be used.

● **Djed Pillar Amulet** – *Take a card of the same set as one in your tomb.*

Examine your tomb. If a card in the pyramid is of the same set as one of the cards in your tomb, show the tomb card to the other players. You may take a matching card from anywhere in the pyramid and put it on top of your discard pile. For example, if you have a Statue of Thoth in your tomb, you may take a Statue of Sobek from the pyramid. Starter cards and unique cards are not set cards and are unaffected by Djed Pillar Amulet.

● **Duamutef Canopic Jar** – *Each opponent discards a card.*

Each other player must take a card from his hand and put it in his discard pile. Players with no cards in hand do nothing. Discards occur in turn order.

● **Heart Scarab Amulet** – *Entomb a card from your discard pile.*

Search your discard pile. Entomb a selected card. You may not reorder the cards in your discard pile. Once you have begun taking this action by looking at your discard pile, you must complete it.

● **Hopi Canopic Jar** – *Discard a card. Take the card with the lowest cost.*

Discard a card from your hand. Then take the lowest-valued card anywhere in the pyramid. If there are two or more equal-valued cards, take either one of them. Put the card you take on top of your discard pile.

● **Imseti Canopic Jar** – *Entomb a card costing 4 or less.*

Take a card from your hand with a cost of 4 or less, show it to the other players, and put it into your tomb. The card you entomb can be in addition to the normal entombment of one card per turn.

● **Inner Sarcophagus** – *Each opponent discards down to 3 cards.*

Each other player with 4 or more cards in hand discards until he has but 3 cards. Players with 3 or fewer cards do nothing. Discards occur in turn order. You may see the discards.

● **Ka Figurine** – *Discard a card. Take a card of the same set as the discarded card.*

Discard a set card from your hand. Take a card from anywhere in the pyramid that is of the same set as the one you discarded. Put the card from the pyramid on top of your discard pile. You may not use this action if the set of your discarded card does not match one in the pyramid. Starter cards and unique cards are not set cards and cannot be taken with Ka Figurine.

● **Middle Sarcophagus** – *Sacrifice a card from your hand. Entomb a card from your hand.*

Take a card from your hand and put it on top of the boneyard. Then take another card from your hand and put it in your tomb. The card you entomb can be in addition to the normal entombment of one card per turn.

● **Mummified Cat** – *When an opponent sacrifices a card, you may immediately discard Mummified Cat and take the sacrificed card.*

You may use this card on your own turn (when you force another player to sacrifice a card) or during another player's turn (when that player sacrifices a card or causes others to do so). Put the card you get on top of your discard pile. You may not use Mummified Cat to recover a card that you sacrifice. You may use Mummified Cat to take a card sacrificed as the result of the automatic sacrifice that occurs when the pyramid is unchanged in a turn.

● **Offering Table** – *When an opponent's action would cause you to discard or sacrifice, reveal Offering Table to prevent the action from affecting you.*

This card is used when it is an opponent's turn. If you are required to sacrifice a card from your hand or discard a card from your hand, show Offering Table and do not discard or sacrifice.

● **Outer Sarcophagus** – *Put a card from your hand on top of an opponent's deck. Draw a card.*

Take a card from your hand and put it on top of some other player's deck. Then draw a card from your own deck.

● **Qebhesenuf Canopic Jar** – *Each opponent sacrifices a card. Exception: Players with 5 or fewer total cards do not sacrifice.*

Each other player must sacrifice a card from his hand, except that players with 5 or fewer total cards do not sacrifice. To determine total cards, count cards in hand, cards in the discard pile, and cards in the deck; do not count cards in the tomb. Sacrifices occur in turn order.

● **Shabti** – *Swap 2 cards in the pyramid, OR sacrifice a card in the pyramid.*

Choose one of these two actions:

- Exchange the positions of 2 cards in the pyramid. You may not exchange positions with an empty space.
- Take a card from the pyramid and put it in the boneyard. This triggers crumbling of the pyramid.

● **Statue of Anubis** – *After you draw your 5-card hand at the end of your turn, draw one additional card.*

At the end of the turn, draw a 6-card hand instead of a 5-card hand. If you have played two copies of Statue of Anubis or you have used Tyet Amulet to double the effect of Statue of Anubis, draw a 7 card hand at the end of the turn.

● **Statue of Bastet** – *Each opponent puts a card on top of your discard pile. Exception: Players with 5 or fewer total cards do not put cards on top of your discard pile.*

Each other player puts a card from his or her hand on top of your discard pile. Players who have 5 or fewer total cards (counting hand, deck, and discard pile) do not put cards on your discard pile. Placing cards on your discard pile occurs in turn order. Since this is not an ordinary discard, the Offering Table will not protect players.

● **Statue of Horus** – *Entomb a card from your hand.*

Put a card from your hand into your tomb. The card you entomb can be in addition to the normal entombment of one card per turn.

● **Statue of Isis** – *Take a card with a cost of 6 or less.*

Take a card from anywhere in the pyramid and put it in your discard pile. The card you take cannot have a cost greater than 6.

● **Statue of Osiris** – *Discard a card. Draw 3 cards.*

Discard a card from your hand. Then draw the top 3 cards of your deck, reshuffling the discard pile if necessary.

● **Statue of Sobek** – *Reveal the top 3 cards of your deck. Discard one. Entomb one. Put one on top of an opponent's discard pile.*

Reveal the top 3 cards from your deck to all players. Of these three cards, discard one, entomb one, and put one on top of an opponent's discard pile. You cannot use this action if it is impossible to draw 3 cards.

● **Statue of Thoth** – *All cards in your hand have a gold value of 4.*

For the rest of the turn, ignore the printed gold value of cards in your hand. Instead, each card has a gold value of 4.

● **Tyet Amulet** – *Repeat an action you executed this turn.*

If you used a card to perform an action this turn, you may use the Tyet Amulet to do that action again. The Tyet Amulet has no effect on cards used for their gold value. The Tyet Amulet cannot be used with Boat, Censer, or Statue of Thoth. The normal entombment of one card per turn is not an action; therefore the Tyet Amulet cannot be used for an additional entombment based on this normal entombment.

● **Urn** – *Put the top card of your discard pile on top of your deck.*

Take the top card from your discard pile and put it face down on top of your deck.

● **Wadj Amulet** – *Swap a card in your hand with a card in your tomb.*

Take a card from your hand and put it into your tomb. Take a card from your tomb and put it into your hand.

● **Weres Amulet** – *Put a card from your hand into an opponent's tomb. Draw 3 cards.*

Put a card from your hand into another player's tomb. Then draw 3 cards from your deck.