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# OBELISK

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RULEBOOK

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# OBELISK

To honor the pharaohs of Ancient Egypt, a memorial column was erected for each one: a granite pillar with a foundation at the base, tapering towards the top and ending in a dull point in the shape of a pyramid. On these so-called obelisks, all the names and titles of the pharaoh were engraved in hieroglyphics.

All players are stonemasons, whose job it is to collect pieces of granite from the quarry in Aswan and shape them into obelisks. To find the right pieces of granite, you are dependent on where the quarry overseer is located, and you need multiple pieces of granite of the same color to form your obelisk. Pieces that you cannot use for your obelisk may be used for your foundation, or be sold to other players. By selling interesting pieces of granite, you might help other players to build their obelisks. But selling everything from your market stall also gives you camels in return, which might allow you to buy the pieces of granite you've been waiting for!

## **Goal of the game**

The goal of the game is to gain as many points as possible by building obelisks. The player with the most points wins the game.

## Contents - 109 cards

80 building cards



4X



4X



4X



4X

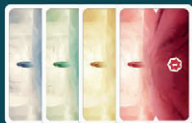
4 jokers



20 action cards



2X



1X

5 score cards



6 camels



1 overseer



## 3-5 players

### Setup

- A Shuffle the building cards and jokers together and deal each player a hand of 7 face-down cards. For the rest of the game rules jokers count as building cards.
- B Each player chooses 2 of the 7 cards they were dealt. Place your chosen cards face up in front of you, to form your own market stall. The remaining 5 cards form your starting hand.
- C Divide the remaining cards into 7 roughly equal piles and place these piles face up in the middle of the table, in a circular formation. These piles form the quarry.
- D Place the overseer on the pile with the highest value card on top. If there are multiple top cards with the highest value, randomly place the overseer on one of those cards.
- E Each player takes 1 camel and places it on the table in front of them. Return any remaining camels to the box.
- F Remove the action cards for 2 players (see **“Overview of the action cards”** on pages 18 and 19). Shuffle the remaining action cards and place this pile face down on the table. Draw the top 3 action cards and place them face up next to the pile.

The oldest player takes the first turn. The other players then take turns in clockwise order.



## How to play

On your turn, carry out the following actions in the order of your choosing:

### mandatory

- Take 2 building cards from the quarry
- Use at least 1 building card to build with
- Place at least 1 card in your market stall

### optional

- Buy an opponent's market stall
- Play action card(s)

## Take 2 building cards from the quarry

To take a building card from the quarry, you must move the overseer to one of the two adjacent piles of building cards. Take the top building card from the pile on which you are placing the overseer. Then repeat this action to take your second building card from the quarry. For his second movement, you're allowed to move the overseer back to the pile he was initially on, taking the top building card from that pile.

**Please note!** If a pile of building cards runs out, place the overseer on the empty spot between the 2 adjacent piles. For their next move, the overseer can be placed on one of these adjacent piles. From that moment on, the overseer skips the empty spot. You may nudge the other piles closer together.

Example:  
a player  
takes their  
1st building  
card from  
the quarry



Example: a  
player takes  
their 2nd  
building  
card from  
the quarry



## Build with building cards

You build your obelisks with the building cards that you have in your hand. The following rules apply:

- On your turn, you may build as much as you like. You may also build on several obelisks or obelisk parts in the same turn.
- You must use **at least** 1 card to build with during each turn.
- Every new obelisk must have a foundation. You may use any of your hand cards for this: its color and value are not important. Place this card face down on the table, rotating it by 90° (landscape mode). Once you've placed a card as a foundation, you can no longer take it back into your hand. Laying a foundation also counts as building with a building card.
- You may start your obelisk with a value and color of your choosing, but every part of the obelisk must comprise cards of the same color (apart from the foundation). The card at the bottom may have any value, but obelisks are always built from the bottom up, and the values must be consecutive and descending. For instance, an obelisk with a red starting card with a value of 4 can only be followed by a red 3, then a red 2, and finally a red 1.



- Jokers have a fixed color, but can represent any value from 1 to 5.
- Cards in an obelisk cannot be moved, swapped, or taken back once played, unless an action card states otherwise.

**Please note!** When building, keep in mind that you also need to place at least 1 card in your market stall (see below).



Example: 4 obelisks

## Market stall

Each turn, you must place at least 1 card in your market stall. You cannot take cards from your market stall back into your hand, unless an action card states otherwise. Rotate the cards in your market stall by 90°, to differentiate them from the cards in your obelisks. You may also place the action cards you have obtained in your market stall.

If, on their turn, one of your opponents buys your market stall, that player may either use any card from that market stall immediately, or save them for a later turn (building cards in their hand, action cards on the table).

## Buy market stalls

On your turn, you may buy the market stalls of other players. By paying them 1 camel, you can buy **all the cards** from another player's market stall. You may buy multiple market stalls if you have enough camels, but you're not allowed to partially buy a market stall.



**Please note!** If a player has all of the camels in their possession, they must buy the market stall of at least one other player on their next turn.

## Obtain/play action cards

Once one of your obelisks is “finished”, meaning that you have built it and placed a top on it (card value of 1 or a joker representing a 1), you may choose one of the 3 face-up action cards and place it next to you. Regardless of whether the obelisk begins with a 5, 4, 3, 2, or 1, you may take an action card when

you place down a 1. If you do, immediately replace it with a new action card from the draw pile.

You may apply the effect of an action card to your activities on the same turn or on a future turn. When you use an action card, activate its effect and then place it on a discard pile, next to the draw pile. Once all action cards have been drawn, shuffle the discarded action cards to create a new draw pile. Some action cards temporarily change the standard rules. Players are allowed to use multiple action cards in the same turn.



Example: a player draws an action card, after completing an obelisk using a card with a value of 1. They fill the empty spot by drawing a new card from the draw pile.

**For an overview of the action cards, see “Overview of the action cards” on pages 18 and 19.**

### **Maximum number of cards in your hand**

At the end of your turn, you may not have more than 6 cards in your hand. This number refers only to building cards; action cards are placed on the table in front of you. If you have more than 6 cards in your hand, you must build extra cards and/or place some in your market stall.

## End of the game and scoring

Once there are as many empty piles as the number of players, the last round of the game is triggered (i.e. 3 empty piles in a 3-player game, 4 empty piles in a 4-player game, and 5 empty piles in a 5-player game). The player who empties the corresponding pile immediately is carrying out their last turn! This player no longer needs to add cards to their market stall.

After this player has carried out their turn, all other players carry out a final (limited) turn. During this last turn, those other players may **not take** any more cards from the quarry (not even via action cards) **nor** use camels to buy the market stalls of other players. The players may still use their action cards, except action cards relating to the quarry and market stalls. They may also use all cards in their hand to build. If they complete an obelisk this way and obtain an action card with an effect on building, they may still play it. They also no longer need to add cards to their market stalls.

After this last round, all players count their points. Regardless of whether obelisks have been completed with a top (card value of 1), every obelisk containing more cards than solely a foundation scores points. An obelisk of cards on top of a foundation (5, 4, 3, 2, 1) scores 10 points, an obelisk of 4 cards (4, 3, 2, 1 or 5, 4, 3, 2) scores 7 points, an obelisk of 3 cards scores 4 points, an obelisk of 2 cards scores 2 points, and an obelisk of 1 card scores 1 point.

The player with the most points wins the game. In case of a tie, the player with the most camels wins. If this also results in a tie, these players share the victory.



## 2 players

The 2-player game differs considerably from the 3-5-player game. In the 3-5-player game, some information is kept secret, as you may always keep some building cards in your hand. In the 2-player game, all cards are placed on the table. Each player also has more camels, which they can use tactically in the quarry and to trade with the other player.

### Setup

- A Shuffle the building cards and the jokers together and deal each player 5 cards. Both players then place these cards face up on the table in front of them. These cards form their building depot. Players may trade cards from their building depot by exchanging camels, or use them to build obelisks. Players do not have hand cards. Jokers still count as building cards.
- B Divide the remaining cards into 7 roughly equal piles and place these piles face up in the middle of the table in a circular formation. These piles form the quarry.
- C Place the overseer on the pile with the highest value card on top. If there are multiple top cards with the highest value, randomly place the overseer on one of those cards.
- D Each player takes 3 camels and places them in front of them on the table.
- E Remove the action cards for 3-5 players (see “**Overview of the action cards**” on pages 18 and 19). Shuffle the remaining action cards and place them face down in a pile on the table. Take the top 3 action cards and place them face up next to the pile.



The oldest player takes the first turn. The players alternate taking turns.



## How to play

On your turn, carry out the following actions in any order:

mandatory

- Take 1 building card from the quarry

optional

- Build with building cards
- Trade building cards
- Play action card(s)

### **Take 1 building card from the quarry**

To take a building card from the quarry, the overseer must be moved to another pile of building cards. Moving the overseer to an adjacent pile does not cost anything, but if you want to move the overseer further, you must place a camel on each pile you decide to skip. Take the top building card from the pile on which you place the overseer. If there are one or more camels on this building card, you receive them too.

**Please note!** During each turn, you may only move the overseer in one direction - left or right. Taking the building card from the pile the overseer started their movement on is only possible by moving him around the entire quarry (and paying the required camels).

**Please note!** If a pile of building cards runs out, place the overseer on the empty spot between the 2 adjacent piles. For their next move, the overseer can be placed on one of the adjacent piles. From that moment on, the overseer skips the empty pile. You may nudge the other piles closer together.

### **Build with building cards**

Both building depots must always contain **at least 3 cards**. When building obelisks, You may never have fewer than 3 cards in your building depot. There's no limit to the maximum amount of cards you can have in your building depot. The building rules are the same as those for the 3-5-player game (see page 8).

### **Trade building cards**

On your turn, you may trade as many cards from your building depot with cards from the other player's depot as you like. The other player cannot refuse this. Each card that you trade costs 1 camel, which must be paid to your opponent. Contrary to the rules of the 3-5-player game, if a player possesses all the camels, they are not obligated to play any of their camels.

### **Obtain/play action cards**

The rules for obtaining and playing action cards are the same as those for the 3-5-player game (see page 10). Action cards are placed **face up** on the table, but are not part of a building depot. Action cards can therefore not be traded.





## End of the game and scoring

As soon as there are two empty piles, the last round of the game is triggered. The player who empties the second pile immediately is carrying out their last turn! Their opponent carries out one **full** turn after this. Both players may still take a card from the quarry. They may also use action cards and/or trade with their opponent's building depot, but the same rule still applies to both players: each building depot must contain **at least 3 cards**, even after the last turn has been carried out.

After this final round, all players count their points. The player with the most points wins. In case of a tie, the player with the most camels wins. If this still results in a tie, the players share the victory.



### Expert version 2-5 players

To play the game more tactically, the players may apply the following rule: only “finished” obelisks that have a top (a card of value 1 or a joker that represents a 1) may be counted for points.

## For 3-5 players



## For 2 players



## Overview of the action cards



This turn, you may move the overseer to a pile **of your choosing**. This may also be the overseer's current pile. In other words, you can choose which building card(s) to take this turn.



This turn, you may move the overseer again according to the applicable rules. In other words, you may take an extra card from the quarry.



For a whole turn, you may add cards to your obelisks at the top or the bottom, as long as the card numbers are consecutive (e.g. a 4 under a 3, a 5 under a 4, etc.).



For a whole turn, you may add 1 card of a different color to each of your obelisks. The card numbers must still be consecutive.



You can use this card as a foundation. You can only use it to build a foundation for a new obelisk; you cannot use this card to replace an existing obelisk's foundation. This foundation counts as 1 additional building card when scoring the obelisk. In other words, an obelisk that contains 2 cards of the corresponding color scores 4 points, an obelisk with 3 cards scores 7 points, and so on. An obelisk of 5 cards does not score extra points.



**3-5 players only:**

You may take 1 card each from the market stalls of **2** other players.



**3-5 players only:**

You may take the cards from your own market stall back into your hand. You therefore also do not have to place at least 1 card in your market stall this turn!



**3-5 players only:**

You may swap 1 card from an opponent's market stall with 1 card from another opponent's market stall.



**2 players only:**

You may trade up to 2 cards from your building depot with the same number of cards from your opponent's building depot, without paying any camels.



# BE A REBEL

## OUR GAMES



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**WARNING!** Choking hazard. Not suitable for children under the age of 3. Contains small parts. Game components might deviate from the images used in the rulebook.