

# FAIYUM - Privileges

## THE 1<sup>ST</sup> EXPANSION

### IDEA OF THE GAME

With the new privileges gain onetime and permanent advantages to do even more for the good of *Faiyum*.

### GAME COMPONENTS

- **42 cards**, containing of:
  - 17 permanent effects
  - 25 onetime effects
- **15 wooden parts** (5 each of wheat, grapes, stones)

You need the base game *Faiyum* to play with the privileges.

### THE NEW PRIVILEGES

All cards of this expansion show odd numbers.



#### Privileges with permanent effects

These cards are cyan and have a “infinity” symbol. When you buy these privileges, place them face up in front of you. Thus they are always separate from the cards in your hand and your discard stack.

Use your permanent effects in your turns, from the moment you buy them until the end of the game.

You are never forced to use your permanent effects. Depending on the current situation of the game you can use the actions unaltered, if that offers you an advantage against the other players.

Most permanent effects change or add to the effects of your blue cards. When playing respective actions, you can use the permanent effects.

A few permanent effects offer actions, that you can take additionally to your chosen actions.

Check the glossary for details of all permanent effects.



### Privileges with onetime effects

These cards are red and have a "1x" symbol. When you buy these privileges, place them face up in front of you as well. Thus they are always separate from the cards in your hand and your discard stack.

After buying them, use your onetime effects **exactly once** during one of your turns **before or after** your chosen action. Then, place the card back in the game box.

You can wait with it until you quit the game by taking a natural disaster. At that moment, all your unused onetime effects forfeit without substitution. Keep these cards together with all your other cards.

## GAME SETUP

Take all steps of the setup of the base game with the following changes.

- 3. G** Remove the following **cards** and place them in the game box. You do not need them when playing with the privileges:

2 - GARDENER	18 - STONE SUPPLIER	48 - PIT
8 - HERMIT	32 - PERFUMER	50 - HANDYMAN
10 - SENIOR FARMER	36 - THIEF	64 - BAZAAR
14 - WHEAT SUPPLIER	44 - FARM	96 - CROCODILE SACRIFICE
16 - GRAPE SUPPLIER	46 - VINEYARD	

Then, take the **cards** of the base game and add **all cards of this expansion**. Shuffle the cards and place them face down as a **draw pile**.

Reveal the topmost **16 cards** and sort them by number from low to high. Place the 8 lowest cards in ascending order in the card market, starting on the left with the lowest number and continuing to the right as the numbers increase.

- 3. H** After everyone examined the highest 8 face up cards, shuffle them with the 8 yellow-bordered cards placed to the side. Place these 16 cards as a separate face down **"final turns" stack** next to the draw pile.

- 6. L** Place the additional wooden parts to the matching resources in the supply.

## HOW TO PLAY

All game rules of the base game are in effect with the given additions for the privileges, except the following **bold highlighted** changes for the “Carry out administration” action:

### c) Carry out administration

#### III. Replace cards in the card market:



- Remove the lowest 2 cards with discount tokens from the current market and place them in the game box. **Then, if there is still a privilege with a discount token in the current market, additionally remove that card.**
- If only 1 card has a discount token, instead remove that card together with the lowest card in the current market without a discount token.
- If no cards have discount tokens on them, instead remove the 2 lowest cards in the current market.
- Place a discount token on each card that remains in the current market that does not already have a discount token.
- **Draw 2 or 3 cards from the draw pile** and place them in the proper numerical order among the other cards in the card market so that all cards are again in ascending order in the whole card market. Do not place discount tokens on the new cards.



- Remove the lowest card with a discount token from the current market and place it in the game box. **Then, if there is still a privilege with a discount token in the current market, additionally remove that card.**
- If no card has a discount token, instead remove the lowest card in the current market.
- Place a discount token on each card that remains in the current market that does not already have a discount token.
- **Draw 1 or 2 cards from the draw pile** and place it in the proper numerical order among the other cards in the card market so that all cards are again in ascending order in the whole card market. Do not place a discount token on the new card.

*"Yes, Ronald, you are absolutely right. With privileges you only use 1 to 3 discount tokens for the cards during the game. You need all 4 tokens only at the start of the game."*



There are no changes for the solo game when taking this action.

# GLOSSARY

The following privileges are on offer.



## 1 - JUMP START

*Cheap resources are really helpful.*

**Onetime effect:** Gain 2 different resources of your choice (wheat, grape, and/or stone).




## 5 - FARM HAND

*Send the farm hand to harvest.*

**Onetime effect:** Place 1 worker upright on any undeveloped space as explained for **S - FARMER**. Depending on the chosen space,

gain 2 matching resources (grape, stone, or wheat).

 When you remove a crocodile, gain \$1.



## 7 - HUNTING MINISTER

*Hunting crocodiles offers reputation or money.*

**Permanent effect:** When you remove a crocodile from an

undeveloped space, you have a choice: Gain 1 reputation or \$1.

*"Yes, Ronald, you do not automatically gain \$1. Instead you have a choice."*



## 13 - WHEAT DELIVERY

*Cheap wheat stills one's hunger.*

**Onetime effect:** Gain 3 wheat.



## 21 - GRAPE DELIVERY

*The grape harvest was especially huge.*

**Onetime effect:** Gain 3 grapes.



## 23 - STONE DELIVERY

*Build much-needed structures with cheap stones.*

**Onetime effect:** Gain 3 stones.



## 25 - BOUQUET OF ROSES

*A generous present.*

**Onetime effect:** Gain 2 roses.



## 27 - FARMING BARROW

*Your farmers travel into the distance.*

**Permanent effect:** Per action, you can place a worker on any

undeveloped resource space.

*"Yes, Ronald, this applies to 6 - SENIOR FARMER and 58 - FISHERMAN as well."*



## 29 - PILE DWELLING

*With this technology, you can build on swamp.*

**Permanent effect:** Per action, you can build settlements,

roads, and bridges on undeveloped spaces with crocodiles. Play the appropriate card, pay the stated costs, and remove the crocodile. Gain \$1 for the crocodile and the gains of the structure.

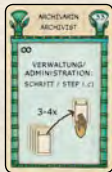
*"Yes, Ronald, you do not have to wait for farmers clearing swampy spaces from crocodiles."*



## 31 - HARVEST MINISTER

*Use the experience of other workers.*

**Permanent effect:** Per action, when you place a worker on an undeveloped space adjacent to another worker, additionally gain 1 reputation.



### 33 - ARCHIVIST

*Take back even more cards.*

**Permanent effect:** During step 1.c) of the "Carry out administration" action take the top 3 or 4 cards of your discard stack for free into your hand.



### 35 - LEAD BUYER

*You have cheaper access to future actions.*

**Permanent effect:** Per "Buy a card from the card market" action, you can buy the cards from the fourth or fifth space of the card market for a cheaper price. Pay \$5 for these cards.

*"Yes, Ronald, with this effect you have access to the fifth space of the card market, that is outside the current market."*



### 37 - BUYER OF THE PHARAOH

*The power of the buyer results in better prices for new actions.*

**Permanent effect:** Per "Buy a card from the card market"

action, pay \$1 less for the cards you buy.

*"Yes, Ronald, this is also true when you use **35 - LEAD BUYER** to buy cards from the fifth space of the card market."*



### 39 - RESURRECTION

*Take back any card.*

**Onetime effect:** Take any one card in your hand, the moment it is removed from the game.

You can use this effect out of

sequence during a turn of another player! Simply choose a card, that is removed during a "Carry out administration" action or after using a onetime effect.

*"Yes, Ronald, you can even use one of your **REPUTATION** cards during the game and take it back in your hand with this effect."*





## 41 - BASKET OF GOODS

Use these resources for any purposes.

**Onetime effect:** Gain 1 wheat, 1 grape, and 1 stone.



## 43 - CATACOMBS

Bury unwanted documents in the catacombs.

**Permanent effect:** As an additional step IV. of the "Carry out administration" action you can

place 1 card from your hand face up below your discard stack.

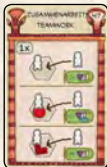
*"Yes, Ronald, you can either choose a card you already had in your hand, or a card you just drew during the current administration."*



## 45 - ADMINISTRATOR

The administrator provides a regular increased income.

**Permanent effect:** During step I.a) of the "Carry out administration" action additionally gain \$1.



## 47 - TEAMWORK

Use already occupied places.

**Onetime effect:** Place 1 worker on any space already occupied by another worker. Gain the stated resources.



## 49 - BARGAIN

Gain a cheap card from the market.

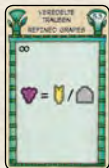
**Onetime effect:** Take 1 card for free from the current market.



## 51 - REFINED WHEAT

The special strain of your wheat makes it a favored currency.

**Permanent effect:** You can pay all basic resource costs with wheat instead of stones or grapes.



## 53 - REFINED GRAPES

*The special strain of your grapes makes them a favored currency.*

**Permanent effect:** You can pay all basic resource costs with grapes instead of wheat or stones.



## 55 - POLISHED STONES

*Your hewn stones makes them a favored currency.*

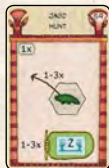
**Permanent effect:** You can pay all basic resource costs with stones instead of grapes or wheat.



## 57 - REPUTATION

*Your reputation increases for your efforts for the welfare of **Faiyum**.*

**Onetime effect:** Gain 3 reputation.



## 59 - HUNT

*Chase away multiple crocodiles.*

**Onetime effect:** Remove up to 3 crocodiles from any unoccupied spaces. Gain \$2 for each removed crocodile.



## 61 - HOUSING MINISTER

*Gain income for the construction of all settlements.*

**Permanent effect:** Additionally gain \$2 for each settlement placed per action. This effect also applies during the turns of the other players.

*"Yes, Ronald, you gain that money for the structures you build and for these build by other players."*



## 63 - DOUBLE PURCHASE

*Take the chance to take two new cards.*

**Onetime effect:** Per "Buy a card from the card market" action, buy two cards one after the other from the current market and pay their costs.

*"Yes, Ronald, draw a card and place it in the market before buying the second card."*



## 65 - NEW INSTRUCTIONS

*Send workers two new tasks.*

**Onetime effect:** Remove up to 2 workers from any spaces and place them in the supply. Gain \$3

for that.



## 67 - TWO-TIME USE

*Sometimes repetition offers the critical advantage.*

**Onetime effect:** You can use the action of a card twice in a row. In each case, pay the complete costs,

then take the action.

*“Yes, Ronald, you can only use this onetime effect together with another card, not on its own.”*



## 69 - BONUS

*Never refuse a donation.*

**Onetime effect:** Gain \$10.



## 71 - DISPOSAL

*Familiar actions can turn into a burden.*

**Onetime effect:** Place any number of cards from your hand face up below your discard stack.

Gain \$1 for each of them.



## 73 - TRADE TREATY

*Gain additional resources at settlements.*

**Permanent effect:** Per action, when placing a worker on a settlement, additionally gain

1 resource of your choice (grape, stone, or wheat).



## 75 - CONSTRUCTION UNIT

*Build any workshop with your construction unit.*

**Onetime effect:** Place 1 workshop **for free** on any space that is already developed by a road or bridge. Any worker present remains in this space. According to the space gain 3 **matching** resources (grapes, stones, or wheat).



## 81 - EFFICIENCY

*Gain additional resources for building workshops.*

**Permanent effect:** Per action, when you place a workshop on a space, additionally gain

1 **matching** resource (grape, stone, or wheat).



## 83 - RERUN

*Take back a beloved card.*

**Onetime effect:** Take the top card of your discard stack in your hand.



## 85 - OVERTIME

*With diligence you surpass the rest.*

**Onetime effect:** Take two turns one after another.

*"Yes, Ronald, you can choose any of the three actions in each of these*

*turns."*

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## 87, 91, 95, 107, 111 - REPUTATION

*Your reputation increases for your efforts for the welfare of Faiyum.*

**Onetime effect:** Gain 5 reputation.



## 101 - POWER

*Your abilities are formidable.*

**Permanent effect:** Additionally gain 1 reputation for each card you play.



## 115 - RECRUITMENT

*Clear space for new workers.*

**Permanent effect:** Once per turn, additionally to your chosen action remove 1 worker from any spaces and place them in the supply. Gain

\$1 for that.

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