ANKH

GODS OF EGYPT

WORK IN PROGRESS

RULEBOOK

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OVERVIEW

Ankh is a competitive game for 2–5 players set in ancient mythical Egypt during the transition from polytheism to monotheism.

Each player controls an ancient Egyptian god, and their goal is to gather enough **Devotion** to become the only god of Egypt. Devotion is gained by gathering **Followers**, sacrificing them to build **Monuments** or increase a god's **Ankh powers**, and engaging in conflicts with the others gods for dominion over the kingdom.

As time advances, Monuments may become associated with different Gods. Mythical **Guardians** will join the conflict, regions of Egypt will be redivided by camel caravans, two gods may even **merge** into a new divine being, but only one (or perhaps none) will rise in the end as the only God of Egypt!

Introduction

In ancient times, along the mighty Nile, the people had grown strong, fed by its waters and nourished by its blessings. As the people flourished, so too did their gods. The people built monuments, made sacrifices, and venerated their deities. In turn the gods granted them knowledge, tools, and wealth. But some gods fared better than others.

Of those receiving constant devotion, they grew mighty, potent, influential; they could stretch forth their hand and change the world at a whim. Of those whose names no longer graced the people's lips, their forms withered, their steps faltered, and their powers diminished. Change had come to the land of the Nile. And with change came war.

The gods had never been creatures of brotherhood amongst themselves, and now, with their very existence threatened, the mightiest deities of Egypt gather their strength, marshal their devoted, and march to war.

In the end, when the sand settles, and the blood dries, and the winds becalm to gentle breezes, only one god will emerge triumphant in the new age of monotheism. Who will it be?

COMPONENTS

1 Anubis God

6 Anubis Warriors

1 Amun God

6 Amun Warriors

1 Osiris God

6 Osiris Warriors

1 Isis God

6 Isis Warriors

1 Ra God

6 Ra Warriors

10 Large Bases (2 per God)

10 Small Bases (2 per God)

2 Androsphinx

3 Mummy

2 Giant Scorpion

2 Apep

3 Satet

3 Cat-Mummy

30 Camels

WORK IN PROGRESS

1 Game Board

1 Devotion Dashboard

1 Central Dashboard

5 God Dashboards

5 Joined God Dashboards

5 Player Aid Cards

30 Battle Cards (6 per God)

6 Guardian Reference Cards

80 Ankh Tokens
(16 per god)

70 Follower
Tokens

1 Plastic Event
Tracker

4 Action Markers

10 Pyramid Tokens

10 Temple Tokens

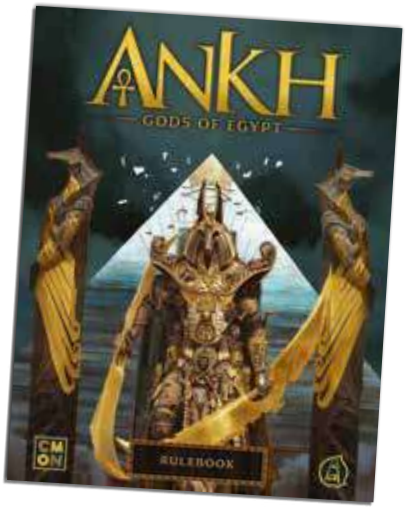
10 Obelisk Tokens

4 Action Marker
Plastic Bases

8 Conflict Order
Tokens

1 Amun Token

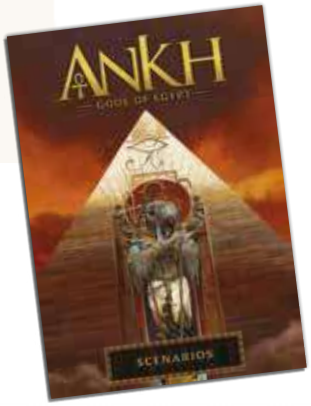
3 Sun Tokens



1 Rulebook

1 Battle Tiebreaker
Token

3 Underworld
Tokens

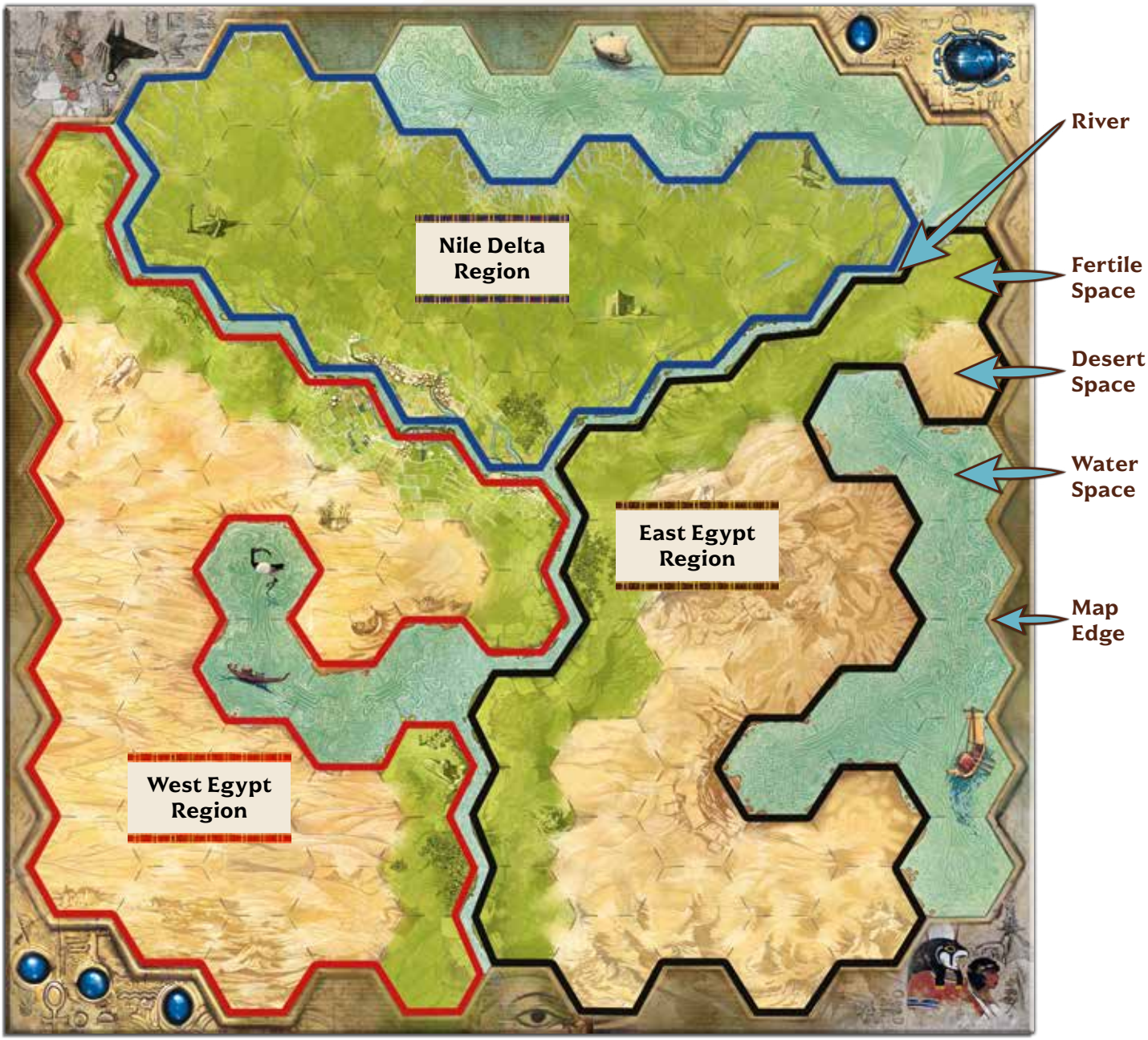


1 Scenario Booklet

BASIC CONCEPTS

GAME BOARD

The game board in *Ankh: Gods of Egypt* depicts ancient Egypt, where the mighty Nile river divides the land into three distinct **regions**: the Nile Delta, East Egypt, and West Egypt. Some game scenario setups—as well as in-game events—will place **camel caravans** that subdivide these regions into two or more smaller regions, which can greatly alter the balance of power amongst the gods. Each region on the game board consists of hexagon-shaped **spaces**, which may be either **Fertile** (green) or **Desert** (yellow). Each space can be either empty or occupied by exactly one **figure** or **Monument** at a time. The blue spaces are **Water** and cannot normally be occupied. Throughout the game, **Conflicts** will take place in each region as the gods struggle to become the only God of Egypt.



ADJACENCY

Figures and Monuments are **adjacent** to each other if they occupy spaces that share a hex border **and are both in the same region**. Spaces divided by a river or camel are **not** adjacent. This applies to ALL cases where the term "adjacent" is used.

Example: The Warrior is adjacent to the Pyramid, but ***not*** to the Giant Scorpion, which is in a different region.

FIGURES

Each God of Egypt is represented by a large figure and is accompanied by its own group of Warriors. During the game, players can also gain control of mythical beings called Guardians. When not in use, your figures are kept in your pool next to your God dashboard.

Each figure has a basic strength of 1, but individual Guardian abilities, God powers, or Ankh powers might increase this amount.

Gods: The Gods of Egypt are powerful immortals, each with unique abilities. **GODS CAN NEVER BE KILLED!** Even if an effect indicates that all figures are killed, God figures are exempt from that.

Warriors: Each god has a personal army of 6 Warriors that can fight battles and control strategic areas.

Guardians: There are many legendary creatures and minor deities that will serve any god that displays sufficient power. Each Guardian has a unique ability and also provides strength in battle. Players can gain control of these Guardians by unlocking Ankh powers (see page 18).

Camel caravans are used to divide the game board into different regions. It's important to note that even though camels are represented with sculpted plastic pieces, they are **not** considered figures for the purpose of game rules, and they are not controlled by any player.

MONUMENTS

Egyptian gods draw power from monuments, and controlling monuments attracts a god more Followers, which are vital for further increasing a god's power. There are 3 types of Monuments: Obelisks, Temples, and Pyramids. A Monument is controlled by a god if it has one of that god's Ankh tokens attached to it. Each Monument can only be controlled by one god at a time. A Monument without any Ankh token on it is a neutral Monument.

Obelisk

Pyramid

Temple

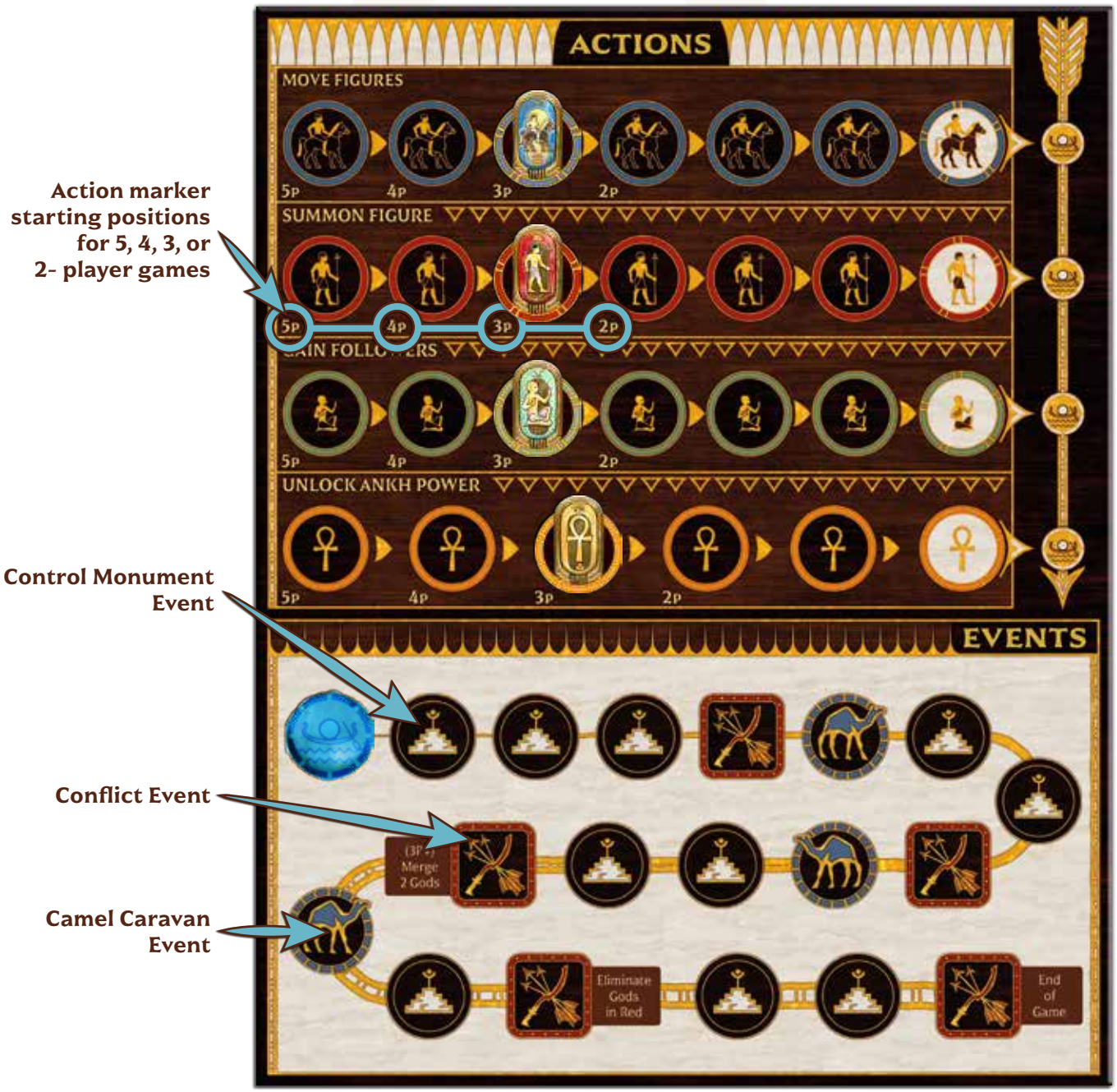
Players use their Ankh tokens to mark which Monuments they control.

CENTRAL DASHBOARD

During the game, players take turns performing **actions** including moving their figures on the board to seize control of key territory, summoning Warriors and Guardians to battle their opponents, gaining new Followers, and unlocking new Ankh powers. The four possible actions are depicted on the top half of the Central Dashboard as separate **Action tracks** each with their own Action marker. Each time a player performs a particular action, that Action marker is moved one space to the right along its track. The actions are explained fully on page 14. When an Action marker reaches the end of its track, an **event** is triggered.

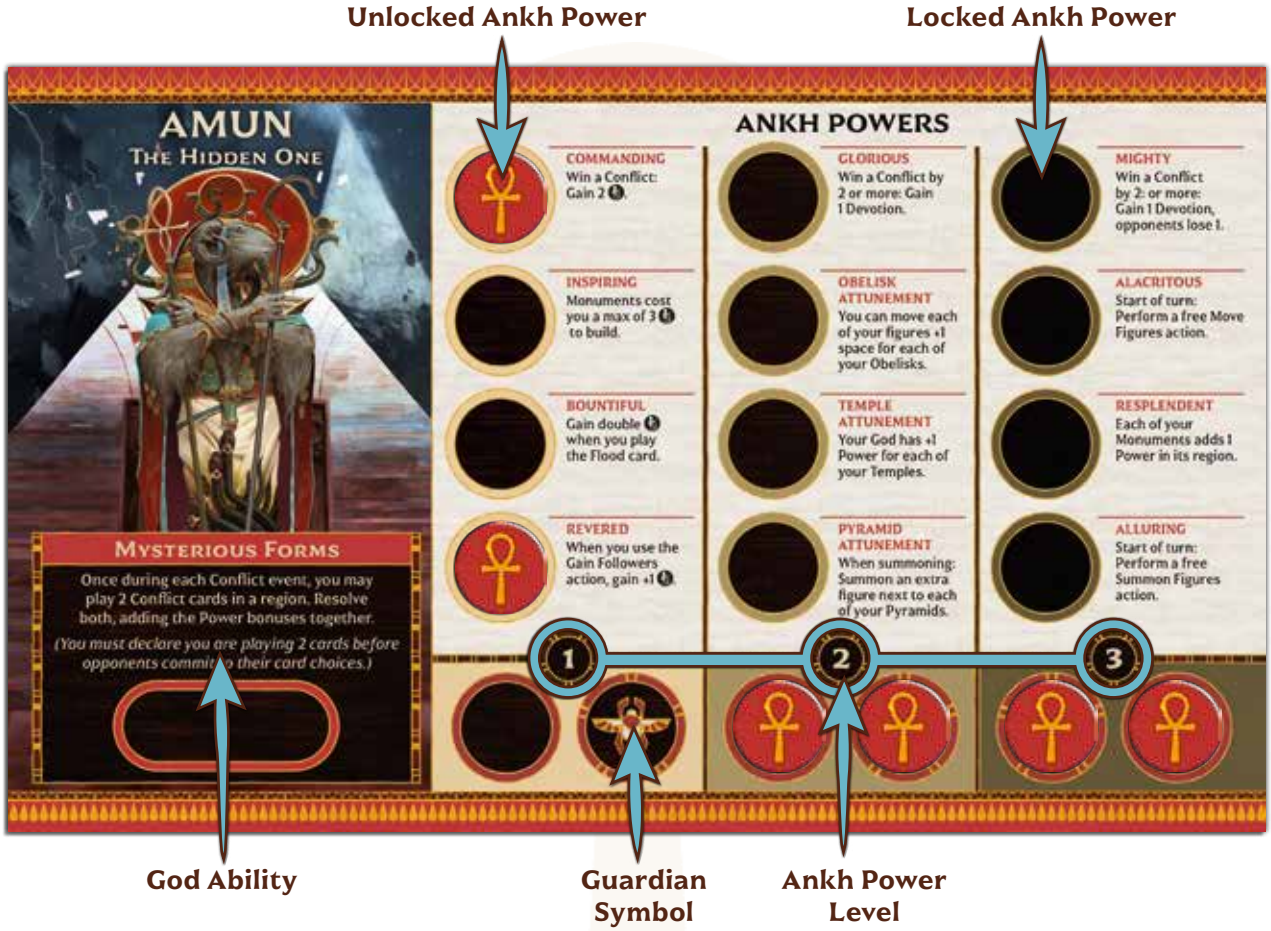
Note: *The starting position of each Action marker is dependent on the number of players at the beginning of the game. For example, in a 3-player game, set up each Action marker on the "3" space, as shown in the diagram above. Whenever an Action marker reaches the end of its Action track, an event is triggered, and the Action marker resets to its starting position.*

The **Event track** is the other feature of the Central Dashboard, and it serves as the game's timeline. When a player's chosen action triggers an event, the Event marker is advanced one space along the Event Track, which triggers a specific event. These are explained in detail on page 19.



GOD DASHBOARD

Every God of Egypt has its own dashboard that describes its divine nature. Each god has a unique **God ability** that is available from the start of the game. As the game progresses and the gods acquire new Followers, they can unlock **Ankh powers** that grant them new capabilities. The 12 possible Ankh powers are grouped into 3 levels and arranged accordingly into 3 columns on the God dashboard. A god may have up to 2 Ankh powers unlocked in each column (two level 1 powers, two level 2 powers, and two level 3 powers). Unlocking Ankh powers can also attract the service of legendary Guardians (see page 18).



DEVOTION

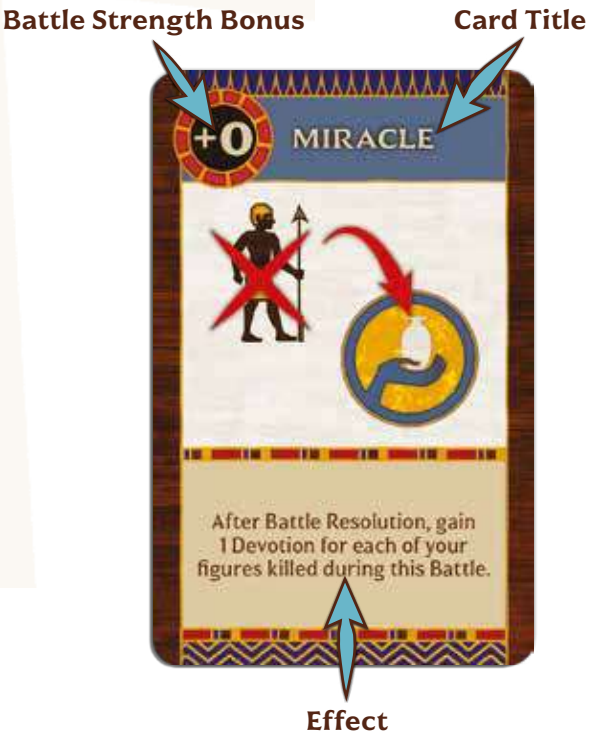
Devotion is the measure of how much a god is worshipped by the people of Egypt. Each god's current Devotion level is marked with an Ankh token on the Devotion track. Each god begins the game at the bottom of the Devotion track (the lowest red space), and as they earn more Devotion, their Ankh token is moved up the track. If a god reaches the top space on the Devotion track, they immediately win the game. On the other hand, any god who fails to earn enough Devotion by the end of the fourth Conflict event will be **forgotten** and eliminated from the game.

If multiple Ankh tokens are stacked on the same space of the Devotion track, the order of the stack from top to bottom indicates which god has more devotion than the others sharing that space, with the token on top of the stack representing the most Devotion and the one of the bottom representing the least Devotion in that space. When a god's Ankh token enters a space occupied by other tokens, the new token always goes on the top of the stack.

IMPORTANT: *Whenever multiple players would gain Devotion at the same time, start by the player with the least Devotion and proceed in order until the player with the most Devotion.*

BATTLE CARDS

Each player uses their own set of 6 Battle cards. These cards are used during Conflict events and provide a bonus to a player's battle strength along with a special effect. The players don't get back their used Battle cards automatically, they remain faceup on the table for all players to see, so choosing the right card at the right moment is pivotal.



SETUP

1. Each player chooses one of the mighty Gods of Egypt from among those available and takes the following components belonging to that god:
   - God figure
   - 6 Warrior figures
   - God dashboard
   - Joined God dashboard
   - Ankh tokens
   - Set of 6 Battle cards
   - Player Aid card
   - If a player has Ra, they take the 3 Sun tokens. If a player has Osiris, they take the 3 Underworld tokens. If a player has Amun, they take the Amun token.

2. Each player starts with 1 Follower token. Set the remaining Follower tokens aside in a general supply where all players can reach them.

3. Each player places 6 of their Ankh tokens on their god dashboard in the spaces along the bottom row below the locked Ankh powers. They keep their remaining Ankh tokens near them.

4. Randomly determine a first player (or assign it to the player who owns the most cats). Other players will follow in clockwise seating order around the table.

5. In player order, starting with the first player, each player places one of their Ankh tokens on the bottom space of the Devotion track forming a stack. In this way, the last player's Ankh token should be on top, starting with the most Devotion.

6. Place the 4 Action markers on the Action tracks of the central dashboard in the starting spaces matching the number of players in the game.

7. Place the Event marker on the first space of the Events track.

8. Choose a scenario from the scenario booklet matching the number of players.

9. Place Monuments (Pyramids, Temples, and Obelisks), Conflict Order tokens and Camels on the board as shown in the scenario setup diagram (not all scenarios will require you to place camels). Set the remaining Monuments, Conflict Order tokens, Battle Tiebreaker token and Camels aside in the general supply.
   Note: *Conflict Order tokens don't belong to a specific space on the board; they are assigned to an entire region.*

10. Place your figures and Ankh token (on your controlled Monument) on the board as shown in the scenario setup. The first player is player #1 in the scenario setup, the player to their left is player #2, and so on.

11. Choose (either randomly or by common agreement) one Level 1, one Level 2 and one Level 3 Guardian card and place them near the game board. Then, place a number of their Guardian figures next to the cards according to the number of players:
    - **2 Players:** Use 1 Guardian figure of each type
    - **3 Players:** Use 2 Guardian figures of each type
    - **4 or 5 Players**: Use all available Guardian figures of each type (3 for small-base Guardians, 2 for large-base Guardians).

You're ready to play!

WINNING THE GAME

There are three ways to become the only God of Egypt and win the game:

- A player wins immediately when their Ankh token reaches the top space of the Devotion track.
- A player wins immediately if they are the only god left in play after the fourth Conflict event. (If no gods are left in play at this stage, the game ends in a draw and Egypt becomes atheist.)
- If neither of the previous conditions are met, the game is won by the player with the most Devotion after the last Event on the track is resolved.

GAMEPLAY

Ankh is played in turns. During their turn, a player performs 1 or 2 actions. Sometimes a player's action will also trigger an event. After fully resolving the player's action(s) and the event (if one was triggered), the current player's turn ends and the next player in clockwise order takes their turn.

ACTIONS

There are 4 possible actions a player can take during their turn:

- **Move Figures**
- **Summon Figure**
- **Gain Followers**
- **Unlock Ankh Power**

Each action is displayed as a track on the central dashboard. To choose an action, the player slides the corresponding Action marker one space to the right on its track, then performs that action in its entirety. A player is allowed to choose an Action even if they cannot resolve it.

If the chosen Action marker reaches the rightmost space of its track (white background), an event is triggered. First, completely resolve the player action that triggered the event, then resolve the event itself by advancing the Event marker one space to the right on the Event track. After resolving the event, return the Action marker to its starting position on its Action track (the space that matches the number of players in the game at the start of the game). Events are fully explained on page 19.

Important: *If a player triggers an event with their first action, they are not allowed to take a second action.*

After performing their first action, if the player did not trigger an event, they may choose a second action, but the second action must be in a lower line of the central dashboard than the first chosen action.

Example: The **Amun** player choses Summon Figure as his first action and moves that Action marker one space to the right ❶. As his second action, he can choose either Gain Followers ❷ or Unlock Ankh Power ❸, but he cannot choose Move Figures, since that action is above Summon Figure. He also cannot choose Summon Figure again. If he chooses Unlock Ankh Power, after resolving it he will trigger a Conflict event ❹.

MOVE FIGURES

Positioning your figures correctly is vital if you are going to take full advantage of each region. Many situations in the game require figures to be adjacent to another figure or Monument. Other times, it can be very advantageous to occupy a space simply so that none of your opponents may do so.

When performing the Move Figures action, the player may move **each** of their figures on the board up to 3 spaces (0, 1, 2 or 3 spaces).

Figures can move across spaces occupied by figures belonging to any player or by Monuments, across Water spaces, or cross Rivers and Camel Caravans, but they must end their movement in an empty space that is not a Water space. Each space on the board can only be occupied by 1 figure or 1 Monument at a time.

Note: *Monuments do not change control because of movement. Player gain (or lose) control of Monuments during Control Monument events.*

Example: The **Amun** player performs a Move Figures action and moves his God figure 3 spaces, ending adjacent to the neutral Obelisk ❶. Then, he moves one his Warrior figures 3 spaces and ends adjacent to the neutral Pyramid ❷. The Warrior is allowed to move through the Water space and through the Pyramid because it ended its movement in an empty space. He would like to move his last Warrior adjacent to the neutral Temple, but **Ra's** figures are blocking the destination spaces, so he only moves his Warrior 2 spaces, moving over a **Ra** Warrior and the River ❸.

SUMMON FIGURE

The gods wield immense power, but even they need support from Warriors and Guardians to spread their domain across the land.

The Summon Figure action allows a player to choose 1 figure from their pool (Warrior or Guardian) and place it on the game board. The figure must be placed in an empty non-Water space, adjacent to one of that player's figures already on the board, or adjacent to a Monument that player controls (remember that adjacency requires them to be in the same region).

Example: The **Amun** player performs a Summon Figure action and places a Mummy from his pool into an empty space adjacent to the Temple he controls ❶. The **Amun** player could have chosen any space marked ❷ in the diagram above because those spaces are empty and adjacent to other **Amun** figures, or the Temple controlled by **Amun**. He couldn't choose the spaces marked ❸ because they are not in the same region as the Warrior, and so not adjacent to it.

GAIN FOLLOWERS

Every divine being needs Followers to do their bidding. Followers are key to building new Monuments to honor the gods and for unlocking Ankh powers.

When performing a Gain Followers action, the player gains a number of Followers equal to the number of Monuments (either theirs or neutral) they have any figures adjacent to. They take that number of Follower tokens from the general supply and add them to you pool.

Example: In the diagram above, the **Isis** player performs a Gain Followers action and gains a total of 3 Followers from the following Monuments: The Obelisk she controls ❷, the neutral Temple adjacent to her Warrior ❸, and the neutral Pyramid adjacent to her Warrior ❻. She doesn't get a Follower from the Pyramid she controls ❶ as she has no figures adjacent to it; nor from the neutral Pyramid ❹, since her Warrior is on a different region, and so not adjacent to it. She also does not gain a Follower from ❺, because that Obelisk is controlled by **Amun**.

UNLOCK ANKH POWERS

A player's God dashboard shows all of the possible Ankh powers available. Ankh powers can only be used after they have been unlocked by performing the Unlock Ankh Power action. Ankh powers are divided into 3 levels and displayed on the God dashboard in 3 columns. At most, each god may have 2 Ankh powers unlocked in each level.

The Ankh tokens used to mark unlocked Ankh powers sit in a row at the bottom of the God dashboard, with 2 Ankh tokens in each column. Each time a player performs an Unlock Ankh Power action, they move the leftmost Ankh token in this bottom row up to the Ankh power of their choice within the same column. This means two Level 1 Ankh powers must be unlocked before a Level 2 power can be unlocked, and so on. Each time an Ankh power is unlocked, the player must sacrifice a number of their Followers equal to the level of the Ankh power they are unlocking (1, 2, or 3). Sacrificed Followers are taken from a player's pool and returned to the general supply.

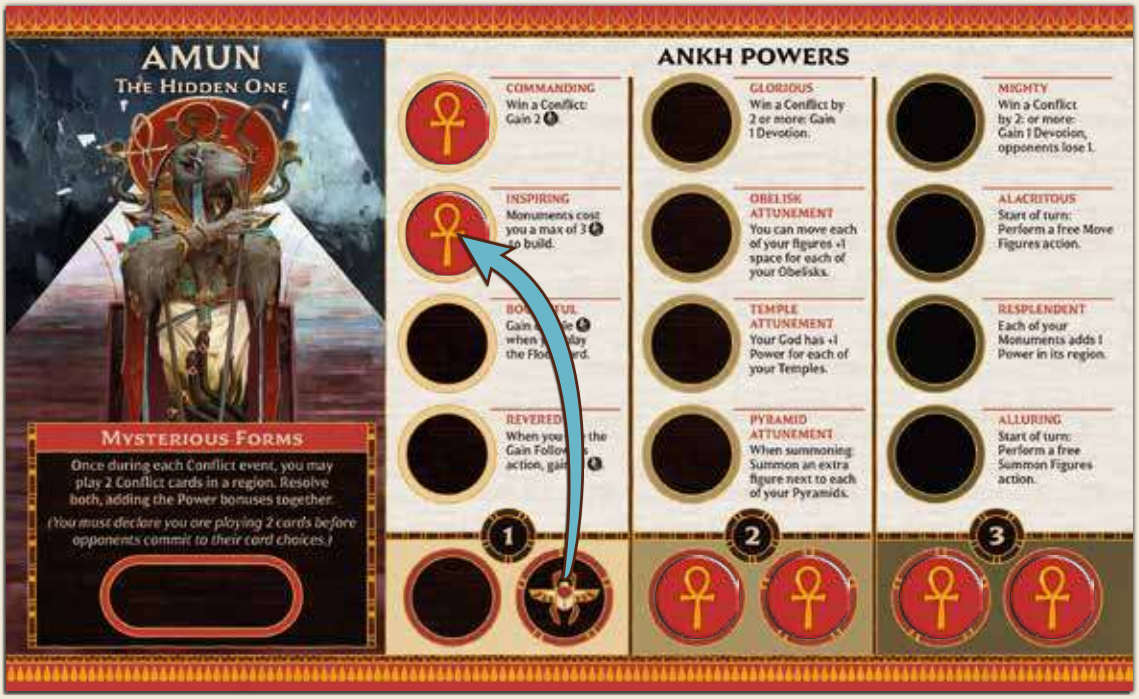
Note: *Different Ankh powers affecting the same thing stack. For example, if a player unlocked both Glorious and Mighty they receive all benefits of both powers each time they win a Battle by 2 or more strength.*

Controlling Guardians

Sometimes when a player performs an Unlock Ankh Power action, they reveal a Guardian symbol on their God dashboard. This signifies that the god has acquired sufficient power to attract a Guardian into its service.

When a player uncovers a Guardian symbol on the Level 1 column of their God dashboard, they gain control of **1 figure** from the Level 1 Guardian card and adds it to their pool. Likewise, when they uncover the Level 2 Guardian symbol, they gain control of a Level 2 Guardian, and so on. In each case, if there are no more figures available on that Guardian card, the player gains nothing.

When a player adds a Guardian figure to their pool, they attach one of their color bases of the appropriate size to that figure. This will make it clear which player controls a specific Guardian when it is on the board. Guardians in a player's pool can be summoned to the board with the Summon Figure action.



Example: The **Amun** player performs an Unlock Ankh Power action. The leftmost Ankh token at the bottom of his God Dashboard is in the Level 1 column, so he sacrifices 1 of his Followers to unlock a Level 1 Ankh Power. He chooses to unlock "Inspiring" and moves the leftmost Ankh token up to that space. By doing so, he reveals a Guardian symbol, which gives him control of a Level 1 Guardian figure. He adds this newly-acquired figure to his pool.

EVENTS

As the struggle between the gods unfolds, momentous events mark the passage of time. Monuments are erected, caravans divide the land, and violent conflicts change the balance of power. All of these events are represented on the Event track, which serves as the game's timeline.

When an Action marker reaches the rightmost space in its track, after resolving the action, an event is triggered. Move the Event marker to the next space in the Event track, then resolve the event depicted on that space. There are two types of event spaces: individual events (round spaces) and conflicts (square spaces). Individual events only involve the player that triggered the event. Conflicts, on the other hand, will involve all players.

After the event is resolved, the Action marker resets to the space matching the number of players that started the game.

Example: As her first action, the **Isis** player performs Gain Followers, which moves that Action marker to the rightmost space on its Action track ❶. After completely resolving the Gain Followers action, the **Isis** player moves the Event marker one space along the Event track, which triggers a Control Monument event ❷. After resolving the event, the Gain Followers Action marker is returned to its starting position on the Action track (in this case, the space corresponding to a 3-player game) ❸. The player can't perform a second action since an event was triggered, so her turn is over.

CONTROL MONUMENT

Monuments are key strategic features on the game board. They are the main source for gaining Followers, they help the gods establish footholds around the land, and may be bolstered by Ankh powers.

When a player triggers a Control Monument event, they can gain control of one neutral Monument of their choice, as long as they have at least one figure adjacent to that Monument. The player places one of their Ankh tokens from their pool on the Monument to indicate their control.

If there are **no neutral Monuments** left on the board when this event is triggered, the player can gain control of a Monument controlled by another player. The player who triggered the event must still have at least one figure adjacent to the Monument they wish to control. If they do, they remove that other player's Ankh token from the monument and replace it with one of their own.

Example: The **Isis** player has triggered a Control Monument event. She has a Warrior adjacent to a neutral Temple ❶ so she can choose to gain control of it. She cannot choose the neutral Pyramid ❷ because it is on a different region than her figure and so not adjacent. She also cannot choose to gain control of the Obelisk controlled by **Ra** ❸ because there are still neutral Monuments on the board. She takes control of the neutral Temple and places an Ankh token from her pool on it ❹.

CAMEL CARAVAN

By deploying grand caravans of camels, the gods are able to redraw the borders that divide the land. The Camel Caravan event allows a player to split a region into 2 new smaller regions, shifting the balance of power and disrupting their opponents' plans.

The player that triggered the Camel Caravan event can place a line of **up to 6 camels**, from the general supply, onto the board. Camels are placed on the lines that separate the spaces - 1 Camel per hexagon side (not on Rivers or Water spaces). The player must place a line of Camels connecting two of the following features on the game board: Rivers, Water spaces, other Camels, or external map borders. Both new regions created by this division must be **at least 6 spaces** in size.

After splitting a region into two new regions, the player chooses one of the new regions to keep the Conflict Order token from the original region. The player must then take the Conflict Order token from the supply with the lowest number and place it in the new region without a token. Finally, the player may swap the new Conflict Order token just placed with any Conflict Order token already on the board. This will change the order in which the regions resolve during conflicts, see next section.

Example: The Ra player triggers a Camel Caravan event. He chooses to divide the Nile Delta region and places 5 Camels as shown above A. The smallest of the newly created region is 6 spaces in size (the minimum allowed) and the Camels he placed extend from a Water space to a River. The original region had the 1 Conflict Order token, and the Ra player chooses to move that token to the smallest of the new regions B. He then takes the 4 Conflict Order token from the general supply (the lowest number available) and places it in the other new region C. He could then swap that token with another on the board, but chooses not to.

CONFLICT

In the divine struggle for immortality, conflict is as bloody as it is inevitable. Having one's forces ready and in position when a Conflict erupts is key to ultimate victory. Conflict is a global event that affects all regions and involves all players. Besides determining when it takes place, the player who triggers the Conflict event is also given a special advantage in case of a tie in battle.

The Battle Tiebreaker token is claimed at the start of each Conflict event by the player who triggered the event. It can be used to win one tied Battle during the event (see Battle Resolution below). Once used, the token is flipped facedown to indicate it can no longer be used that Conflict event. After the event has been fully resolved, the Battle Tiebreaker token is returned to the general supply.

When a Conflict event is triggered, **each region** on the game board is resolved in order, following the Conflict Order tokens from lowest to highest number:

- Regions with no figures are ignored.
- If a region has figures belonging to only one player, that player **Dominates** that region.
- If a region has figures belonging to two or more players, a **Battle** is fought.

Domination

During a Conflict event, if all figures in a region belong to a single player, that player automatically gains 1 Devotion for dominating the region. Additionally, if they control the majority of one or more types of Monuments in that region, they gain 1 Devotion for each Monument they control of a majority type in the region.

Example: During a Conflict event, the **Amun** player dominates region "3", where he controls 2 Obelisks and 1 Pyramid. **Amun** gains 1 Devotion for dominating the region, plus 2 Devotion for controlling a majority of Obelisks **A** (2 of them), for a total of 3 Devotion. He gains no Devotion from his Pyramid **B**, as the **Isis** player also controls one in the region, so nobody has a majority. The **Isis** player controls a majority of Temples in the region (1 of them), but since she does not have any figures in the region, she gains no Devotion.

Battle

During a Conflict event, a Battle takes place in each region where at least two players each have at least one figure present. The following steps are performed, in order, to resolve **each Battle** during a Conflict event:

1. Card Selection

Each player with at least one figure in the region secretly chooses one of their Battle cards from their hand and places it facedown in front of them. All chosen cards are revealed simultaneously.

2. Resolve Plague

If a player revealed a "Plague of Locusts" card, resolve it before any other Battle cards (see page 29). If multiple players revealed "Plague of Locusts," the plague effect is resolved only once in the Battle.

3. Resolve Other Cards

After resolving "Plague of Locusts" (if any was revealed), resolve all other revealed Battle card effects in ascending order on the Devotion track starting with the player with the least Devotion. Battle card effects are fully explained on page 29.

4. Monument Majority

Check each of the types of Monuments present in the Battle region. If a player with figures in the Battle controls more Monuments of a specific type in the region than any opponents, that player gains 1 Devotion for each Monument of that type they control in the region. If multiple players would gain Devotion, they do so in reverse Devotion order, starting with the player with the least Devotion.

Example: During a Battle, the **Isis** player controls 2 Pyramids, the **Amun** player controls 1 Temple, and 1 Pyramid, and the **Ra** player controls 1 Temple and 1 Obelisk. The **Isis** player gains 2 Devotion for controlling a majority of the Pyramids in the Battle region (2 of them). The **Amun** player is tied with the **Ra** player for Temples (1 each), so he gains no Devotion. The **Ra** player controls a majority of Obelisks, but he has no figures in the region, so he doesn't gain any Devotion.

5. Battle Resolution

All players with figures in the region calculate their total strength in the Battle. Each figure provides 1 strength, but individual Guardian abilities, God powers, or Ankh powers might increase this amount. Each Battle card also has a bonus strength value, which is added to that player's total.

The player with highest total strength wins the Battle. They gain 1 Devotion and kill all enemy figures in the region (Warriors and Guardians, since Gods can never be killed).

If two or more players tie for the highest total strength, and one of the tied players holds the Battle Tiebreaker token, that player may use it to break the tie and win the battle. The token is flipped facedown and may not be used again in any remaining Battles that occur during this Conflict event.

If two or more players are tied, and the Battle Tiebreaker token is not used, all players lose the battle. All figures in the region are killed (again, except for Gods).

Killed figures are returned to their players' pools.

Important: *All Battle cards a player has used must remain faceup on the table next to them, clearly visible to the other players. Which cards a player has already used is open information for opponents to consider when trying to outguess each other.*

Example: In this Battle, the **Isis** player has 4 figures present, and she has played the "Flood" card, giving her 4 Followers due to her 4 figures on Fertile spaces. The **Amun** player has 2 figures present and has played the "Drought" card, whose special effect is wasted here as there are no figures in Desert spaces.

Isis' "Flood" card provides no strength bonus, for a total battle strength of 4. **Amun's** "Drought" card still provides a +2 strength bonus, for a total strength of 4. The battle is tied! However, the **Isis** player hasn't used the Battle Tiebreaker token in her possession yet, and decides to spend it, winning the battle. Isis gains 1 Devotion. The **Amun** player's Warrior is killed and returned to his pool, though his God remains untouched as Gods can't be killed.

MERGING GODS

Only in a game with 3 or more players, at the end of the third Conflict, the two gods with the least Devotion (the ones in the bottom two positions in the Devotion track) are at risk of being forgotten by the people of Egypt. To avoid that fate, those two gods merge into a single divine entity. The players controlling these two gods now play as a team for the rest of the game, winning or losing together.

Once the third Conflict event has been fully resolved, perform the following steps in order:

1. Determine the two gods that will merge: the god in the second-lowest position on the Devotion track is the higher-merging god, and the god in the lowest position on the Devotion track is the lower-merging god.

2. Remove from the game the God figure, Warriors, Guardians, and Battle cards belonging to the lower-merging god. Remove all Ankh tokens attached to Monuments belonging to the lower-merging god and return all of that god's Followers to the supply.

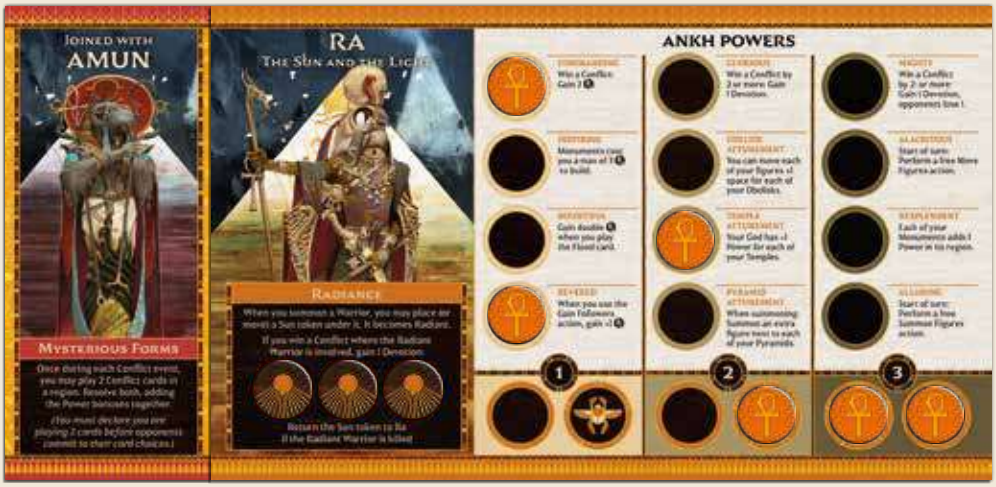
3. On the Devotion track, move the higher-merging god's Ankh token and place it on top of the lower-merging god's Ankh token. Those two Ankh tokens move together on the Devotion track as a single entity for the rest of the game.

4. The lower god player attaches one of their large color bases to the higher god figure to represent that they are now a single god.

5. The lower-merging god adjusts their Ankh powers to match those of the higher-merging god (possibly unlocking more or less than they originally had).

6. The merged god has the special god abilities of both gods. Both players exchange their Joined God dashboards, placing them next to their God dashboard so they each have both god abilities visible.

7. Both players controlling the merged god share the pool of Warriors, Guardians and Followers that originally belonged to the higher god.



Example: It is the end of the third Conflict event, and the two gods in the lowest positions on the Devotion track are **Amun** and **Ra**. They will now merge into a single divine being (**Amun-Ra**). Since **Ra** is in the lowest position, **Ra** is considered the lower-merging god, and **Amun** is considered the higher-merging god. The **Ra** player removes from the game all of his figures, all **Ra** Ankh tokens from the board, and returns all of his Followers to the general supply. The **Ra** player adjusts his Ankh powers to match those of the **Amun** player. The **Ra** player takes the "Joined with Amun" dashboard and the **Amun** player takes the "Joined with Ra" dashboard. On the Devotion track, the **Amun** player moves his Ankh token down and places it on top of the **Ra** player's Ankh token. Those Ankh tokens will now move together for the rest of the game.

Merged God Gameplay

The merging of two immortal gods into a single entity is a key moment that changes the dynamic of the rest of the game. Because the merged god is controlled by two players, it effectively gets twice the amount of turns as the other gods. The merged god also has access to both god abilities simultaneously!

For the remainder of the game, the two players who had their gods merge continue taking turns as normal, but they now share and control the same common pool of figures, Follower tokens, and Ankh tokens. They can both use both God abilities' on their turn, as well as their identical Ankh powers.

Important: *The players controlling the merged god must always keep the Ankh powers on their God dashboards in sync with each other. If one merged player unlocks an Ankh power, the other merged player must immediately update their God dashboard (though all powers and effects still only apply once to the merged god).*

If one of the players gains control of a new Guardian, it receives one of the higher god's color bases and is placed in their collective pool of figures, to be summoned by either player.

Decisions during Battles are made by both players, using the higher god's Battle cards. If there is a disagreement between the two players, the higher god player decides.

As their Ankh tokens are joined on the Devotion track as a single entity, both players will either win or lose together.

FORGOTTEN GODS

Towards the end of the game, at the end of the fourth Conflict event, any gods with their Ankh token still in the red section of the Devotion track are forgotten by the people of Egypt and eliminated from the game. Remove from the game the forgotten gods' figures (God, Warriors, and Guardians). Remove all of their Ankh tokens on Monuments and return all of their Followers to the supply.

- ➤ If at this point there are still 2 or more gods in play, the game continues.
- ➤ If there is only one god left, that god becomes the only god of Egypt and their player wins the game.
- ➤ If all gods are forgotten, Egypt becomes an atheist civilization and all players lose.

Example: It is the end of the fourth Conflict event in a 4-player game. The **Amun** player is still in the red section of the Devotion track. **Amun** has failed to earn enough Devotion and will be forgotten by the people of Egypt. All of his figures and Ankh tokens are removed from the game and all of his Followers are returned to the general supply. Since there are still two gods remaining in the blue section of the Devotion track (**Osiris** and the merged **Isis-Ra**), the game continues until either one god reaches the top of the Devotion track, or until the end of the fifth Conflict event.

CARDS AND POWERS

ANKH POWERS

Level 1

Commanding
Each time this player wins a Battle, they gain 3 Followers from the supply.

Inspiring
Each time this player resolves a Build Monument card during a Battle, they never need to sacrifice more than 3 Followers to build a Monument, no matter how many they control of that type on the board.

Bountiful
Each time this player resolves a Flood card during a Battle, they gain double the amount of Followers.

Revered
Each time this player performs a Gain Followers action, they gain 1 additional Follower.

Level 2

Glorious
Each time this player wins a Battle and their strength is 2 or more higher than the next strongest enemy, they gain 1 extra Devotion.

Obelisk Attuned
At the start of a Battle, this player may move any number of their figures, from anywhere on the board, to empty non-Water spaces adjacent to Obelisks they control in the Battle region.

Temple Attuned
This player's God figure has +1 strength for each Temple that god controls anywhere on the board.

Pyramid Attuned
Each time this player performs a Summon Figures action (or summons figures in any way), they can summon 1 additional figure next to each Pyramid they control.

Level 3

Mighty
Each time this player wins a Battle and their strength is 2 or more higher than the next strongest enemy, they gain 1 extra Devotion and all other players that were participating in that Battle lose 1 Devotion.

Worshipful
Once this player has taken all actions for their turn (and before executing any triggered event), they gain 1 Devotion if they control at least 5 Monuments anywhere on the board.

Resplendent
Each time this player has at least 1 figure in the region where a Battle is being resolved, they gain +1 strength for each Monument they control in the Battle region.

Splendiferous
Once this player has taken all actions for their turn (and before executing any triggered event), they gain 1 Devotion if they have at least 10 Followers in their pool.

BATTLE CARDS

Plague of Locusts

This card must be resolved before all others. If multiple players played this card, its effect is still only resolved once.

Each player with at least one figure in the region performs a blind bid of Followers to sacrifice. Each player secretly places any number of their Follower tokens in their closed fist, hiding their remaining pool with the other hand. Then all players reveal their bid simultaneously. All Followers bid in this way are sacrificed and returned to the supply.

All Warriors and Guardians in the region are killed, except for those belonging to the player who sacrificed the single most Followers. If two or more players are tied for the highest bid, then nobody's figures are spared.

Important: *Note that if a player loses all their figures in the Battle region, they may still benefit from the effects of having played a Cycle of Ma'at, Miracle, or Build a Monument card, though they can no longer gain any Devotion when Monument Majority is determined, nor win the Battle.*

Build Monument

When this card is resolved, the player may build a Monument of their choice (Obelisk, Temple, or Pyramid, as long as there are still tokens left in the supply) in any empty non-Water space in the Battle region. The player must sacrifice 2 of their Followers, plus 2 additional Followers for every Monument of the chosen type the player already controls anywhere on the board. The Monument is taken from the supply and placed on the board, attached to one of the player's Ankh tokens from their pool.

Example: *The Anubis player already controls 2 Pyramids on the board, when they play a Build a Monument card. He sacrifices 6 Followers and places a new Pyramid token on the Battle region, along with one of his Ankh tokens.*

Cycle of Ma'at

After Battle Resolution, the player reclaims all of their used Battle cards (including Cycle of Ma'at), placing them back in their hand. Playing this card is the only way for a player to retrieve their used Battle cards.

Drought

Figures in Desert (yellow) spaces in the Battle region owned by the player who revealed this card count as double their normal strength during Battle Resolution.

Flood

For each figure in a Fertile (green) space in the Battle region owned by the player who revealed this card, that player gains 1 Follower.

Miracle

After Battle Resolution, the player gains 1 Devotion for each of their figures killed in the course of the Battle (including due to a Plague of Locusts card).

THE GODS OF EGYPT

AMUN
Mysterious Forms

In one Battle per Conflict event, the Amun player may announce that they intend to play 2 Battle cards. This must be done before opponents have committed to their card choices. The Amun player receives all the benefits of both cards, adding together any strength bonuses and resolving both effects. The player must flip their Amun token facedown to indicate the ability has been used. Once the Conflict event is over, the token is flipped back up.

ANUBIS
Judge of the Dead

Any time Warriors are killed, the Anubis player can trap one of the killed Warriors in one of the available slots on their God dashboard. During Battle Resolution, Anubis gets +1 strength per trapped Warrior, up to a maximum of +3 strength. Note that Plague of Locusts and Battle Resolution are separate moments, so Anubis may trap 1 Warrior in each of them.

A player can free their Warriors trapped by Anubis. Each trapped Warrior may be summoned instead of a Warrior from that player's pool by paying 1 Follower to Anubis when summoning a figure.

The Anubis player can trap their own killed Warriors, if desired. However, Anubis can never free their own trapped Warriors.

ISIS
Protectress

Each figure belonging to the Isis player that occupies a space adjacent to an enemy figure (in the same region) is considered Protected. Protected figures cannot be killed.

OSIRIS
Gateway to the Underworld

The Osiris player starts with 3 Underworld tokens next to their God Dashboard.

Whenever the Osiris player loses a Battle, they can place (if out of the board) or relocate (if already on the game board) 1 Underworld token into any empty space in the same region where the Battle occurred. When relocating, any figure or Monument that was on the space remains where it was.

When the Osiris player performs a Summon Figure action, they can summon 1 extra figure from their pool into any space where an Underworld token is, provided there is no figure there already.

Figures belonging to other gods cannot end their movement in the space where an Underworld token is located, and other gods can't build Monuments in those spaces.

The space where an Underworld token is located is not considered either Desert or Fertile.

RA
Radiance

The Ra player starts with 3 Sun tokens on their God dashboard.

When the Ra player summons any figure (be it Warrior or Guardian), they can choose to assign a Sun token to that figure, placing it next to it or on its base.

Any figure with a Sun token is consider Radiant. Each time the Ra player wins a Battle in a region where at least one Radiant figure is present, Ra gains 1 extra Devotion (if more Radiant figures are present in the same Battle, still only 1 extra Devotion is gained).

If a Radiant figure is killed, the Sun token returns to the Ra dashboard.

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WORK IN PROGRESS

RULES SUMMARY

TURN SEQUENCE

- Players take turns performing 1 or 2 actions per turn.
- Choose your first action, advance its Action marker, resolve the action.
  Event triggered: Advance Event marker, resolve event, end your turn.
  No event trigged: Perform a second action.
- Choose your second action from a **line lower than first action**, advance its Action marker, resolve the action.
  Event triggered: Advance Event marker, resolve event, end your turn.
  No event trigged: End your turn.

ACTIONS

Move Figures: Move each of your figures up to 3 spaces.

Summon Figure: Place 1 figure from your pool on the board adjacent to one of your figures or controlled Monuments.

Gain Followers: Gain 1 Follower for each Monument (yours or neutral) that you have any figures adjacent to.

Unlock Ankh Power: Sacrifice Followers equal to the level of the next Ankh power you can unlock. Gain control of a Guardian figure of the same level if its symbol is revealed.

EVENTS

Control Monument: Gain control of one neutral Monument you have a figure adjacent to. If no neutral Monuments on the board, gain control of opponent's Monument instead.

Camel Caravan: Place up to 6 Camels to divide a region into 2 new regions at least 6 spaces in size. Place the next Conflict Order token in one of the new regions, then may swap it with any other token.

Conflict: The player who triggered the event takes the Battle Tiebreaker token, then check **each region** in order:

- **Domination (One Player):** Gain 1 Devotion, plus 1 for each controlled Monument in the region where you have a majority of that type.
- **Battle (Multiple Players):** Disregard players, figures, and Monuments not in the region.
  1. **Battle Card Selection:** All players choose and reveal a Battle card.
  2. **Resolve Plague:** If any Plague of Locust card was played, resolve the effect once.
  3. **Resolve Other Cards:** Resolve all other cards in reverse Devotion order.
  4. **Monument Majority:** If a player controls the majority of a Monument type, they gain 1 Devotion for each of their Monuments of that type.
  5. **Battle Resolution:** Player with the most strength wins the Battle, gains 1 Devotion, and kills all enemy figures. In case of a tie all players lose and have their figures killed. Battle Tiebreaker token may be used once per Conflict to win a tie.
- **(3+ Player Game) After Third Conflict Event:** Merge two last gods on the Devotion track.
- **After Fourth Conflict Event:** Eliminate any gods in a red Devotion space.

VICTORY

- Reach the top space of the Devotion track.
- Only god in play after fourth Conflict event.
- Highest Devotion after fifth Conflict event.

Important reminders:

GODS CAN NEVER BE KILLED

FIGURES AND MONUMENTS IN DIFFERENT REGIONS ARE **NOT** ADJACENT TO EACH OTHER