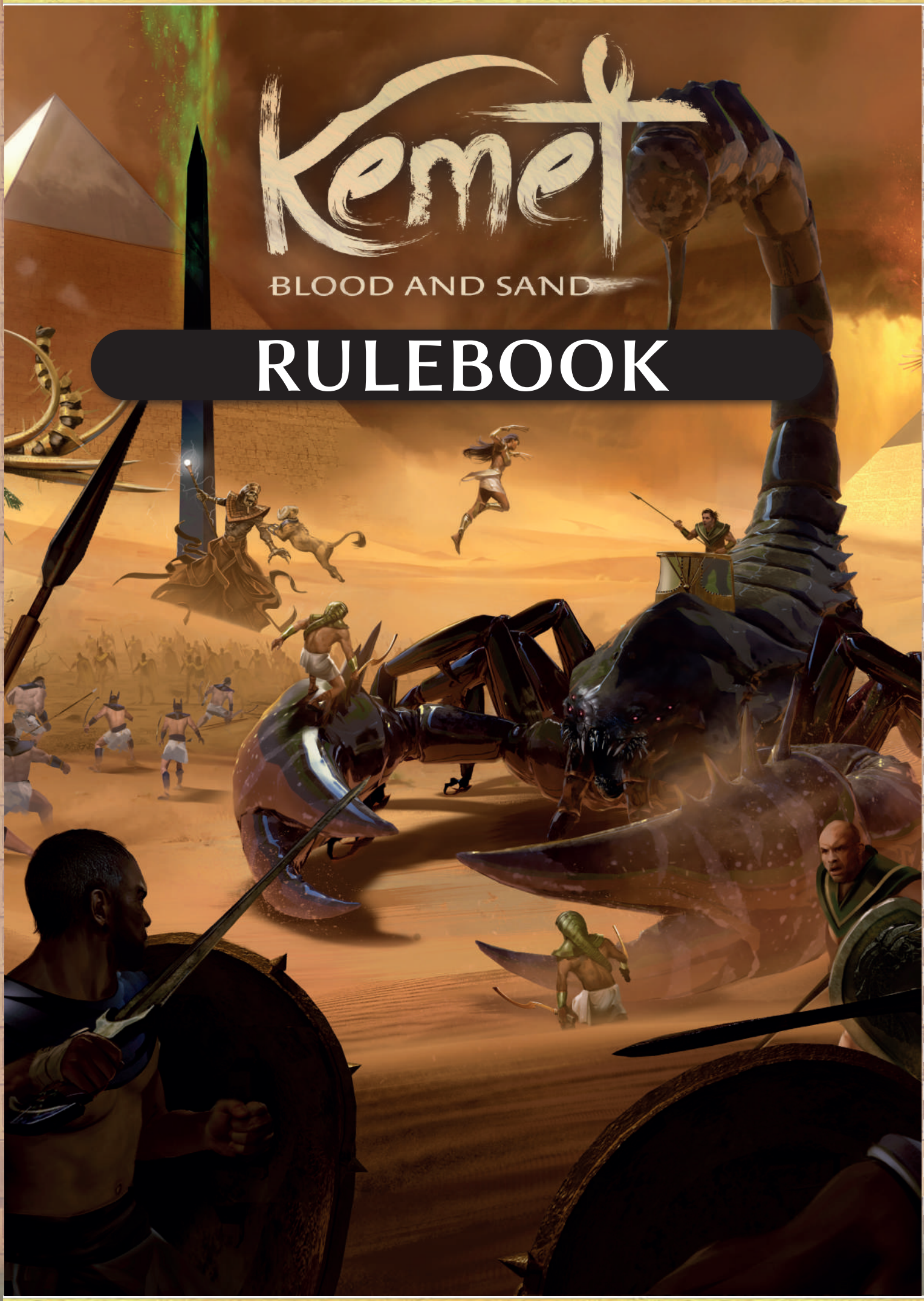
Kemet

BLOOD AND SAND

RULEBOOK



Kemet

BLOOD AND SAND

A Game by Jacques Bariot and Guillaume Montiage,
illustrated by Pierre Santamaria, Pascal Quidault, Emile Denis and Dimitri Bielak,
for 2 to 5 players, ages 14+. Game duration: 90 minutes

In the mythical age of ancient Egypt, powerful gods deploy their forces into battles for dominance of the land! Deep in the vast desert, and in the shadows of enormous temples, they use their many powers to build their armies, summon mythological creatures, and fight to gain control over Kemet! The goal of these battles is to crush all rival gods, and through the resulting fame, win the eternal devotion of the people of Egypt!

GOAL OF THE GAME

Each player takes control of an Egyptian divinity: Anubis, Bastet, Horus, Ouadjet, or Sobek, as they struggle for power using armies from their faction. The player with the most Fame Points (FP) at the end of the game is the winner *(see section 3.2, page 6 for end game conditions)*.

1- COMPONENTS

Components

- 1 game board
- 64 Power tiles in 4 colors (16 Ruby, 16 Sapphire, 16 Diamond, and 16 Onyx)
- 10 Creature miniatures
- 6 Mercenary miniatures
- 38 Divine Intervention cards
- 2 Special Battle cards
- 1 Score track (score and Turn order)
- 80 Fame Point tokens (20 round, 60 square)
- 20 Veteran tokens (scarab icon)
- 2 Storm tiles (overlays)
- 5 Silver and 5 Gold Action tokens
- 3 Player aids (for Divine Intervention cards and Power tiles)

Components for each player (in 5 colors)

- 12 Unit miniatures
- 5 Action tokens
- 1 Player board
- 1 Statue token
- 1 Prayer marker
- 1 Order marker
- 8 Battle cards
- 3 Pyramids in 3 parts each
- 4 Pyramid tops in 4 colors (Ruby, Sapphire, Diamond, and Onyx)
- 4 "Acquire" tokens in 4 colors

Note: Component illustrations are on pages 3-5.

1.1 The game board

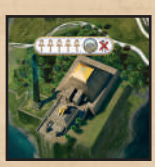
The game board allows for 2 to 5 players to play using these base game rules and will accommodate up to 6 players with a future expansion.
Use one of the following configurations based on player count:

2 players **3 players** **4 players** **5 players**

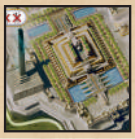
Note: In each of these player-dependent configurations, the gray portions of the game board and those covered by Storm tiles are not used and cannot be crossed.

The game board consists of the following zone types:

Temples
Zones containing 1 of the 3 buildings shown below.



Sanctuary of All Gods
The zone containing this building.



Districts
Each City consists of 3 Districts.

Deserts
Any zones that do not contain a City, nor a building (The Sanctuary of All Gods, or a Temple).

Every zone is outlined by either a white line, the Nile, or the edge of the game board, except for Districts, which are each outlined by a Wall.
The Nile is the blue boundary crossing the central board. Any zones separated by the Nile are said bordering the Nile and are not adjacent to each other.

Any zones covered by a Storm tile are not considered to be in play and cannot be crossed.

Some zones may contain a Harbor or an Obelisk, which affect movement.

Obelisk

Harbors

Military Harbor (red)

Trading Harbor (blue)

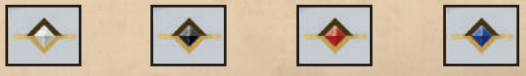
1.2 Player boards

Acquire space

Ruby Sapphire Diamond Onyx

Note: When you place a Pyramid of a new color in your City, place an "Acquire" token of a Power tile color in play in the empty "Acquire" space (see section 3.4.2, p.6).

"Acquire" tokens



1.3 Power tiles

Level: shows the tile's level, color (Ruby, Sapphire, Diamond, Onyx) and cost (1 to 4 Prayer Points)

Tile effect *(see Player aid)*

Icon that shows when the Power tile is active:

During Day Phase | During Night Phase | During Battle | Permanent effect | Creature

1.4 Divine Intervention cards (DI)

Cost in Prayer Points, if any, required when playing the DI card

Icon that shows when the Divine Intervention (DI) card may be played

Card effect *(see Player aid)*

1.5 Battle cards

Player color
Strength value
Damage value
Unblockable Damage value
Defense value

1.6 Pyramid levels

Level 1 **Level 2** **Level 3** **Level 4**

Note: A Pyramid in your supply is considered to be level 0.

2- SETUP

2.1 Common Setup

1. Place the board in the center of the play area. Then use the configuration that corresponds to the player count. 1
   Place the Score board on top of the central board. 2
2. Randomly select the colors of the Power tiles to use, based on the player count *(see the table below)*. 3
3. Place all of the Power tiles in the selected colors face up at the top of the board separated by color in ascending order by level. 4
4. Place the 2 Special Battle cards at the top of the board, if they are being used. 5
5. Place each Creature miniature on its corresponding Power tile. 6
6. Place 1 Temple FP token (white, round) on every Temple used in the game based on the player count. 7
7. Place the remaining FP tokens, the Gold and Silver Action tokens, and the Veteran tokens in the general supply. 8
8. Each player takes 1 copy of the "Diversion" Divine Intervention (DI) card. Return all unused "Diversion" DI cards to the box. 9
9. Shuffle and place face down the DI cards next to the board to create the DI deck. 10

Note: FP won by the players are placed on the Score board in the row of the corresponding Divinity.
Any lost Pyramid FP is taken by the opponent who takes control of the District containing the corresponding Pyramid.
Any lost Temple FP is either taken by the opponent who takes control of the zone containing the corresponding Temple, or placed back in that zone if nobody controls it.

3

Power tile colors and number based on player count:

- 2 players => 2 colors, 26 Power tiles *,
- 3 players => 3 colors, 48 Power tiles,
- 4 players => 3 colors, 48 Power tiles,
- 5 players => 4 colors, 64 Power tiles.

*** In 2 player games, remove the following:**

» the "Act Of God" Power tiles,

» 1 copy of each Power tile with a duplicate, so there is only 1 of each Power tile.

Return all unused Power tiles to the box.

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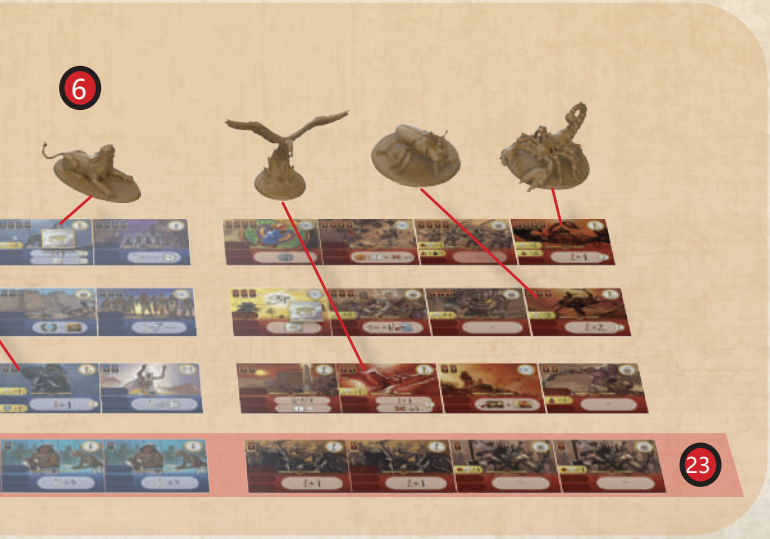


2.2 Individual Setup

1. Each player chooses a City which will be their City and determine their player color for the whole game. Each player places their Statue tokens in front of their City. 11

2. Each player takes the following components matching the color of their chosen City's statue:
   - 1 Player board depicting their Divinity and their pyramid, 12
   - The "Acquire" tokens corresponding to the colors of Power tiles selected (section 2.1),
   - 1 Order marker, 13
   - 1 Prayer marker they place on the"7" space of the Prayer track on their Player board, 14
   - 5 Action tokens, 15
   - 12 Unit miniatures (each miniature constitutes 1 Unit), 16
   - 8 Battle cards. 17

3. Each player draws 2 DI cards. 18

4. Each player takes 9 Pyramid parts*, 3 of each level, and the tops corresponding to the colors of Power tiles selected in phase 2.1: Ruby, Sapphire, Diamond, or Onyx. 19

* In 2 player games, both players take 6 Pyramid parts, consisting of 2 of each level.

2.3 Before starting to play

1. Start of game turn order 20

One player takes the Order marker of each player and randomly places them on the Turn Order track from left to right. The player whose Order marker is on the left will be the 1st player, with turn order proceeding from left to right.

2. Troop placement 21

Each player chooses 2 Districts in their City and places 5 Units in both of them, and then places their remaining 2 Units in their supply.

3. Pyramid Setup 22

In turn order, each player resolves the following steps:

3.1. They place a total of 3 levels of Pyramids from their supply into Districts in their City. No more than 2 levels can be added to a single District at this time.

3.2. They place an "Acquire" token in each color corresponding to their Pyramid of at least 1 level on an empty "Acquire" space on their Player board. Any level 0 Pyramid stays in their supply, it is not considered to be in play.

4. Acquiring a Level 1 Power Tile 23

In reverse turn order, each player chooses a level 1 Power tile corresponding to the color of 1 of their Pyramids and places it in front of them.

Note : If you own the Game Up: Obelisks, you may place the Obelisk miniatures on every zone containing an Obelisk. These are only cosmetic but they help you see where you may teleport your Troops.

3- GAMEPLAY

3.1 Introduction

A game of *Kemet: Blood and Sand* is played over a series of Rounds. Each Round consists of one Day Phase, followed by one Night Phase.

> *Note: A glossary can be found on page 11 with all of the keywords and icons used in* Kemet: Blood and Sand.

Day Phase (player actions)

In turn order, each player becomes the active player and plays 1 Action token of their color and resolves its effect. Continue turn after turn until each player has placed all 5 of the Action tokens of their color, at which point the Day Phase is over.

Night Phase (resolution)

The Night Phase is divided into 9 steps which are resolved in order. During these steps, Night Phase Powers activate, Divine Intervention (DI) cards are allocated, and Fame Points (FP) and Prayer Points (PP) are awarded.

Permanent FP and Temporary FP

Throughout the game, players gain FP:

- Permanent FP are square tokens and cannot be lost. They are gained in Battles, when acquiring specific Power tiles, or during the Night Phase by controlling at least 2 Temples or The Sanctuary of All Gods.
- Temporary FP are round tokens and may be lost. A Temporary FP is gained by a player when they take control of a Temple (beige and blue), or a level 4 Pyramid (beige), that FP is taken from the board or from the opponent who was owning that FP.

Permanent FP		Temporary FP	
Divine FP	Battle FP	Temple FP	Pyramid FP

Effects

The game is a series of effects played along the Rounds. An effect is the resolution of an action, a Battle step, a Night Phase step, a DI card, a Power tile, or an effect triggered by another effect.
A triggered effect showing "+ <number of PP>" is not considered as an effect on its own, it is just a modifier: its value is added to the triggering effect.
An effect termed *single effect* is the sum of multiple effects in 1 effect and counting as 1 resolution.

Order of Rules Precedence

If two effects contradict each other, the effect with the highest priority (highest number) takes precedence:

4) DI card > 3) Power tile > 2) expansion > 1) game rules.

3.2 End of game

If a player has at least 9 FP (sum of their Temporary FP and Permanent FP) at the start their turn in the Day Phase, before playing ANY Action token, and no other player has more FP than them, they immediately win the game.

> *Note: This means this player already had the required amount of FP to win after having played their previous action, each opponent being able to play 1 action to respond (in most cases).*

3.3 Day Phase

At the beginning of the Day Phase, the 1st player is the active player.

The active player resolves the following steps in order:

1. They place 1 Action token of their color on an empty Action space of their Player board, and they immediately resolve the selected action's effect. Action token placement is subject to the Equilibrium rule *(described below)*. In addition to the Action token in their color, they may also play 1 Silver Action token and/or 1 Gold Action token *(described below)* if they have any.

   They may play a DI cards with a DAY icon during their turn before of after an action, and not during a Battle. A played DI card this way is resolved, then discarded.

2. The next player in turn order becomes the active player and plays their turn starting from step 1. If no player has any Action tokens in their color to place, resolve the Night Phase.

Equilibrium rule

At the end of the Day Phase, each player must have at least 1 Action token (no matter their color) on each of the 3 floors of the pyramid on their Player board.

Playing Silver and Gold Action tokens

Play these Action tokens at the same time you play an Action token in your color to receive 1 or 2 bonus actions. You choose in which order to resolve your actions, but each action must be completely resolved before moving onto the next one.

Silver Action token:

Play this Action token in any empty Action spaces on your Player board.

Gold Action token:

Play this Action token in the Divine power space at the top of the pyramid on your Player board. You may acquire multiple Power tiles that grant a Gold Action token, but each player may only own 1 Gold token,. Thus, they may use only 1 Power triggered by a Gold Action token per Round. An action may be chosen even if it cannot be resolved when placing an Action token on it. If it cannot be resolved in the end, that action is lost.

3.4 Actions

All of the actions that can be taken during a game of *Kemet: Blood and Sand* are covered in the following section.

3.4.1 Build

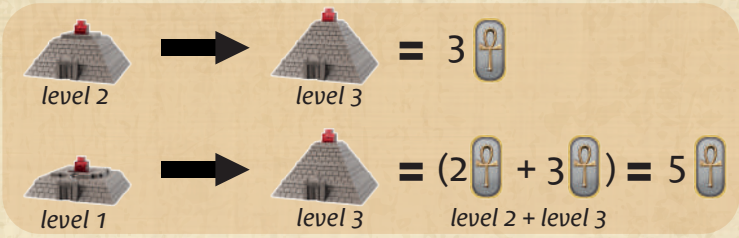
Add 1 or more levels of 1 of your Pyramids: spend as many PP as the value of each consecutive level you want to add.

If you add the level 1 of the Pyramid in your supply, choose a color you do not already own, place it in the District of your City without a Pyramid and place the "Acquire" token of that color in the empty "Acquire" space on your Player board.

Adding more than one level asks you to sum up the costs, it is a single effect.

Examples:

- *To add the level 3 to a level-2 Pyramid, spend 3 PP.*
- *To add the level 3 to a level-1 Pyramid, spend 5 PP (2 PP to add the level 2, and 3 PP more to add the level 3).*



Pyramid effects

The player controlling a District containing a Pyramid benefits form the following effects:

- they may acquire Power tiles that match its color and are of the same or lower level,
- if this is a level 4 Pyramid, they take the Pyramid FP corresponding to this Pyramid,
- during their Move actions, they may spend 2 PP to teleport their Troop from this District to any zone containing an Obelisk.

Note: When an opponent controls one of your Districts they benefit from all these effects, not you.

3.4.2 Recruit

Spend X PP to add X Units: take these Units from your supply and place them in 1, 2, or 3 Districts in your City, even if they are controlled by Opposing Troops.

If you add Unis into one of your Districts controlled by an opponent, it triggers a Battle in which you are the attacker at the end of your Recruit action.

If you recruit into multiple Districts controlled by opponents, you choose in which order to resolve these Battles.

Note: You may only add Units into the Districts of your own City. Even if you control a District in an opponent's City, you cannot add Units in it.

3.4.3 Acquire

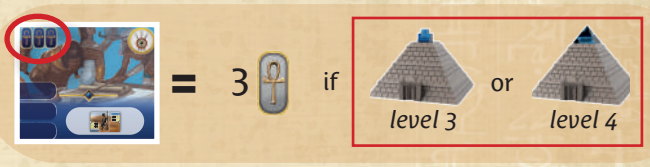
To acquire a Power tile, you must fulfill the 5 following conditions:

- you do not already own one with the same artwork or icons (no matter its color),
- you did not already acquire one in that color during this Day Phase,
- you control a Pyramid in that color and of at least the same level,
- you have an empty "Acquire" space, in that color if possible, else in another color or without any "Acquire" token,
- you are able to spend as many PP as its level (some effects may modify this cost).

Place your Action token in the selected "Acquire" space, spend the PP and place the Power tile in front of you so everyone can see it. You own that Power tile for the remainder of the game, and it cannot be lost.

Example:

To acquire the Power tile "Spy" (Sapphire Power level 3), a player must control a Sapphire Pyramid of level 3 or 4 and pay its 3 PP cost.



Power tile effects

Power tile effects become active once the Acquire action ends, and they are active for the remainder of the game, even if you do not control a Pyramid of their color anymore. However, some of them will only trigger during a specific Phase, denoted on each Power tile (e.g. Battle Powers, Night Phase Powers).
If a player owns multiple Power tiles whose effects trigger at the same time, they choose in which order they resolve those effects.

Creatures

When acquiring a Creature Power tile, you may place that Creature in a District of your City containing one of your Troops. Else, the Creature stays in your supply, on its tile.

Afterward:

- Before playing an Action token, you may:
  - » exchange Creatures from your supply and/or Troops in Districts of your City between them in any way you like,
  - » place Creatures from your supply in Troops that are in Districts of your City.
- When you add Units in a District of your City, you may place a Creature from your supply with these Units.

A Creature is not a Unit but it must be tied to a Troop:

- It does not count against the Troop limit (5 Units max), but you cannot have more than one Creature in each Troop.
- In Battle, only the Creature's bonuses are added to the tied Troop (it does not add an additional +1 Strength as it is not a Unit in the Troop).
- If a Creature is no longer tied to a Troop, it must go back to the player's supply.

3.4.4 Pray

Gain 2 Prayer Points (PP).

3.4.5 Move

Move 1 of your Troops. This action is a combination of 1 Land move and 1 Teleportation:

- the number of Land moves is calculated at the beginning of the action and may be modified by effects at that moment only,
- there may be only 1 Teleportation per Move action, but its cost may be reduced by effects.

During your Move actions:

- you may use Land move and Teleportation in any order and you may alternate them,
- you may move only a part of your Troop and leave some Units in the zones your Troop passes through,
- you may take Units and Creatures you own that are in zones your moving Troop passes through,
- you may temporarily exceed the Troop limit and the Creature limit, but these have to be obeyed at the end of that action in every zone,
- you may only play DI cards with a Move icon,
- any time your Troop enters a zone containing an opponent's Troop it ends its Move action, and a Battle is immediately triggered

Note: The Move action has to be resolved in a manner to follow the Limits when the action ends, which may reduce the move options. No Unit nor Creature may be removed to accommodate a move.

Teleportation

Spend 2 PP to teleport your Troop from a District with a Pyramid of at least level 1 to a zone containing an Obelisk.

Note: When a player teleports a Troop, it does not spend any Land move.

Land Move

Spend 1 Land move to move your Troop to 1 directly adjacent zone or from its zone containing a Harbor, to 1 zone containing a Harbor, by complying with all the following restrictions:

- Your Troop may leave its zone through any kind of Harbor (Military or Trading), but it may then enter a zone only through a Trading Harbor, or through the Military Harbor of the desert zone surrounding your City.
- During a single Move action, your Troop may only enter into 1 District of an opponent's City, and only if it starts that action in a zone adjacent to the Wall to cross (that adjacency requirement may be canceled by some effects).

Note: Even if a Creature that adds Land moves is not moved with a part of the Troop, its bonus is still applied as the number of Land moves is calculated at the beginning of the Move action.

Note: At the end of a Move action, and any Battle that may have occurred, if you control a new Temple or a level 4 Pyramid, take the corresponding Temporary FP, wherever it is.

Reminder: To control a Temple or an opponent's Pyramid, you must have a Troop in the same zone.
If your Troop ever moves out of an opponent's District with a level 4 Pyramid, leaving it empty after controlling it, return the Pyramid FP to that player. If your Troop ever moves out of a Temple zone, leaving it empty after controlling it, return the Temple FP to the board.

Example:

Claire would like to move her Troop from her City to the Temple on the Nile east bank from a distance of 3 zones.

She has 2 options:

A. She may teleport her Troop by spending 2 PP to place her Troop directly in the Temple zone.

(2)

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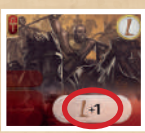
B. Without a Teleportation, she may only do so using Land moves if her Troop is able to make 3 Land moves.

A way to do this is to have the "Priest of Mafdet" Power tile and the "Deep Desert Snake" Creature tied to this Troop, which would allow it to make 3 land moves.



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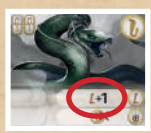

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3.5 Battle

The attacker is the player whose action triggers the Battle, and their opponent is the defender. The Battle only involves these two players therefore no other player will be able to play DI cards during this Battle.

A Power tile with a DAY icon has no effect during a Battle.

When effects would resolve at the same time, the attacker's effects are resolved first followed by those of the defender.

Resolve the following steps in order, even if a player no longer has a Troop in the battle.

3.5.1 War Council

The attacker and defender each choose 2 Battle cards from their hand:

- the first Battle card is discarded face down on the table and will never be revealed,
- the second Battle card will be played during the Battle and kept in hand.

The attacker and defender may add DI cards with a BATTLE icon: each player chooses if they hide these DI cards under their in-hand Battle card, or if they tell how many DI cards they play. A player may not play DI cards with a cost they cannot pay (if that happens, the card is discarded without effect).

This is the only time they may play DI cards during the Battle. A player may tell their opponent they have played DI cards, but need not be truthful. Players also do not need to admit to playing DI cards, even if asked. Each player has the DI card "Diversion": it has no effect, but may be played alone or among other DI cards to bluff the opponent.

3.5.2 Confrontation

Attacker and Defender simultaneously reveal their Battle card and DI cards, and spend the required PP.

3.5.3 Resolution

Sum up the Strength of each player:

- the number of Units they have in the Battle, each Units giving 1 Strength,
- the Strength value of their played Battle card,
- the Strength bonus provided by their Power tiles,
- the Strength bonus provided by a Creature tied to their Troop in Battle,
- the Strength bonus provided by the DI cards they played,
- a +1 Strength bonus if the Battle occurs in a District of their City.

The player who has the most Strength is the winner. In the case of a tie, the defender is the winner.

3.5.4 Casualties

Each Battle card has a damage value (Damage and/or Unblockable Damage), and/or a Defense value. These values can be modified by DI cards, Creatures in this Battle, and Power tiles.
Any damage produced by a Troop is inflicted to the opposing Troop. However, a damage value with a "-" before it is inflicted to their own Troop (even if they have not enough Units).

1. Starting with the attacker, each player in the Battle loses as many Units from their Troop equal to the total Unblockable Damage value their Troop suffers.
2. Starting with the attacker, each player in the Battle then loses as many Units from their Troop equal to the total Damage value their Troop suffers, minus their own Defense value.

If the winner loses their Troop, they are still considered to be the winner, even if the loser still has a Troop in the zone where the Battle occurred.

3.5.5 Rewards

1. If the attacker is the winner and they still have a Troop in the zone where the Battle occurred, they gain 1 Battle FP.
2. If the defender is the winner, they gain 1 Veteran token.
3. Each player involved who did not gain any FP during this Rewards step gains 1 Veteran token (this means if the defender is the winner, they gain a second Veteran token).

3.5.6 Loser's Aftermath

The loser chooses to recall their Troop or retreat, even if the winner no longer has a Troop remaining in the zone.

Recall
The loser returns all of their remaining Units in the zone to their supply to gain PP equal to the number of Units returned to their supply in this way minus 1.

Retreat
The winner chooses an adjacent empty zone where they move the losing Troop. This is not a Move action and Harbors cannot be used. They cannot choose a District that is not from the loser's City. If no zone is available, the loser cannot retreat and must recall their Troop.

3.5.7 Winner's Aftermath

The winner chooses if they wish to recall their Troop or have it stay in the zone.

Recall
The winner returns all of their remaining Units in the zone to their supply to gain PP equal to the number of Units returned to their supply in this way minus 1.

3.5.8 Battle Ending

Each player discards the Battle card they played and resolved face up. The Battle cards discarded during the War Council step are left faced own and not revealed. If a player has discarded all their Battle cards, they immediately take all of their Battle cards back to their hand.

DI cards played in the Battle are discarded face up near the DI deck.

Any Unit exceeding the Troop limit is removed.

Example:

Jacques moves his Troop to the zone of a Temple controlled by Guillaume's Troop.

- *Jacques is the attacker with a Troop of 5 Units and has the following Powers:*

  ** Charge! (+1 Strength when attacking),*
  ** Blades of Neith (+1 Strength in Battle).*

He has 7 Strength (5+1+1).

- *Guillaume is the defender with a Troop of 4 Units with a tied Creature:*

  ** Ancestral Elephant (+1 Strength to its tied Troop).*

He has 5 Strength (4+1).

Both players secretly choose 2 Battle cards: the first Battle card is discarded face down and the other is kept in hand to be played in the Battle.

- *Jacques keeps his Battle card: 3 Strength, and 2 Damage. He tells he plays 1 DI card and place it face down on the table.*
- *Guillaume keeps his Battle card: 2 Strength, and 2 Defense. He adds 2 DI cards which he chooses to hide under his Battle card: Bronze Wall, and War Fury.*

Both players simultaneously show their cards and declare their total Strength value:

- *Jacques' Strength: 10 (7+3 from his Battle card), his DI card was a Diversion card with no effect so he takes it back,*
- *Guillaume's Strength: 9 (5+2 from his Battle card +2 from his DI card, for which he has to spend 1 PP).*

Jacques is the winner.

Casualties:

- *Jacques inflicts 2 Damage to Guillaume's Troop, which has 4 Defense (his Combat card + Ancestral Elephant + Bronze Wall DI card).*
- *Guillaume does not lose any Units nor does he inflict any Damage.*
- *As Jacques is the winner and still has a Troop in the zone being the attacker, he gains 1 Battle FP.*
- *Guillaume gains 1 Veteran token as he is the loser.*
- *Guillaume chooses to recall his Troop: he recalls 4 Units, gains 3 PP and puts his Creature back in his supply.*
- *Jacques could also recall his Troop, but he prefers to leave it in the zone where the Battle occurred to control the Temple and gain the corresponding Temple FP.*
- *Played cards are put in their respective discard piles.*

3.6 Night Phase

Resolve the following steps in order:

1. Offering

The player that controls The Sanctuary of All Gods may remove 2 Units from that Troop to gain 1 Divine FP.

2. Delta Temple control

The player that controls the Delta Temple may remove 1 Unit from that Troop to gain 5 PP.

3. Temple control

Each player that controls at least 2 Temples gains 1 Divine FP.

4. Adoration

Each player gains the number of PP shown on the Temples they control (other than the Delta Temple).

This gain of PP is a single effect for each player.

5. Prayers

Each player gains 2 PP and may discard X Veteran tokens to gain X PP.
This gain of PP is a single effect for each player.

6. Divine Intervention

In turn order, each player draws 1 DI card and may discard Veteran tokens to draw 1 DI card per 2 Veteran tokens spent this way.

7. Conscription

In turn order, each player may discard X Veteran tokens to add X Units in Districts in their own City which they control.

8. Awakening

Each player discards any remaining Veteran tokens they have and takes back their Action tokens, placing them into their supply.
Any Units exceeding the Troop limit for the Troops on the board are removed.

9. Destiny

9.1. Move the Order markers below their current space on the Turn Order track.
9.2. Starting with the player who has the fewest FP, then in ascending FP order, each player chooses their position on the Turn Order track by placing their Order marker on an empty space.
In case of a tie for FP, the tied player whose Order marker was leftmost on the Order track during the previous Round chooses first and so on.
9.3. Start a new Day Phase.

4- GLOSSARY

Actions

There are 5 different actions : Build, Recruit, Acquire, Pray, Move.

Power tiles

Power tiles are divided into 4 families corresponding to the 4 different Pyramid colors. Each family is split into 4 levels, with 4 tiles from each level, meaning 16 Power tiles within each family (Ruby: Strength and Movement, Sapphire: Defense and Recruitment, Diamond: Prayer Points and DI cards, Onyx: Strength and Defense).

Prayer Points (PP) and Prayer track

The Prayer Point icon is an ankh ☥, it is the central resource of the game you spend to trigger different effects.
For each PP you gain, move your Prayer token 1 space to the right on your Prayer track.
For each PP you spend, move your Prayer token 1 space to the left on your Prayer track.
You may never have more than 11 PP, or less than 0 PP.

Controlling a zone

A player controls a zone other than a District in their City as long as they have a Troop in it. A player controls a District of their City as long as there is no opposing Troop in it. Immediately when a player has no more Troop in an opponent's District with a level 4 Pyramid or a Temple, they give back the corresponding Temporary FP depending on the situation.

Empty zone

A zone is empty if no Troop is in it, allowing that zone to receive a Troop without triggering a Battle.

Units and Troops

All Units belonging to a player in a zone form a Troop. A Troop can contain 5 Units at most: this is known as the Troop limit. A Creature tied to a Troop does not count towards that limit.

When a player adds 1 Unit, they take 1 Unit from their supply and place it on the board; the effect states any restrictions.

When Units are removed from the board, for any reason, they go back to their owner's supply.

> **Important!**
> During an action, a Troop may temporarily exceed the Troop limit and the Creature limit provided these limits are obeyed at the end of that action for every zone.

Cards

Hand size is unlimited, and the number of each kind of card a player has in their hand is public knowledge, but the cards themselves are kept secret.
Revealed Battle card discard piles and DI cards discard pile are public to all players.
Whenever the DI deck is empty, shuffle the DI discard pile to create a new DI deck.
To play a DI card, pay its cost in PP during the Phase corresponding to its icon, resolve its effect, then discard it face up in the DI cards discard pile.

4.1 Index

Battle (page 9)
3.5 - Battle

Day Phase (page 6)
3.3 - Day Phase

Damage (page 9)
3.5.4 - Casualties

Defense (page 9)
3.5.4 - Casualties

District (page 8, 9, 11)
3.4.5 - Move
3.5.3 - Resolution
4 - Glossary

Empty Zone (page 11)
4 - Glossary

Land move (page 8)
3.4.5 - Move

Night Phase (page 10)
3.6 - Night Phase

Military Harbor (page 8)
3.4.5 - Move

Round (page 5)
3.1 - Introduction

Strength (page 9)
3.5.3 - Resolution

Teleportation (page 8)
3.4.5 - Move

Trading harbor (page 8)
3.4.5 - Move

Troop (page 11)
4 - Glossary

Unblockable Damage (page 9)
3.5.4 - Casualties

Winner (page 9)
3.5.4 - Casualties

Zone (page 2, 3)
1.1 - The game board

4.2 Iconography

zone	District	desert zone	Obelisk zone	zone bordering the Nile
during shown Phase/action	permanent effect	Creature	take the shown action	your Troop still on the board
Battle card	DI card hidden/played	Mercenary	discard	draw/take
Land move	Teleport	Wall	Pyramid level	Pyramid
Damage	Unblockable Damage	Strength	Defense	Winner
gold token	silver token	go/enter	attacker	defender
PP gain	PP cost	Unit in your color	Opposing Unit	Sacrificed Unit
Sacrifice	Honor	Putrefaction level	Divinity	Life Point

TABLE OF CONTENTS

1 - COMPONENTS (Page 2)

1.1 - The game board

1.2 - Player boards (Page 3)

1.3 - Power tiles

1.4 - Divine Intervention cards

1.5 - Battle cards

1.6 - Pyramids levels

2 - SETUP (Page 4)

2.1 - Common Setup

2.2 - Individual Setup (Page 5)

2.3 - Before starting to play

3 - GAMEPLAY (Page 6)

3.1 - Introduction

3.2 - End of game

3.3 - Day Phase

3.4 - Actions

3.5 - Battle (Page 9)

3.6 - Night Phase (Page 10)

4 - GLOSSARY (Page 11)

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Special thanks:
We would like to thank all those who have been involved in making this project a success.

First of all, those who took their time to test the game, criticize it, make it evolve, and thus improve it. Among these people, too numerous to mention here, we would like to thank our most faithful team of Players: Claire, Stella, Etienne, Pierre, Fred, Olivier, Ian, and Will.

Then, a big thank you to the «Matagang» of the Matagot editions, for its involvement: to Magali, Antoine, Anthony, Pierre, Denis, Camille, Valeria, Marie, Clara, Sabrina, Chris&Chris, Raphaël Biolluz, and Zongxiu, of course, but more specifically to Arnaud and David for all the work done.

But also, a big thank you to the whole community present on BoardGameGeek, Tric Trac, Kickstarter, Facebook and Instagram for all your feedback, your support and your precious help in the realization of this project.

Finally, a big thank you to all the players who chose to trust this project via crowdfunding, and who made us experience so many strong emotions.

There is no doubt that the result will be exceptional...

Guillaume and Jacques