Sébastien Dujardin

DEUS

EGYPT



You are now the leader of a wondrous ancient civilization: Egypt. Can you contribute to the growth of your dynasty so its influence extends throughout new uncharted territories?

PEARL GAMES

Overview of the Expansion

Egypt, the first expansion for Deus, contains **96 Building cards** (16 of each color), which replace some or all the cards from the base game. For each color, simply choose whether to use the cards from the base game or the cards from this expansion.

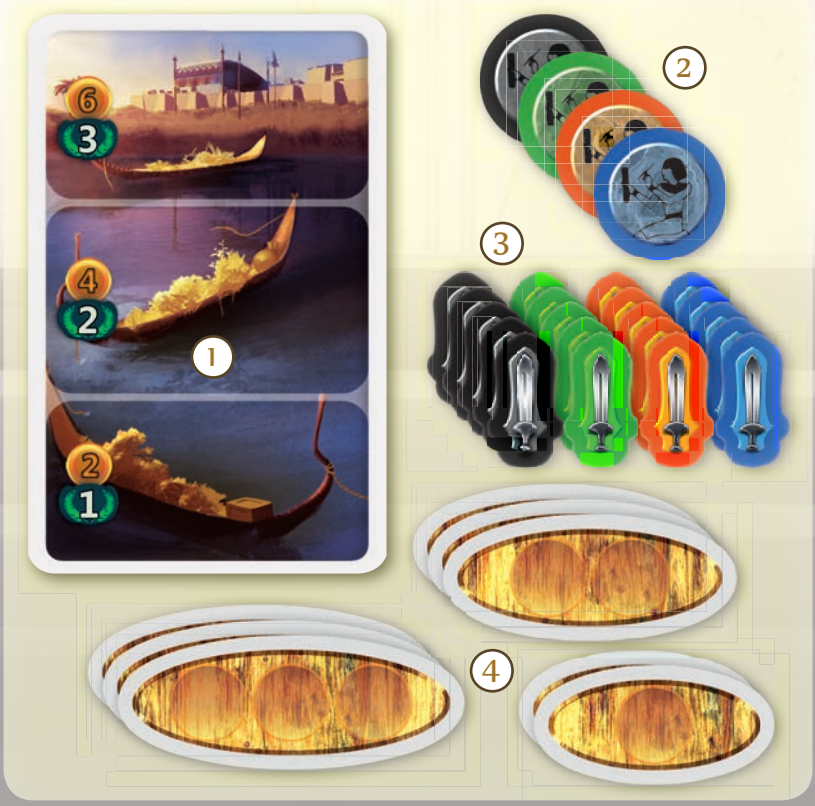
To each group of 16 cards corresponds a new set of rules that is explained in this booklet. Other than these modifications, the rules of the base game are unchanged.

Definitions

- The **rank** of a card is relative to its placement in a column above the player board. If it is the third card in a column, it has a rank of 3.
- An **ocean** is composed of one or more adjacent sea regions. An ocean can span multiple Continent tiles.

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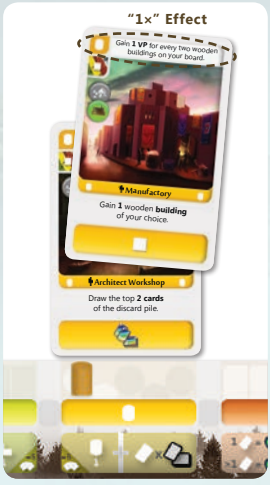
- **96 Building cards** (16 maritime buildings, 16 production buildings, 16 scientific buildings, 16 civil buildings, 16 military units and 16 temples).
- **1 Market tile.** (1)
- **4 Scribe tokens**, 1 in each player color. (2)
- **20 Combat tokens**, 5 in each player color. (3)
- **24 Barque tiles** of sizes 1 (×7), 2 (×8), and 3 (×9). (4)



General Rules

A. "1×" Effects

Certain cards have a "1×" effect listed at their very top. Unlike the primary effects, these effects are activated **only once** per game, no matter what. The "1×" effect is only triggered when you place the card, but you can choose whether to use the "1×" effect **before or after** activating the primary effect of the card.
Much like the primary effect of a card, using the "1×" effect is optional.



Example:
Delphine *places her second Building card in her scientific column. After placing the corresponding wooden Building in a valid region, she benefits from the previously placed card (she draws the top 2 cards of the discard pile). Then, she can benefit from the "1×" effect of the card she just placed, before or after she benefits from its primary effect. She chooses the latter option, which lets her gain a building of her choice (for example, a production building) and then gain 4 VP because she now has 4 pairs of buildings on her player board.*

B. Special Construction Conditions

Certain buildings have a special icon above their constructions cost. This icon indicates the **minimum** number of buildings that must be present in the region where the player constructs the building associated with this card.



Example:
In this example, the icon indicates that there must be at least 1 building already present in the region where you wish to build. It is thus impossible to construct this building in an empty region.



Specific Rules

Maritime Buildings

Setup

- Replace the 16 Maritime Building cards from the base game with the 16 Maritime Building cards from the expansion.
- Place the Market tile near the gameboard.
- Place a resource of each type on the central space of the Market tile. In a 2- or 3-player game, take these resources from the unused resources that were discarded to the box; in a 4-player game, take these resources from the general supply.

Gameplay

All these cards feature a "1×" effect that modifies the value of resources by moving the tokens placed on the Market tile. The initial value of the resources is 4 gold/2 VP, like in the base game. The value of a resource affects the game in 3 ways:

- **When constructing a building**, its value in gold (2, 4, or 6) is the cost you must pay if you want to buy any of the required resources.
  Example: *The Wheat token is on the "2 gold" space, so a player who wishes to construct a building requiring wheat can just pay 2 gold per wheat she does not want to spend, instead of the usual 4 gold per wheat.*
- **During the resolution of the primary effect of certain cards**, its value in gold (2, 4, or 6) or its value in VP (1, 2, or 3) determines the cost or benefit.
  Example: *The Wheat token is on the "2 gold" space, and the Stone token is on the "6 gold" space. A player who can sell up to 4 resources with the Great Souk decides to sell 1 wheat and 3 stone; she gains 20 gold, instead the usual 16 gold.*
- **When scoring majorities at the end of the game**, its value in VP (1, 2, or 3) determines the number of VP the player receives for having the most of that resource.
  Example: *At the end of the game, the Wood token is on the "3 VP" space, so the player who has the most wood earns 3 VP instead of the usual 2 VP.*

Note: Having the most gold is always worth 2 VP at the end of the game.

Production Buildings

Setup

- Replace the 16 Production Building cards from the base game with the 16 Production Building cards from the expansion.
- Each player starts the game with a size-2 barque and a size-3 barque near their player board.
- Place the rest of the Barque tiles near the gameboard.

Gameplay

Each space on a barque can accommodate **one resource**. The resources placed on a barque can be of different types.

You can rearrange your resources **among** your different barques at any time — as if they were one gigantic barque.

At the end of your turn, you must store your resources on your barques, and return any unstored resources to the general supply.

The only way to acquire additional barques is by constructing a Production building and activating its "1×" effect. When you do, take the barque of the indicated size from the general supply and place it near your player board.

Scientific Buildings

Setup

- Replace the 16 Scientific Building cards from the base game with the 16 Scientific Building cards from the expansion.

Gameplay

There are no specific gameplay changes, but the Scientific Building cards all have particularly powerful "1×" effects.

Civil Buildings

Setup

- Replace the 16 Civil Building cards from the base game with the 16 Civil Building cards from the expansion.
- Each player takes a Scribe token.

Gameplay

Each time you build a Civil building, you must place your Scribe token under the wooden building you place. This token moves **each time** you construct a new Civil building.

Military Units

Setup

- Replace the 16 Military Unit cards from the base game with the 16 Military Unit cards from the expansion.
- Place each player's 5 Combat tokens in the general supply, near the buildings. Return the other ones to the box.

Gameplay

You claim your Combat tokens by using the "1×" effect of each Military Unit card (put the tokens on your player board). You may use Combat tokens whenever a Military Unit card explicitly allows you to do so, but it is never mandatory. As long as you do it during different turns, you can reactivate a primary effect that requires a Combat token.

A region with a Combat token in it is considered **occupied** by the player whose token is there. That player can thus construct a building in a region adjacent to the Combat token. A region with a Combat token in it is also taken into account when determining whether a barbarian village is attacked. However, Combat tokens do not count as Military Units.



Example:
Delphine *places a civil building in a mountain region adjacent to her Combat token. The adjacent barbarian village is immediately attacked because both conditions are met: all the regions adjacent to the barbarian village are occupied by players, and there is at least one military unit among them.* ***Rodrigo*** *gains the VP placed on the barbarian village because he has the most military units around the village.*

Temples

Setup

- Replace the 16 Temple cards from the base game with the 16 Temple cards of the expansion.

Variant

- Shuffle the 16 Temple cards from the base game with the ones from this expansion. Use 16 random facedown Temple cards, and return the rest to the box.

Gameplay

Unlike the Temples from the base game, the new Temples have **permanent effects** instead of endgame effects. You benefit from these effects from the moment you place them above your player board.

Temples have no "1×" effect. The box in the upper part of the card indicates either the number of VP gained immediately or the number of VP tokens to be placed on the card. Any token placed on a Temple card act as an "activation counter": each time the indicated condition is met, you gain one of the VP tokens from the card, plus three other VP from the general supply. Once the card no longer has any VP tokens on it, it can no longer be activated. At the end of the game, you gain any VP remaining on your Temple cards; however, you do not get additional VP from the general supply.



Card Effects and Clarifications



Barge

You can sell 1 or 2 sets, in other words 2 or 4 of the resource indicated on the card.
If you sell one set of 2 clay and the current market value of clay is 3 VP, you earn 3 VP.
If you sell two sets at this value, you earn 6 VP.



Great Souk

You cannot use the "1×" effect during the transaction. You sell the resources either before or after swapping the market values, not both.



Merchant Ship

It requires precisely one resource of each type (1 wheat, 1 wood, 1 clay, and 1 stone) to get the 6 VP.



Papyrus Barque

No remarks.



Souk

It is possible to buy the resources without moving the ship.
During your move, you can traverse sea regions occupied by other ships, regardless of whose they are, but you must always end your move on an unoccupied sea region.
You may buy up to 5 resources in any combination. For example, you can buy 2 clay, 2 stone, and 1 wood; if their market values are 4 gold for clay, 6 gold for stone, and 4 gold for wood, you would pay 12 gold instead of 24.



Barn

The produced resources are those associated with the regions where you have the indicated number of buildings.



Intensive Production

You can reorganize the resources in your Barques at any time. This means that before activating the effect of this card, you can rearrange your resources to have an empty Barque so you can obtain more resources.



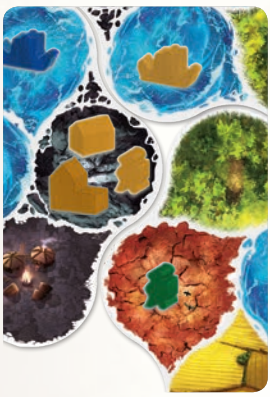
Mill

Y is the rank of the card, which corresponds to its position above the player board.
For example, if this is the second production building you have built, it costs 2 gold, and you would produce 2 resources associated with the region of the production building of your choice.



Outsourced Production

The number of resources depends on the number of buildings constructed in the region you choose, including the production building.
Also, the types of resources do not depend on the region of those buildings, but instead on the adjacent regions, even if they are occupied by an opponent.



Example:
Delphine *places the Outsourced Production card, and chooses her production building in a mountain region. Because she has 3 buildings in this region (including her production), she gains 3 resources. Because her production building is adjacent to a barbarian village, a swamp, and a forest, she can choose from the resources associated with those regions; thus, she could choose clay and/or wood. She opts for 1 clay and 2 wood.*



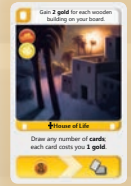
Seasonal Production

No remarks.



Architect Workshop

Remember, you can never have more than 10 cards in your hand.



House of Life

The "1×" effect allows you to gain 2 gold for each wooden buildings on your player board, not for those in the general supply or on the gameboard.
You must announce the number of cards you wish to draw, pay 1 gold per card, then draw the cards. Remember, you can never have more than 10 cards in your hand.



Library

When you benefit from the "1×" effect, you can activate any card you have already played, regardless of its rank or color.



Manufactory
No remarks.



Observatory
The gold placed on the other card comes from your personal supply.
You cannot place a gold on a card that already has a gold on it.



Royal Archives
When you benefit from the "1×" effect, you gain 2 VP for every card of the indicated type above your player board.
You can activate one card of the same rank. For example, if this card is the third card in its column, you could activate another card of rank 3, regardless of its color.



Scribe School
No remarks.



Inn
For example, if your Scribe token is on a swamp region, you gain 3 gold/1 VP for each swamp region with one of your buildings in it, including regions with only your Combat token in them.
The region with your Scribe token counts as well.



Lighthouse
Remember, an ocean is composed of one or more adjacent sea regions, which can span multiple Continent tiles.



Palace
A continent tile is one of the tiles that form the gameboard. Do not confuse a tile with a region.



Remote House
Remember, after being attacked, a barbarian village is no longer considered to be one. It becomes an empty land region that can earn you 1 VP/3 gold when this card is activated.



Village House
For example, if your Scribe token is on a region with 3 buildings, you gain 9 gold/3 VP.



Archers
The barbarian village attacked this way must be adjacent to the army attacking it.



Barracks
If you construct a building in this region later, move the Combat token to an adjacent empty region.
If there is no adjacent empty region, discard the Combat token.



Camels
You can move one of your military units from any region, as long as you respect the following rules:
- Your unit can traverse a sea region if one of your ships is there. It can even stop there.
- You cannot enter a sea region occupied by an enemy ship.
- There can never be 2 military units in the same region at the end of a move.

If you wish to move through land regions occupied by other players and/or a barbarian village, you must spend a Combat token, but you can never end your move in such a space.



Chariots
One Combat token allows you to reorganize all your armies.



Fortress
You must choose a player who occupies a region adjacent to one of your armies. Place a Combat token on one of the five building supplies on that player's board. Then, destroy a building in that building supply. Players cannot target the same supply more than once. The destroyed building is returned to its owner's personal supply.
If that player gains several buildings at once, you gain as many as they do.



Garrison
Place a Combat token on the last card of any one of the six columns of the player's board. Players cannot target the same column more than once.
You must target a player who occupies a region adjacent to one of your armies.
Once placed, the Combat token cannot be recovered; thus your opponent must give you 2 gold each time they place a card in that column.



Amun-Anubis-Apis-Aton
These temples act as a permanent resource that can only be used for construction. Even if you need more than one of the resource, each temple can only provide one.
These temples do not affect the endgame majorities.



Hathor-Horus
The 3 VP placed on this card come from the general supply.
It does not matter who attacks the barbarian village or builds the temple: it can be you or an opponent.
Once there is no VP left on the card, the effect is ignored.



Isis
This temple does not change your hand limit; your hand limit is still 10 cards.



Ma'at-Min-Montu-Mut-Neith
You must place a wooden building corresponding to the card played, not corresponding to the column where you place the card. Thus it is possible to play more than 5 cards per column via these temples (with 1 of these temples, 6 cards; with 2 of these temples, 7 cards; etc.).



Ptah
For example, if you discard 4 cards to take 4 resources (green card), you could take 5 resources instead of 4.



Set-Sobek-Thoth
The 3 VP placed on this card come from the general supply.
The temple counts toward the required number of buildings in the region.
Once there is no VP left on the card, the effect is ignored.

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