KEMET
SETH

An expansion by Jacques Bariot and Guillaume Montiage,
illustrated by Dimitri Bielak and Emile Denis.

The valley of the Nile shudders. In the heart of the delta, a dark purple light pierces the skies and chills your troops with fear. An all-powerful city emerges in the delta of the nile, dominated by an amethyst pyramid.
An ancient god has awakened, and his cruelty is matched only by his fury.
Seth is back.
Only the alliance of Kemet deities will be able to defeat the wrath of the god of chaos!
To protect the black lands from this new threat, you will coordinate your strategies, rebuild the sacred temples that have been buried in the desert for aeons, perform the Great Ceremony and invoke the help of the mighty Osiris ...

Goal of the Game

In *Kemet, Seth*, players are separated into 2 teams. A player plays Seth and aims to take control of Kemet's black lands. The other players embody the alliance and will have to resist this invasion.

Elements of the Game

The city of Seth

The game board is modified by placing the city of Seth on the Nile delta.
The city of Seth is only accessible through the portal of Seth located on the desert space bordering the wall of his city and the desert space bordering the west bank of the Nile.
Seth may always use the portals whether they are closed or open.
The alliance can use the portals when the one on the west bank of the Nile is open.



The portals of Seth

Seth's portals are connected to each other and are considered adjacent when using the move action.





Closed



Opened

The sacred temples

The sacred temples are new figurines that the alliance will build during the game.
The figurines of the temples consist of 3 different levels to be assembled when they are built.



Level 1



Level 2



Level 3

The day phase track

The day phase track is placed above the city of Seth according to the number of players.



Game Components:

- 1 City of Seth board
- 1 Seth individual board
- 1 shared Osiris board
- 2 Day Phase track boards
- 1 purple pyramid
- 3 Monster miniatures (Vulture, Crocodile, Cobra)
- 1 Osiris miniature
- 15 units of Seth miniatures
- 3 level 1 Temple miniatures
- 3 level 2 Temple miniatures
- 3 level 3 Temple miniatures
- 16 Purple power tiles
- 4 new Alliance power tiles
- 2 new Blue power tiles
- 6 Purple action tokens
- 2 Gold action tokens
- 1 Gray action token
- 1 Transparent action token (power tile)
- 1 Transparent turn order token
- 9 Seth Combat cards
- 15 Seth DI cards
- 40 Alliance DI cards
- 10 Creature cards
- 6 Temple power tokens (Osiris board)
- 6 Temple power tokens (Temples)
- 4 Prayer tokens
- 1 Portal of Seth token
- 3 Temporary VP token
- 1 Player aid booklet

NOTE: Male pronouns have been used for simplicity and readability.

GAME SETUP

SETH

The player who plays Seth takes the following game items:

1. His individual tray and a number of purple Action tokens equal to the number of players in the alliance +1. His marker is placed on the 6th space of his Prayer Points scale.
2. The purple pyramid, placed at level 1 at the intersection of the 3 sectors of his city.
3. 15 units, 12 of which are placed in his city. *Note: Seth's troops can hold up to 6 units.*
4. Next to the game board, are laid out the Power of Seth tiles and the deck of his Divine Interventions cards which will have been previously shuffled.
5. The monster miniatures (Vulture, Crocodile, Cobra) are placed on their respective power tiles.
6. The Battle Mirror Combat card is placed next to its Power tile.
7. 6 Combat cards specific to Seth (2 of them are used with the Ta Seti expansion).
8. 7 Creature cards specific to Seth (3 of them are used with the Ta Seti expansion).
9. He places the portal token on the desert space bordering the west bank of the Nile on its **closed side**.
10. Seth draws a DI card and then chooses a Level 1 Purple Power tile, without paying the cost, and places it in his reserve.

THE ALLIANCE

The members of the Alliance proceed with the same setup as in the base game, with the following specificities:

1. They replace the DI card deck with the *Kemet, Seth* specific Alliance DI cards deck.
2. The Victory Point tiles (level 3) are replaced by those of *Kemet, Seth* in the corresponding colors.
3. Legion and Sphinx blue powers tiles are replaced by those in this extension.
4. The Osiris board is placed next to the game board.
5. The Osiris miniature is placed on its corresponding Power tile.
6. The 6 Temple power tokens and the 4 Prayer tokens are placed face down next to the game board.
7. Each member of the alliance gives one of his Action tokens to the player playing Seth.
8. The Transparent turn order token is placed on the first space of the Day phase track.
9. Each player chooses, without paying the cost, a **non-purple** level 1 power tile (consistent with its initial configuration of pyramids) and places it in its reserve.

Alliance members can consult each other on the choice of their starting pyramids and power.

Ta Seti expansion:

If players use the Ta Seti expansion, Seth adds the following two Combat cards:

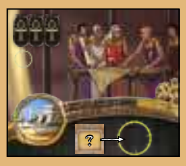




The following monster cards:



The alliance uses the back of the Osiris board and swaps the black victory point tile with this one:







GAME TURN

A round consists of a night phase and a day phase, with an eclipse depending on the number of players.
It will be necessary to refer to the corresponding phase track.

Night Phase

This phase is identical to *Kemet* for alliance members.
Seth performs his night phase before the alliance.
During the night phase, Seth gains a number of ☥ equal to the number of players in the alliance and draws a DI card from his deck.

Day Phase

In *Kemet, Seth*, day phase is completely different.
Seth and the alliance play their turns alternately, Seth starts and ends the day phase.

Alliance turns

Each member of the alliance performs an action in the order of their choice.

Seth turns

Seth performs one or more actions depending on the number on his turn space.

Eclipse

An eclipse happens during the day phase when Seth is playing against 3, 4 or 5 players.
Seth completes his Eclipse phase before the alliance.
During this phase, **all night Effect Power tiles** are triggered.



CHANGES IN THE RULES

Move / Attack

Players can cross a space containing allied units during their move and thus **momentarily** exceed their troop and creature limit per space.
However, they must respect their troop and creature limit per space at the end of their move.

Recall a troop

When players recall a troop, they recover a number of ☥ equal to the number of units recalled -1.

Example : *if a player recalls the remaining 4 units after a fight, he will recover 3* ☥.

SETH

SPECIFIC RULES

- During the night phase, Seth gains a number of ☥ equal to the number of players in the alliance and draws a DI card from his deck.
- Seth has a Troop Limit of **6 units and 1 creature**.
- Seth can only recall a troop if he **loses a battle**.
- Seth can only win **Combat VPs**.

VICTORY CONDITIONS

Seth wins the game immediately if:

- He gains his 8th battle VP *(or 10 if the player playing Seth is more experienced than the alliance players).*

Or

- The alliance no longer has any units in play.

Reminder : *In a 4-player game, Seth plays against 3 members of the alliance. He has 4 Purple action tokens and 3 Alliance action tokens (one of each color chosen by the alliance players).*

SETH GAME BOARD

- Seth can place Purple action tokens **only on** the purple spaces of his pyramid.
- Seth can place an action token from a alliance player on any space in his pyramid.
- If an action token is placed on a yellow space, the action will impact the alliance player of the corresponding color.



EFFECTS OF PURPLE SPACES

BUY A POWER - MOVE - RECRUIT - RAISE A PYRAMID

Same as *Kemet*.

FURIOUS INVASION

When using this action Seth can move **up to two** different troops he controls on the board. He must respect the rules of movement of each troop and benefits from all the effects that affect the move / attack action.

Both movements are simultaneous and Seth has to complete them before resolving the consequences.

If the move generates 2 battles, Seth will choose 2 Combat cards and will assign one to each battle (he will not discard any cards face down for these 2 battles).

For the alliance, the battle preparation remains identical to Kemet.

The choice to assign DI cards to any battle must be done during this preparation. If both battles involve the same player in the alliance, he will choose 2 Combat cards and will assign one to each battle.
The **battle resolution** is not simultaneous and Seth chooses which battle will be resolved first. Once the consequences of the first battle are determined, the 2nd battle is resolved.

Invocation

Seth draws a DI card from his deck.

Pray

Seth gains 3 ☥.

Effects of yellow spaces

Corrupt a creature

Seth chooses one of his creature cards and performs an attack with the chosen creature anywhere on the board by following these rules:
- The Power tile of the chosen creature must still be available for purchase.
- The level of Seth's pyramid must be at least equal to the level of the chosen creature.
- The creature will have to attack a troop containing at least one unit of the alliance player whose color matches the Action token that was used to activate this power (exception: Khnum Sphinx).
- This battle is not possible in cities except for the Phoenix which is its specific power.

The attack is resolved normally and Seth can use DI cards.
If the creature wins the battle, Seth earns 1 Combat VP.
Once the battle is resolved, Seth discards the Creature card from his hand and the creature is placed back on his Power tile.

Warning!
When a Creature Power tile is purchased, Seth discards the corresponding creature card from his hand.

Ta Seti Expansion:

If players use the Ta Seti expansion, Seth cannot use the Combat card:



when fighting with the action Corrupt a creature.

Composition of a Creature Card



Corrupt a troop

Seth can move a troop containing at least one unit of the player whose action token he uses. Seth must pay the cost of moving the corrupt troop if necessary.
Seth can only corrupt a complete troop. At no time can he can split it.
He can then trigger a battle that will have to be resolved between the two involved players. Both players involved in the fight cannot exchange any information until they have revealed their combat cards and any DI cards.
If the corrupt troop wins the fight, Seth wins the victory point. The rest of the consequences of the fight is managed by the alliance.

Warning!
Seth can not trigger a battle between troops consisting of units belonging exclusively to the same player.

➤ *If the attacked troop is mixed, the fight will have to be played by a player of a different color. Indeed, a player cannot act both as the attacker and the defender in a battle.*

Destroy two units

Seth destroys two units belonging to the player whose Action token he used.
Seth can choose to destroy units of two different troops.

Corrupt a pyramid

Seth can buy a non-purple power tile, using the pyramids in the city of the alliance player but of a value not exceeding his purple pyramid level.
Seth will have to pay **an additional 1** ☥ to the cost of the Tile Acquired Power.

Example : *Seth raised his purple pyramid to level 2 and corrupts the pyramids of the Green player who has a level 3 red pyramid. He can only buy a red power level 1 or 2, with an additional cost of 1* ☥*, because his purple pyramid is not level 3.*

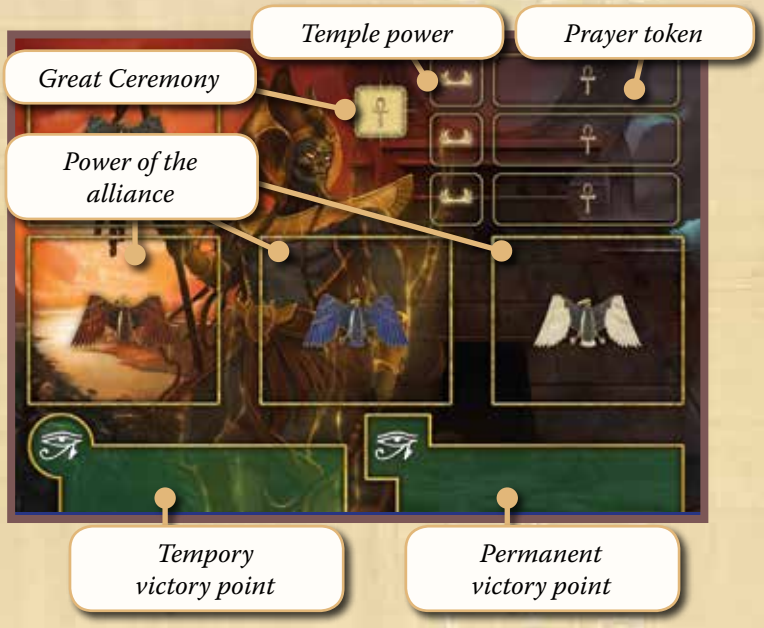
THE ALLIANCE

SPECIFIC RULES

- Alliance members are allies and can talk to each other, discuss strategies, and decide together on what to do to defeat Seth. Alliance discussions cannot be secret and Seth has to be able to hear everything that is discussed.
- Alliance members **cannot** reveal their DI cards to each other.
- Troops belonging to the members of the alliance can never attack each other except under the effect of the Seth's special action: Corrupt a troop.
- Troops belonging to the alliance are limited to **5 units and 1 creature**.
- Permanent and temporary VPs acquired by alliance members are common.
- To win 1 permanent VP through the temples, the alliance must control:
  2 temples in games where the alliance is composed of 2 members
  3 temples in games where the alliance is composed of 3 members or more

OSIRIS GAME BOARD

Members of the alliance have at their disposal a new game board allowing them to place:
- The new Powers of the alliance.
- Prayer and power tokens of sacred temples
- The power of the great ceremony
- Their permanent and temporary VPs



VICTORY CONDITIONS

The alliance immediately wins the game when it meets the following **3 conditions**:

1) Build a sacred temple in the desert
2) Perform the Great Ceremony
3) Earn at least 6 permanent VPs

However, if the alliance meets conditions 1) and 2), it can also win by controlling at least one of the districts in the city of Seth at the beginning of its action phase.

Note: These conditions can be achieved in any order.

BUILDING A SACRED TEMPLE IN THE DESERT

In order to do this, the alliance members will have to sacrifice units on a desert space **without** an obelisk, **before** any action is performed by one of the members of the alliance. The construction of a sacred temple is not an action and therefore does not require any Action tokens.

A desert space can only have one sacred temple.

A sacred temple has 3 levels and will be built in the following order:

Level 1 ➤ Level 2 ➤ Level 3

WARNING!

The alliance can only build one level per action phase but may decide to build several sacred temples in the same action phase.

LEVEL 1 : THE BASE OF THE TEMPLE

Cost: Sacrifice 1 unit

Requirement: Desert space without obelisk

Effect: The base of the temple offers no power.

➤ *To sacrifice units is to remove them from the game board and put them back in reserve.*

➤ *Sacrificing a unit is not a recall and players do not receive an ☥ from it.*

Example : *The alliance has 4 units on a desert square without an obelisk, at the beginning of its turn, the members decide to sacrifice 1 to lay the base of a temple, the 3 units not sacrificed will remain in play on this same space.*





Level 2 : The pray level

Cost: Sacrifice 2 units
Requirement: Sacred temple of level 1
Effect: The alliance **randomly** draws a Prayer token and places it, back side up, on the Osiris board.
The pray level provides 1 ☥ to one of its controllers at the end of each phase of the day.

Level 3 : The power level

Cost: Sacrifice 3 units
Requirement: Sacred temple of level 2
Effect: The power level allows the alliance to complete a victory condition, gain power, and increase the pray level.
Once the power level is reached, the temple is considered as a classical temple and gives the same bonus as describes in the *Kemet* rulebooks.
The alliance **randomly** draws a Power token and place it on the Osiris board.
They then select the corresponding Temple power token and place it at the top of the sacred temple.
The alliance now benefits from this power, regardless of the temple's occupation by the alliance or Seth.
Finally, the alliance flips the corresponding Temple Prayer token to increase the gain of ☥ at the end of each day's phase.

The Great Ceremony

To perform the Great Ceremony, one or more members of the alliance will have to be on a desert space **with** an obelisk (not necessary on the same space) and spend a certain amount of ☥.
Participating in the Great Ceremony is not an action and no Action token is needed to proceed.

Spend prayer points

- The total cost of the Great Ceremony is 10 ☥ per member of the alliance collectively.
- Each temporary VP acquired by the alliance reduces the total cost by 4 ☥.
- All of the ☥ must be paid in one go by alliance members performing the Great Ceremony.

Finalization of the Great Ceremony

The Great Ceremony allows the alliance to complete a victory condition, **choose** a Power token from those remaining and activate the portal to the city of Seth.
Alliance members choose one of the remaining power token which now benefits the alliance and is placed on the Osiris board.
The Great Ceremony opens Seth's portals to the Alliance. Flip the portal token on the desert space bordering the west bank of the Nile on its **opened side**. From now on, the alliance can try to invade the city of Seth.

Earn 6 permanent victory points

The alliance must have at least 6 permanent VPs.

➤ *To control a sacred temple, players have to be on the desert space where the sacred temple is built.*

➤ *Seth can take control of a temple but will only benefit from ☥ at the end of the day phase.*

➤ *Only a sacred temple at level 3 counts for the gain of a temporary VP or a permament VP for controlling temples.*

Example *: The alliance consists of 3 players. The cost of the Great Ceremony is therefore 30 ☥.*
Brian and Nikki each raised one of their pyramids to level 4 and the alliance controls a temple. The alliance therefore has 3 temporary VPs for a total reduction of 3x4 = 12 ☥.
Jon and Nikki are on two different desert spaces with an obelisk, they will have to spend 30-12 = 18 ☥ between them to finalize the Great Ceremony.

BUY A PURPLE POWER TILE

An alliance member can buy a Seth power tile during the day phase if all 3 of his pyramids are at a level equal or higher to the level of the Purple power tile he wants to buy.
For example, if he wants to buy a Level 2 Purple Power tile, he will need to have 3 pyramids at level 2 or higher.
To perform this action, he will place his Action token on the Buy a power tile space of the color of his choice.

MIXED TROOPS

The specificities of mixed troops

- A mixed troop can be composed of units belonging to several members of the alliance.
- Mixed troops can be moved by any member who possesses at least one unit in that troop.
- The alliance player who moves a mixed troop must have at least one of his units in the troop, from the beginning to the end of the movement.
- A member of the alliance can retrieve and / or leave units of other alliance members or their own units on spaces crossed during the movement.
- When a mixed troop occupies a district where a pyramid is located, it is considered to be controlled by each member having a unit in the mixed troop.
- Mixed troops benefits from each different Battle Power tiles controlled by each member having a unit in the mixed troop.

Creatures and mixed troops

- A creature is still tied to its controller. If the last unit of a player controlling a creature in a troop is destroyed, the creature immediately returns to a city district containing a unit of that player (of his choice). Otherwise, it is put in reserve on its Power tile.
- A player can only move a troop with a creature if it is accompanied by at least one unit belonging to the player who controls the creature.
- The troop accompanying the creature benefits from all its effects.

Prayer points and mixed troops

When a mixed troop recovers , they are always distributed among the members of the alliance whose units are present in the troop, at players will. This rule applies when units are recalled following a battle for the control of a temple at the end of the day phase, but also when the effect of a combat power triggers such as, for example, the Crusade white power tile.

BATTLE AGAINST SETH

As soon as a troop of the alliance is in the same territory as a troop of Seth, a battle must be resolved.
If the troop has units from different members of the alliance, the concerned members agree to determine which one of them will resolve the fight and therefore use his own combat cards and, if applicable, his own DI cards.
In case of damage caused by Seth, it is the alliance that chooses which units to eliminate.
All of the benefits gained in combat are shared among the alliance members who participate in the fight.

Thanks:
Once again, we would like to extend a big thank you to all those involved in making this project a success.
Once again, we would have never made it without the hard work, the constructive remarks («it's a cheat») and the good will of Claire MONTIAGE, Etienne SCHAEFFER, Pierre FREY , Ian CLÉVY, Fred OCHSENBEIN, Stella SUZANNE, Willfried ZERRINGER and Olivier BASARAN
Once again, we must send a big thank you to the entire Matagot publishing team for their trust, their skills and their energy, and in particular, to the incredible Arnaud, Hicham and Joseph.
In conclusion, it is up to us to quote one of our testers who, after hours and hours of play to balance this extension, has launched (an unlikely): «The important thing is that everyone is having fun and Seth wins in the end.»

Jacques and Guillaume

Example : *Oliver (green player), Brian (blue player) and Nikki (yellow player) are members of the alliance. Olivier has a troop with 4 units and controls the creature Royal Scarab.*
He uses a move action and therefore has a movement capacity of 3 spaces (1 basic and 2 awarded by the Royal Scarab).
He enters a space where Brian has 2 units and Nikki 3 units and controls the Ancestral Elephant.
Oliver decides to leave 2 of his troops on this space, then to recover 1 blue unit and 1 yellow unit, thus composing a mixed troop with units of the 3 members of the alliance.
Oliver now continues his move of 2 spaces to control a temple, finishing his move with 2 legal troops:
1) A Green-Yellow-Blue troop of 5 units accompanied by the ancestral Elephant of Nikki.
2) A Green-Yellow-Blue troop of 4 units accompanied by the Royal Scarab.
He could also have left the Royal Scarab and go back with Nikki's ancestral Elephant.
On the other hand, Oliver could not have:
1) Left or gone with 6 units.
2) Left the Royal Scarab with the ancestral Elephant.
3) Finished with the Ancestral Elephant and the Royal Beetle.
Because in these situations, some troops would have been illegal at the end of his move.