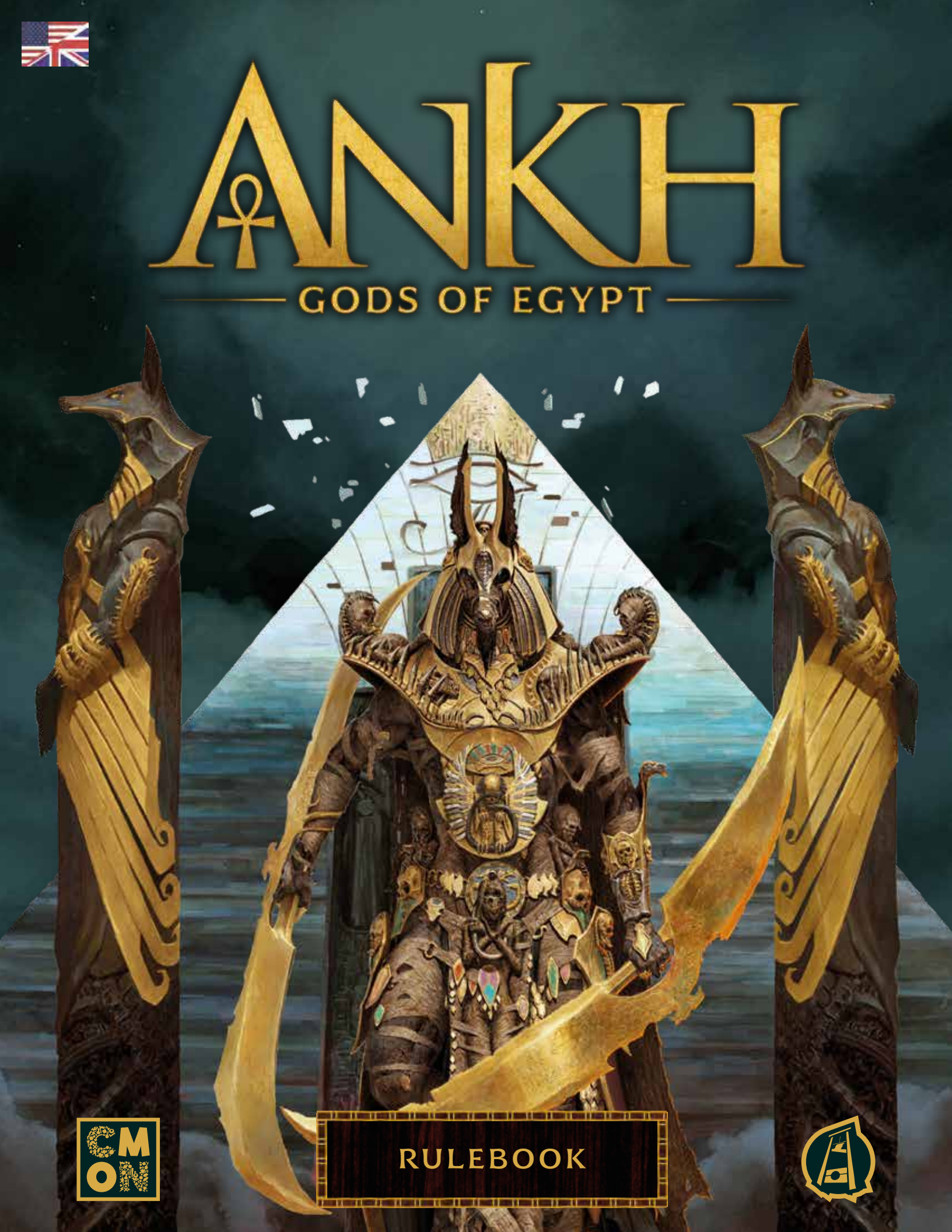
ANKH
GODS OF EGYPT
RULEBOOK

TABLE OF CONTENTS

OVERVIEW 2
INTRODUCTION 3
COMPONENTS 4
BASIC CONCEPTS 7
- Adjacency 8
- Figures 8
- Monuments 8
- Central Dashboard 9
- God Dashboard 10
- Devotion 11
- Battle Cards 11

SETUP 12
WINNING THE GAME 13
GAMEPLAY 13
ACTIONS 14
- Move Figures 15
- Summon Figure 16
- Gain Followers 17
- Unlock Ankh Power 18
  - Controlling Guardians 18

EVENTS 19
- Control Monument 20
- Camel Caravan 21
- Conflict 22
  - Domination 22
  - Battle 23
- Merging Gods 25
  - Merged God Gameplay 26
- Forgotten Gods 27

CARDS AND POWERS 28
- Ankh Powers 28
- Battle Cards 29
- The Gods Of Egypt 30
- The Guardians of Mankind 31

CREDITS 31
RULES SUMMARY 32



OVERVIEW

Ankh: Gods of Egypt 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 having **Monuments** in your honor and engaging in conflicts with the other gods for dominion over the kingdom. To do so you will need to gather **Followers**, sacrificing them to build Monuments or increase your god's **Ankh powers**.

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, and 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!

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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.



Those receiving constant devotion grew mighty, potent, and influential. They could stretch forth their hand and change the world at a whim. 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, 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



1x Anubis God



6x Anubis Warrior



1x Amun God



6x Amun Warrior



1x Osiris God



6x Osiris Warrior



1x Isis God

6x Isis Warrior



1x Ra God



6x Ra Warrior



10x Large Base (2 per God)



10x Small Base (2 per God)



2x Androsphinx



3x Mummy



2x Giant Scorpion



2x Apep



3x Satet



3x Cat-Mummy



30x Camel



1 Game Board



1 Devotion Dashboard



1 Central Dashboard



5 God Dashboards



5 Merged God Dashboards



5 Player Aid Cards



35 Battle Cards (7 per God)



6 Guardian Reference Cards



75 Ankh Tokens (15 per god)



5 Plastic Ankh Tokens (1 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



2 City Tokens



8 Conflict Order Tokens



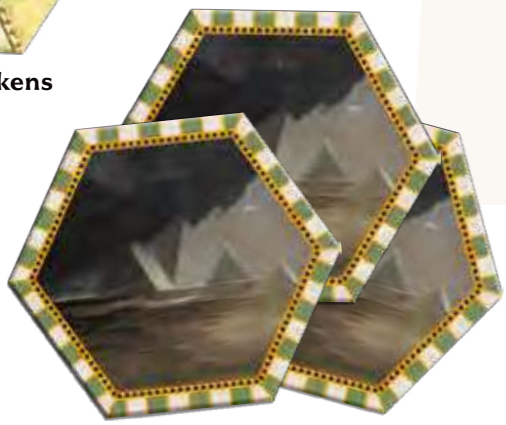
1 Amun Token



3 Sun Tokens



1 Battle Tiebreaker Token



3 Underworld Tokens



1 Scenario Book

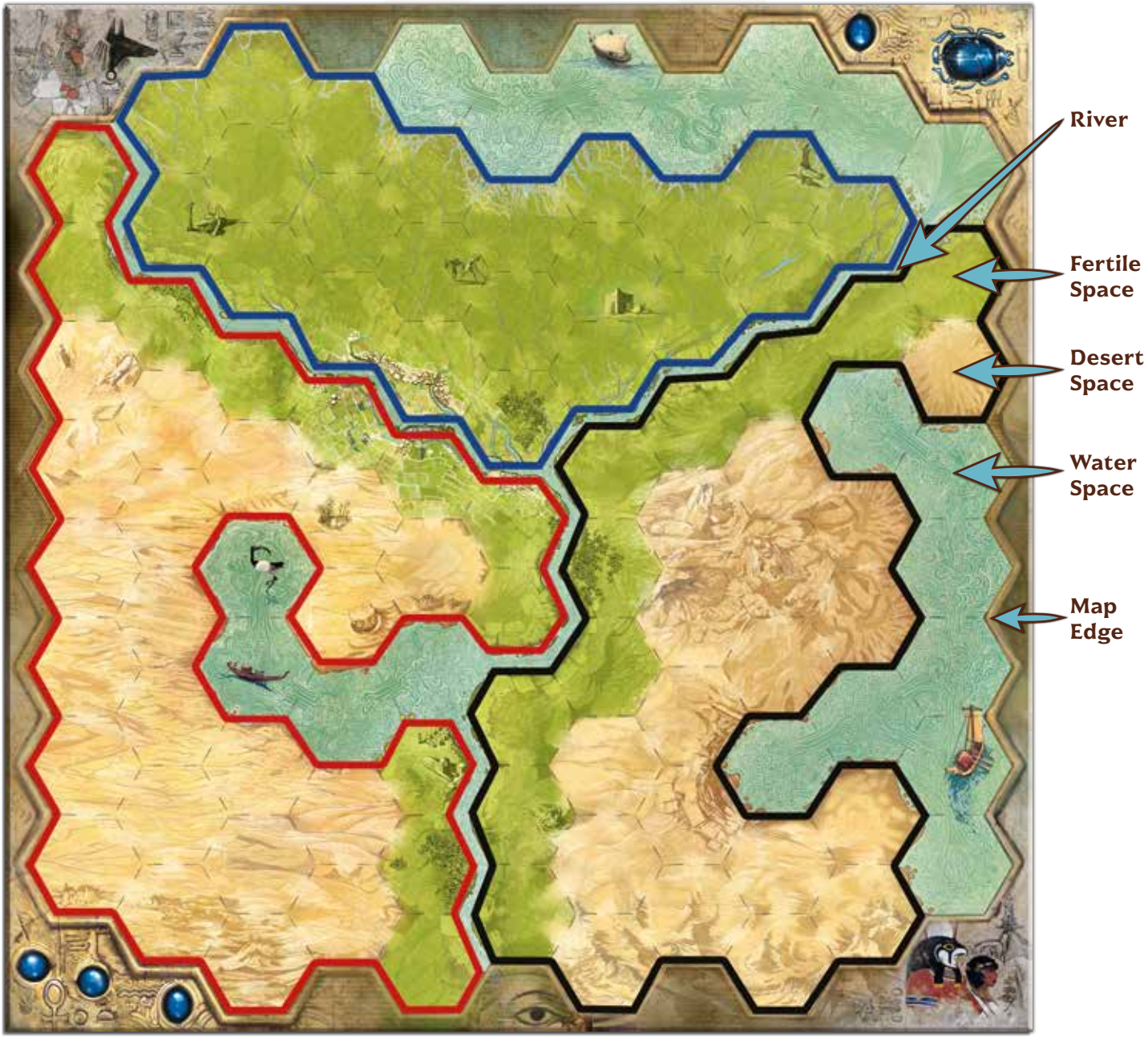


1 Rulebook

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 1 **figure** or **Monument** at a time. The blue spaces are **Water** and cannot normally be occupied. Water spaces count as part of each region they are adjacent to and are considered adjacent to all spaces surrounding them. 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**



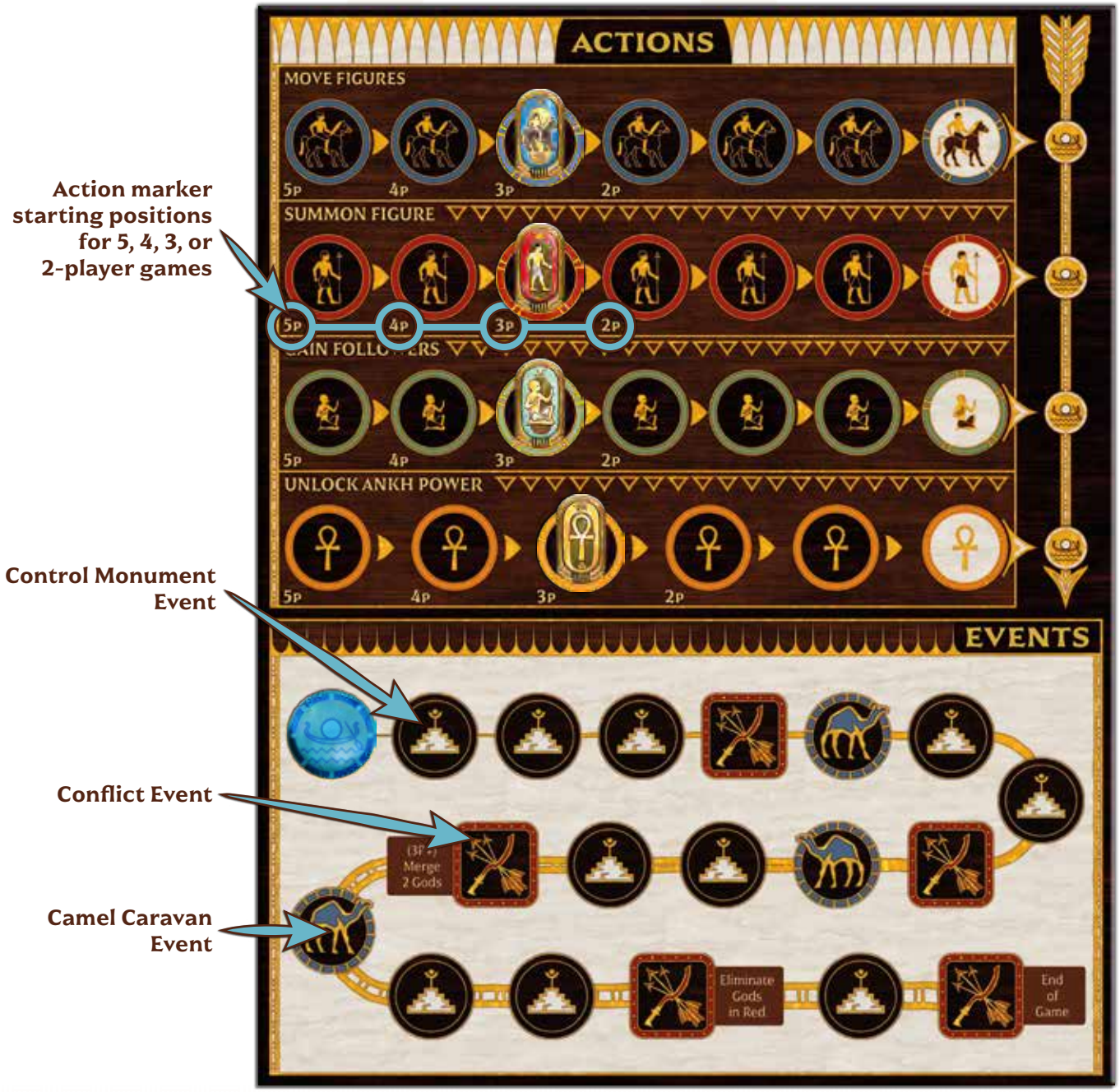
Players use their Ankh tokens to mark which Monuments they control.

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 4 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 1 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.

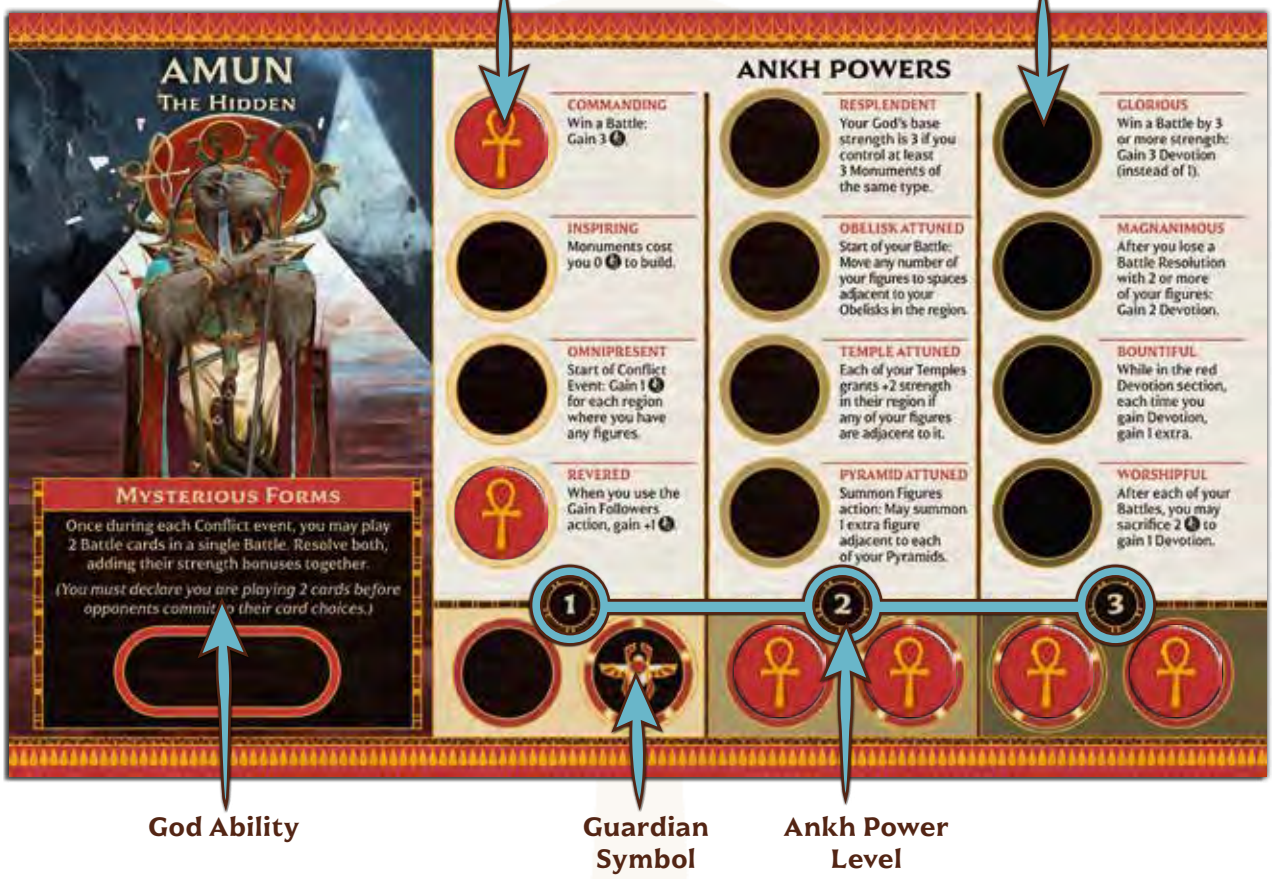
Note: *The starting position of each Action marker is dependent on the number of players at the beginning of the game. For example, in a 3-player game, set up each Action marker on the "3" space, as shown in the diagram below. Whenever an Action marker reaches the end of its Action track, an event is triggered and the Action marker resets to its starting position.*
Tip: *To help avoid mistakes, you may use the Ankh tokens of an unused god to cover the leftmost spaces that can't be used.*

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 1 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 dashboard. 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 to move beyond the red spaces by the end of the 4th 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 or lose Devotion at the same time, start with the player with the least Devotion and proceed in ascending order until the player with the most Devotion.*

BATTLE CARDS



Each player uses their own set of 7 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
- Merged God dashboard
- Ankh tokens
- Set of 7 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.

IMPORTANT: *Followers are not limited. If you run out of them, you can use any replacement.*

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, forming a personal Ankh token pool.



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 reverse player order, starting with the last player, each player places their plastic Ankh token on the bottom space of the Devotion track, forming a stack. In this way, the first 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 book (either agreed upon by all players or picked randomly). Each scenario lists possible player counts. Make sure the chosen scenario is possible with 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 tokens (on your controlled Monuments) 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 agreed upon by all players or picked randomly) 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).

12. Follow any Additional Setup Rules as dictated in the scenario book.

You are ready to play!

WINNING THE GAME

There are 3 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 4th Conflict event. (If no gods are left in play at this stage, the game ends in a draw and Egypt becomes atheistic.)
- 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 1 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 1 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 must choose a second action. The second action must be in a lower line of the central dashboard than the first chosen action.

NOTE: *Even if they cannot resolve their second action for some reason, the player must still move its Action marker. The only cases in which a player moves a single marker on their turn is if they trigger an event with their first action, if their first action is Unlock Ankh Power, or if they are Merged (see page 25).*



Example: The **Amun** player choses Summon Figure as their first action and moves that Action marker 1 space to the right ❶. As their second action, they can choose either Gain Followers ❷ or Unlock Ankh Power ❸, but they cannot choose Move Figures, since that action is above Summon Figure. They also cannot choose Summon Figure again. If they choose Unlock Ankh Power, after resolving it, they 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 simply occupy a space so that your opponents may not do so.

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

Figures can move across spaces occupied by figures belonging to any player or by Monuments or any other tokens, 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. Players gain (or lose) control of Monuments during Control Monument events.*



Example: The **Amun** player performs a Move Figures action and ❶ moves their God figure 3 spaces, through one of their Warriors, and ending adjacent to the neutral Obelisk. Then, ❷ they move a Warrior 3 spaces, ending adjacent to the neutral Pyramid. The Warrior is allowed to move through the Water space and through the Pyramid because it ended its movement in an empty space.

❸ The player would like to move their Warrior to a space adjacent to the neutral Temple, but **Ra**'s figures are blocking the destination spaces, so they only move their Warrior 2 spaces, moving over a **Ra** Warrior and the River. Finally, ❹ they decides not to move their last Warrior at all.

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. This 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 their pool into an empty space adjacent to the Temple they control 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 to the Temple controlled by **Amun**. They 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 under their control or neutral) they have any figures adjacent to. They take that number of Follower tokens from the general supply and add them to their 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 they control ❶, the neutral Temple adjacent to their Warrior ❷, and the neutral Pyramid adjacent to their Warrior ❸. They don't gain a Follower from the Pyramid they control ❹ as they have no figures adjacent to it; nor from the neutral Pyramid ❺, since their Warrior is in a different region, and so not adjacent to it. They also do not gain a Follower from ❻, because that Obelisk is controlled by **Amun**.

UNLOCK ANKH POWER

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.

If a player doesn't have enough Followers, or has already unlocked all of their Ankh Powers, they may still take this action, moving the Action marker but gaining no benefit from it (without sacrificing any Followers).

Controlling Guardians

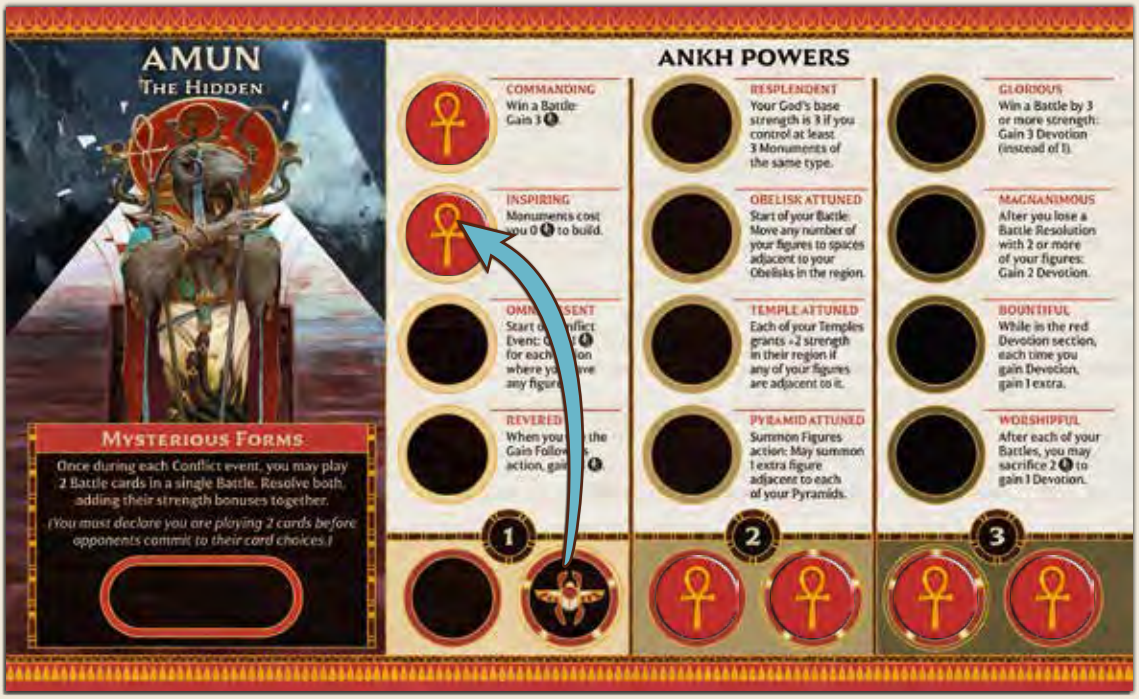


Sometimes when a player performs an Unlock Ankh Power action, they reveal a Guardian symbol on their God dashboard. This signifies that the god has acquired sufficient power to attract a Guardian into its service.

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. If the player doesn't have a spare base of the appropriate size, they can't take the Guardian figure. 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 their God Dashboard is in the Level 1 column, so they sacrifice 1 of their Followers to unlock a Level 1 Ankh Power. They choose to unlock *Inspiring* and move the leftmost Ankh token up to that space. By doing so, they reveal a Guardian symbol, which gives them control of a Level 1 Guardian figure. They add this newly-acquired figure to their pool, with a color base attached.

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 on the Event track. Then, resolve the event depicted in 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 their 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 1 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 their 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 gain control of 1 neutral Monument of their choice, as long as they have at least 1 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 gains control of a Monument controlled by another player instead. The player who triggered the event must still have at least 1 figure adjacent to the Monument they wish to control. If they do, they remove that other player's Ankh token from the monument (returning it to that player's pool) and replace it with one of their own.

If the player is not adjacent to a valid Monument, or if they don't have any Ankh tokens in their pool, they don't gain any benefit from resolving this event (though the Event tracker is still moved).



Example: The **Isis** player has triggered a Control Monument event. They have a Warrior adjacent to a neutral Temple ❶ so they can choose to gain control of it. They cannot choose the neutral Pyramid ❷ because it is in a different region than their figure and so not adjacent. They also cannot choose to gain control of the Obelisk controlled by **Ra** ❸ because there are still neutral Monuments on the board. The **Isis** player takes control of the neutral Temple and places an Ankh token from their 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 (not counting Water spaces).

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 Conflict Order token from one of the two new regions with any Conflict Order token already on the board. This will change the order in which the regions resolve during conflicts (see next page).



Example: The Ra player triggers a Camel Caravan event. They choose to divide the Nile Delta region and place 5 Camels as shown above (A). The smallest of the newly created region is 6 spaces in size (the minimum allowed) and the Camels they 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). They then take the 4 Conflict Order token from the general supply (the lowest number available) and place it in the other new region (C). They could then swap one of the tokens from the new regions with another on the board, but choose 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, keeping it faceup. It can be used to win 1 tied Battle during the event (see Battle Resolution on page 24). Once used, the token is flipped facedown to indicate it can no longer be used in 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 1 player, that player **Dominates** that region (see next).
- If a region has figures belonging to 2 or more players, a **Battle** is fought (see next page).



Domination

During a Conflict event, if all figures in a region belong to a single player, that player automatically dominates the region. First, they gain 1 Devotion for each Monument majority they have. To have a majority, they need to control more Monuments of a specific type in the region than any opponents. Second, they gain 1 Devotion for dominating the region.



Example: During a Conflict event, the **Amun** player dominates region 3, where they control 2 Obelisks and 1 Pyramid. **Amun** gains 1 Devotion for dominating the region, plus 1 Devotion for controlling a majority of Obelisks (A), for a total of 2 Devotion. They gain no Devotion from their Pyramid (B), as the **Isis** player also controls 1 in the region, so nobody has a majority. The **Isis** player controls a majority of Temples in the region (1 of them), but since they don't not have any figures in the region, they gain no Devotion.

Battle

During a Conflict event, a Battle takes place in each region where at least 2 players each have at least 1 figure present. The following steps are performed, in order, to resolve **each Battle** during a Conflict event:

1. Select and Reveal Cards

Each player with at least 1 figure in the region secretly chooses 1 of their Battle cards from their hand and places it facedown in front of them. All chosen cards are revealed simultaneously.

2. Build Monument

Resolve all revealed *Build Monument* Battle cards in ascending order on the Devotion track starting with the player with the least Devotion. Battle card effects are fully explained on page 29.

3. Resolve Plague

Resolve all revealed *Plague of Locusts* Battle cards. Battle card effects are fully explained on page 29.



4. Monument Majority

First, determine which players have Monument majorities for each type of Monument. To have a majority, they need to control more Monuments of a specific type in the region than any opponents. Then, award to each player (in reverse Devotion order) 1 Devotion per majority they have.



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 1 Devotion for controlling a majority of the Pyramids in the Battle region.

The **Amun** player is tied with the **Ra** player for Temples (1 each), so **Amun** gains no Devotion. The **Ra** player controls a majority of Obelisks, but they have no figures in the region, so they don'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 (as long as they have any figures in the region).

The player with the 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 2 or more players tie for the highest total strength and one of the tied players holds the Battle Tiebreaker token faceup, 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 2 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 they have played the *Flood* card, giving them 4 Followers due to their 4 figures on Fertile spaces. The **Amun** player has 3 figures present and has played the *Drought* card, whose special effect will be 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 +1 strength bonus, for a total strength of 4. The battle is tied! However, the **Isis** player hasn't used the Battle Tiebreaker token in their possession yet and decides to spend it, winning the battle. **Isis** gains 1 Devotion. The **Amun** player's Warriors are killed and returned to their pool, though their 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 3rd Conflict, the 2 gods with the least Devotion (the ones in the bottom 2 positions in the Devotion track) are at risk of being forgotten by the people of Egypt. To avoid that fate, those 2 gods merge into a single divine entity. The players controlling these 2 gods now play as a team for the rest of the game, winning or losing together.

Once the 3rd Conflict event has been fully resolved, perform the following steps in order:

1. Determine the 2 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. Destroy all Monuments controlled by the lower-merging god, returning them to the general supply. Also remove the God figure, Warriors, Battle cards, and pool of Ankh tokens belonging to the lower-merging god from the game. Give all of that god's Followers to the higher-merging god. The higher-merging god may gain control of any Guardians that belonged to the lower-merging god, even if they already have it or didn't unlock the corresponding Ankh yet. If the player doesn't have enough color bases of the corresponding size available, they must choose which Guardians to control and the others are removed from the game.

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 2 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 Merged 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 3rd 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 destroys all of their Monuments and removes from the game all of their Battle cards, Ankh tokens, and figures, except for their Guardian, which receives an **Amun** color base. All of **Ra**'s Followers are put together with **Amun**'s pool. The **Ra** player adjusts their Ankh powers to match those of the **Amun** player. The **Ra** player takes the *Merged with Amun* dashboard and the **Amun** player takes the *Merged with Ra* dashboard. On the Devotion track, the **Amun** player moves their 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. The merged god has access to both god abilities simultaneously and is controlled by both players, each limited to taking a single action on their own turns. Additionally, the two players are not obliged to take different actions between them. For example, one player could summon figures, and then the next player could summon figures again, which has major implications for triggering events!



For the remainder of the game, the two players who had their gods merge continue taking turns as normal, with the exception that each player takes only a single action per turn, 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 4th 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 the forgotten gods' figures (God, Warriors, and Guardians) from the game. Destroy all of their Monuments, returning them to the supply, 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 1 god left, that god becomes the only God of Egypt and their player wins the game.
- ➤ If all gods are forgotten, Egypt becomes an atheistic civilization and all players lose.



Example: It is the end of the 4th 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 their figures are removed from the game and all of their Monuments and Followers are returned to the general supply. Since there are still 2 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 5th Conflict event.

CARDS AND POWERS

ANKH POWERS

Level 1

Commanding
Each time this player wins a Battle Resolution, they gain 3 Followers from the supply. This power doesn't apply for Dominance.

Inspiring
Each time this player resolves a Build Monument card during a Battle, the cost to build that Monument is free. They don't need to sacrifice any Followers.

Omnipresent
At the start of each Conflict Event (before resolving any Battles), this player gains 1 Follower for each Region where they have at least 1 figure.

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

Level 2

Resplendent
If this player controls a total of 3 or more Monuments of the same type anywhere on the board, their God figure has base strength 3 instead of 1.

Obelisk Attuned
At the start of a Battle where this player has at least 1 figure, they may move any number of their figures from anywhere on the board to empty spaces adjacent to Obelisks they control in the Battle region.

Note: *If multiple players have this power, they use it in reverse Devotion order, each moving 1 figure at a time until they can't anymore, or wish to stop moving figures.*

Temple Attuned
Each of this player's Temples in a region grants them +2 strength there as long as there is at least 1 of their figures adjacent to it. Having more figures adjacent to a Temple doesn't increase this bonus, and figures whose strength might be neutralized still count.

Pyramid Attuned
When this player performs a Summon Figures action, they may summon an additional figure adjacent to each Pyramid they control. Players may "chain summon" by first summoning these additional figures and then summoning their regular figure from the action adjacent to one of them.

Level 3

Glorious
Each time this player wins a Battle and their strength is 3 or more higher than the next strongest enemy, they gain 3 Devotion instead of 1.

Note: *Players with no figures left during Battle Resolution count as having strength 0 (ignoring any bonuses).*

Magnanimous
Each time this player loses a Battle where they have at least 2 figures during the Battle Resolution step, they gain 2 Devotion.

Note: *Resolve this after the winner gains Devotion. If multiple players have this power, resolve it in reverse Devotion order.*

Bountiful
While this player is in the red section of the Devotion track, each time they gain any amount of Devotion, they gain 1 extra Devotion. If a player is at the last red space of the track and gains Devotion, they still gain 1 extra Devotion.

Note: *Winning a Battle or Dominating a region counts as a single instance of Devotion gain, even if there are multiple effects changing the amount gained. Likewise, all Monument majorities won in a region count as a single instance of Devotion gain. In each of these instances, the player gains just +1 Devotion from Bountiful. So, normally, a player can gain up to 2 extra Devotion from Bountiful in each region: 1 for dominating or winning the Battle, and 1 for winning any Monument majorities.*

Worshipful
After each Battle this player participated in (played a Battle card in), they may sacrifice 2 Followers to gain 1 Devotion. If multiple players use this power, resolve them in reverse Devotion order (starting with the one with the least Devotion). Any Miracle cards played should be resolved first.



BATTLE CARDS



Plague of Locusts

Each player with at least 1 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 2 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 Worshipful or having played a Cycle of Ma'at or Miracle card, though they can no longer gain any Devotion when Monument Majority is determined, nor win the Battle (their strength ignores any bonuses and is considered 0).*



Build Monument

When this card is resolved, the player may sacrifice 3 of their Followers. If they do so, they 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 Monument is taken from the supply and placed on the board, attached to one of the player's Ankh tokens from their pool. If there's no empty space in the region, no Monument tokens in the supply, or no Ankh tokens left in the player's pool, they can't build a Monument.



Chariots

The player gains +3 strength during the Battle Resolution (if they still have any figures left in the region). The card has no additional effect.



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

If the player who revealed this card wins the Battle, their Devotion reward for winning is increased by 1 Devotion for each of their figures in a Desert (yellow) space in that region.

Note: *Since this bonus is part of the "winning a Battle" Devotion reward, it does not trigger Bountiful an additional time.*



Flood

As soon as a player reveals this card, they gain 1 Follower for each of their figures in a Fertile (green) space in the region. Also, those figures cannot be killed during Battle Resolution (they can still die from the Plague of Locusts card).



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).

Note: *If multiple players have played this card, they resolve it in reverse Devotion order (starting with the one with the least Devotion).*



AMUN
Mysterious Forms

In 1 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 enemy Warriors are killed, the Anubis player can trap 1 of them on one of the available slots on their God dashboard. During Battle Resolution, the Anubis God figure has +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.

When removing figures from a lower-merging or forgotten god, their Warriors are also removed from Anubis slots. If Anubis is the lower-merging god, any trapped Warriors from the higher-merging god returns to their pool. Also, if Anubis is forgotten, any trapped Warriors are returned to their respective pools.



ISIS
Protectress

Each figure belonging to the Isis player that occupies a space adjacent to an enemy figure is considered Protected. During Battle Resolution, if any Protected figure would be killed, Isis may choose to keep it alive.

Protected figures can still be killed by effects outside Battle Resolution, such as Plague of Locusts.

If an Isis' figure would die at the same time as the adjacent enemy figure, they are still considered Protected.

Figures in Water spaces that are adjacent to an enemy figure are considered Protected in all regions they are participating, even if the enemy figure is not in the region.



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 non-Water space in the same region where the Battle occurred. When relocating, any figure that was on the space remains where it was.

When the Osiris player performs a Summon Figure action, they can summon 1 additional figure from their pool into any space where an Underworld token is, provided there is no figure there already. The player may "chain summon" by first summoning this additional figure and then summoning their regular figure from the action adjacent to it.

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

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

If Osiris is forgotten, all Underworld tokens are removed from the game.



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 considered Radiant.

The player's Devotion reward for Dominating or winning a Battle in a region with 1 or more of their Radiant figures is increased by 1. Since this bonus is part of the "winning a Battle" Devotion reward, it does not trigger Bountiful an additional time.

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

CAT-MUMMY
If the Cat-mummy is killed by any effect, ALL players in the game, except its owner, immediately lose 1 Devotion. If this happens during a Battle Resolution, it's resolved after players gained Devotion from winning or losing the Battle, but before effects that happen after Battle Resolution.

SATET
During a Move Figures action, Satet may end her move in an enemy's space, moving the enemy 1 space. If the enemy can't be moved (because of Water or occupied spaces), Satet is not allowed to move into that space. Satet can't move into Water spaces, even if there's a figure there.

APEP
Apep may be summoned in any Water space on the board (there doesn't need to be one of the player's figures or Monuments adjacent to it). It can also be summoned normally. Note that, like other figures, Apep can't move into Water spaces.

Note: *Apep can only count as an extra summon from Pyramid Attuned if it is actually summoned adjacent to one of your Pyramids, otherwise it counts as your regular summon.*

MUMMY
If killed, the Mummy is immediately re-summoned adjacent to its owner's God. If there are no empty spaces adjacent to the God, the Mummy can't be re-summoned and returns to the owner's pool. This effect is considered a summon, which means it triggers effects that happen when figures are summoned (like Radiance).

GIANT SCORPION
When summoned or moved (under any circumstances), the owner must point its claws at 2 spaces. Those spaces must be 1 space away from the Scorpion and 1 space away from each other. At the start of a Conflict Event (before resolving any Battles), destroy all adjacent Monuments the Giant Scorpion may be pointing at (note that they must be in the Scorpion's region). The destroyed Monument and any Ankh tokens are returned to their respective pools.

ANDROSPHINX
Enemy figures adjacent to the Androsphinx don't count their strength during Battles. If Androsphinx is adjacent to a figure in a Water space, that figure doesn't count their strength in any Battle they participate in. Adjacent enemy Androsphinxes cancel each other's strength.

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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 the Event marker, resolve the event, end your turn.
  No event triggered: Perform a second action.

➤ Choose your second action from a **line lower than the first action**, advance its Action marker, resolve the action.
  Event triggered: Advance the Event marker, resolve the event, end your turn.
  No event triggered: End your turn.

Note: *You must advance a second marker if possible, even if you can't or don't want to perform a second action.*

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 1 neutral Monument you have a figure adjacent to. If there are no neutral Monuments on the board, gain control of an opponent's adjacent 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 the token from one of the two new regions 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 for each Monument majority you have. Then, gain 1 Devotion for dominating the region.

➤ **Battle (Multiple Players):** Disregard players, figures, and Monuments that are not in the region.

1. **Select and Reveal Cards:** All players choose and reveal a Battle card.
2. **Build Monument:** In reverse Devotion order, resolve any Build Monument cards that were played.
3. **Resolve Plague:** Resolve each Plague of Locusts card that was played.
4. **Monument Majority:** In reverse Devotion order, each player gains 1 Devotion for each Monument Majority they have.
5. **Battle Resolution:** The 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. The Battle Tiebreaker token may be used once per Conflict to win a tie.

➤ **(3+ Player Game) After Third Conflict Event:** Merge the two last gods on the Devotion track.

➤ **After Fourth Conflict Event:** Eliminate any gods in the red Devotion section.

IMPORTANT REMINDERS:

GODS CAN NEVER BE KILLED

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

VICTORY

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