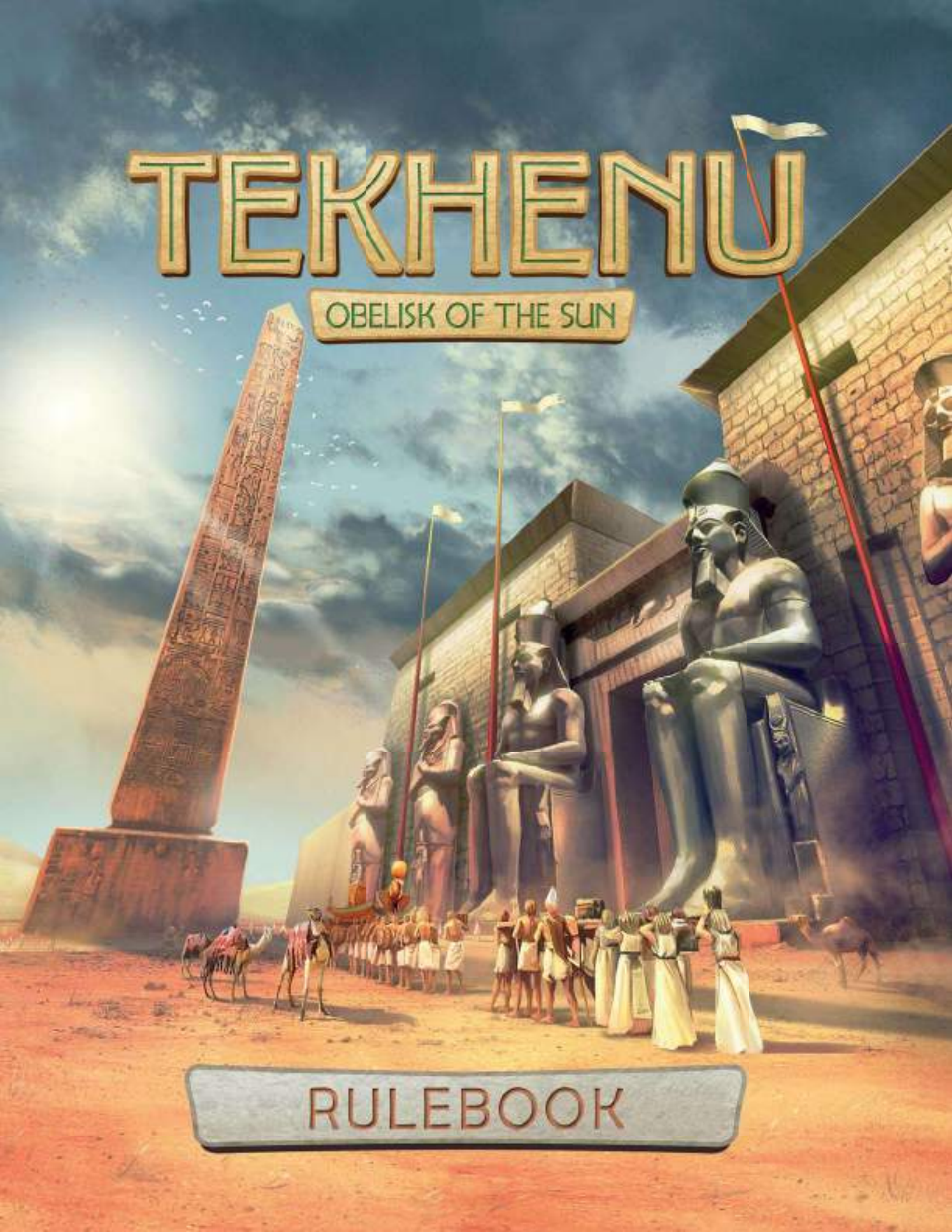

TEKHENU
OBELISK OF THE SUN
RULEBOOK

TEKHENU

OBELISK OF THE SUN



A STRATEGIC DICE-DRAFTING GAME
BY DANIELE TASCINI AND DÁVID TURCZI

In Tekhenu: Obelisk of the Sun, players take on the roles of nobles in Ancient Egypt as they build both the Temple of Amun-Ra and the area that is to become Ipet-Isut.

On their turn, they will choose a die that is at the base of the Obelisk; they can choose to perform a specific god's action based on the die's location around the Obelisk, produce Resources based on the die's color, or alter the die/action with a Scribe.

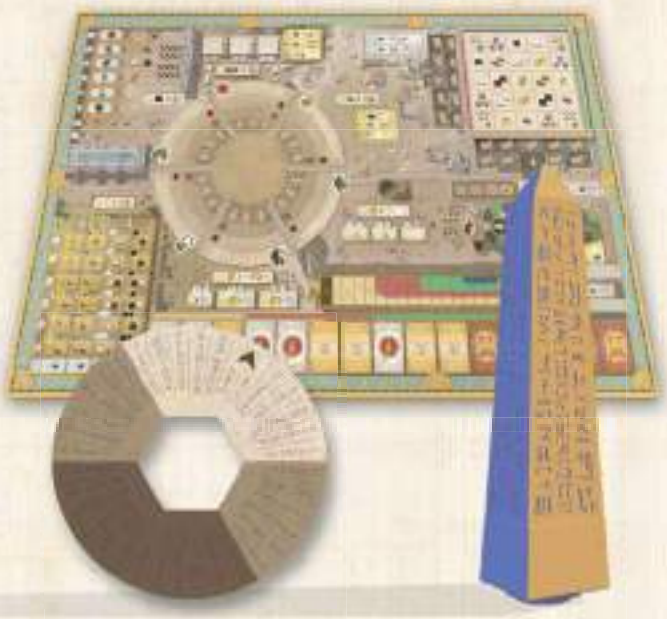
As the Obelisk's shadow changes position, different die colors will be become Pure, Tainted, or Forbidden, changing how the die will sit on the player's scales when the time comes for Maat's judgement.

There are 4 Maat phases and 2 Scoring phases during the course of the game. While Maat phases only take into account the players' balance on their scales to determine player order (and any points lost due to excess Taint), Scoring phases will require that they pay for the buildings they have built and provide Victory Points for the various god actions they have taken.

COMPONENTS

GAME BOARD AND OBELISK

1 MAIN GAME BOARD WITH THE OBELISK WHEEL AND THE OBELISK



MARKERS AND TILES

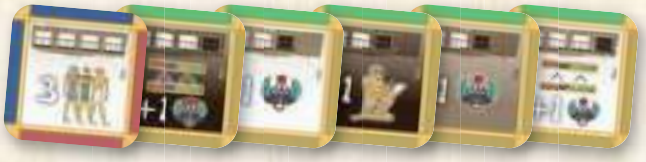
2 SCORING MARKERS



6 HORUS BONUS TILES

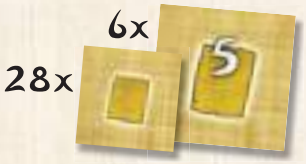


27 PILLAR TILES

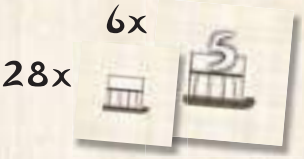


TOKENS

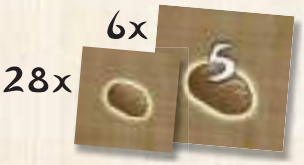
RESOURCES



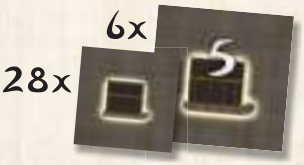
Papyrus (yellow)



Limestone (white)



Bread (brown)



Granite (black)



Gold



21 SCRIBES



16 FAITH

DICE

26 DICE



1 DRAW BAG

PLAYER COMPONENTS

PLAYER BOARD

1 per player



PLAYER AID

1 per player



Amount per player in each of four player colors:

BUILDINGS

10 per player



PILLARS

8 per player



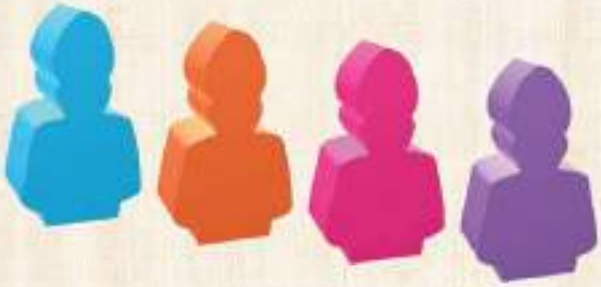
PRODUCTION MARKERS

4 per player



STATUES

6 per player



MAAT MARKER

1 per player



VICTORY POINT MARKER

1 per player



POPULATION MARKER

1 per player



HAPPINESS MARKER

1 per player



CARDS

88 Cards

24 BLESSING CARDS



24 TECHNOLOGY CARDS



24 DECREE CARDS



12 STARTING CARDS



4 DESTINY CARDS

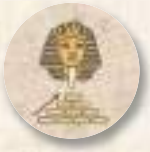


SOLO MODE COMPONENTS

10 BOTANKHAMUN ACTION TILES



1 DEBEN TOKEN



1 PROGRESS MARKER



QUICK GODS REFERENCE

1 - Horus
2 - Ra
3 - Hathor
4 - Bastet
5 - Thoth
6 - Osiris



SETUP

1. Lay out the main game board in the middle of the table, place the Obelisk Wheel on its designated location on the game board, and then position the Obelisk through the holes in the Obelisk Wheel and game board. Set the Obelisk Wheel to a random position (while ensuring that its sections line up with the action areas).



2. Locate the arrow on the Obelisk Wheel. Place the Scoring marker four sections clockwise from the arrow and the Scoring marker another four sections clockwise from the marker (i.e. two sections away from the arrow).



3. Shuffle the Pillar tiles, and place them in a face-down stack next to the board, near the Ra action area. Draw 3 of the tiles and display them face up on the three spaces associated with the Ra action.



4. Shuffle the Horus Bonus tiles, and place them in random order onto the 6 spaces in the Horus action area.

   Note: *For your first few games of Tekhenu, you may use the preprinted Bonuses instead, returning the Horus Bonus tiles to the game box.*

5. Place all Resources, Scribes, and Faith tokens to the side of the game board, forming an accessible general supply.
6. Place 1 Gold resource onto the following spaces:
   - the two Statue spaces by the Temple Complex,



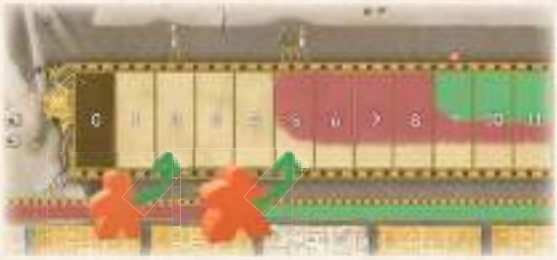
   - the two Statue spaces above the workshops and quarries in the Osiris action area, and
   - to the side of the second row of the Osiris action area.



7. Prepare the draw bag:
   - For a **4-player game**, place all dice into the draw bag.
   - For a **3-player game**, return 2 gray dice to the game box, and add the remaining dice to the draw bag.
   - For a **2-player game**, return 1 each of yellow, brown, white, and black (but not gray), adding the remaining dice to the draw bag.
8. For each section around the Obelisk Wheel, draw and roll 3 random dice from the draw bag, adding them to that section. Within each section, place each die in the correct row based on whether the die is Pure, Tainted, or Forbidden. (See *Key Concept I: Pure, Tainted, and Forbidden dice* on page 9.)

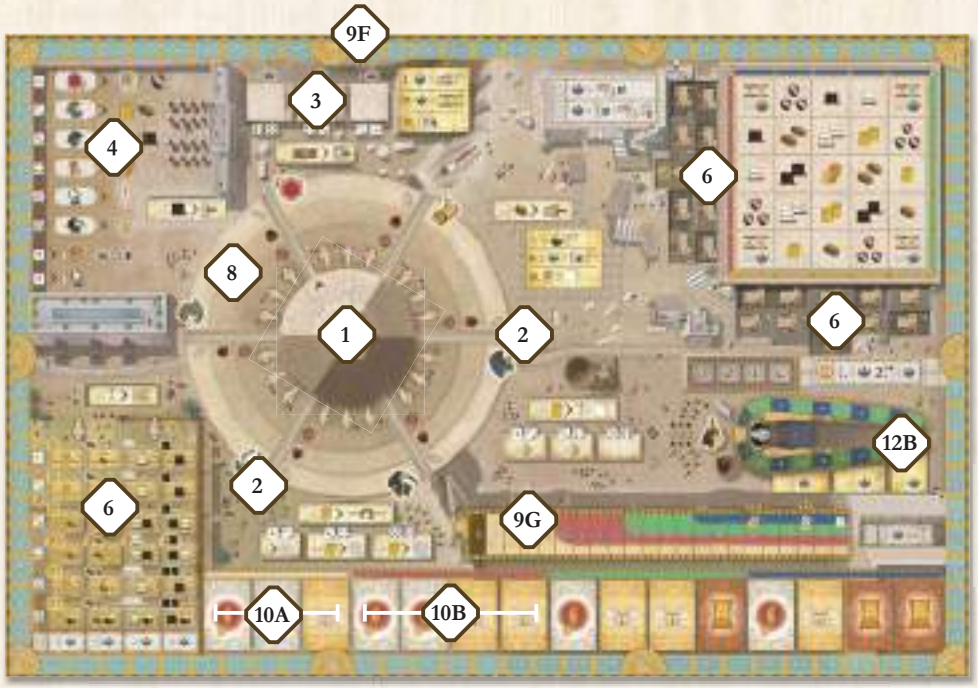


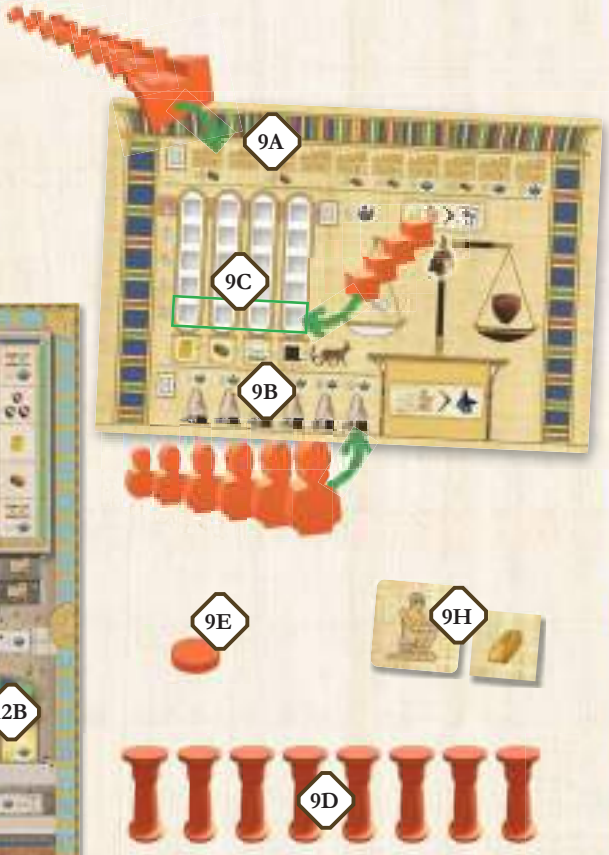
9. Give each player a player board and all components of their chosen color. Each player should now do the following:
   A. Place the 10 Buildings on the Building spaces at the top of their player board.
   B. Place the 6 Statues on the Statue spaces at the bottom of their player board.
   C. Place 1 Production marker on the "2" position of each of the four Production Tracks on their player board.
   D. Leave the 8 Pillars next to their player board.
   E. For now, also leave the Maat marker next to their player board.
   F. Place the Victory Point marker on space "10" of the Victory Point track.
   G. Place the Happiness marker on space "2" of the Populace track and the Population marker on space "5" of the Populace track.



Note: *The starting spaces are marked by and, respectively. Both Happiness and Population are tracked in the same location.*

   H. Take 1 Gold and 1 Scribe.





10. (In a solo or 2-player game, leave Technology T16 and Decree D20 in the game box.) Shuffle the different decks of cards (Blessings, Technologies, and Decrees) separately, placing each deck to the side of the game board. Create the Card Market as follows:
    A. The first section, marked in , should have 2 Blessings and 1 Technology . Place these cards face up.
    B. The following section, marked in , should have 2 Blessings and 2 Technologies. Place these cards face up.



Note: *Leave the third and fourth sections, marked in and , empty.*

11. Deal 2 Decrees to each player. Each player chooses one to keep, discarding the other to the bottom of the Decree deck.

    Note: *Decrees should be kept secret from the other players, although you may examine your own Decrees at any time.*

12. Shuffle and randomly select 5/7/9 Starting cards for 2/3/4 players, displaying them face up on the table within easy view of all players. Also lay out all 4 Destiny cards near the Starting cards.



Note: *Starting cards determine starting resources and the Turn Order for the first game round.*

A. Draft Starting cards:
    - Using a method of your choosing, randomly select a starting player.
    - Beginning with the starting player and proceeding clockwise, each player takes 1 Starting card of their choosing.
    - Once each player has 1 Starting card, beginning with the last player and proceeding counter-clockwise, each player takes a second Starting card.

      Note: *At this point, the starting player is no longer significant.*

B. Determine the initial Turn Order:
    - Each player should sum the initiative values shown on their 2 chosen Starting cards.
    - Place all players' Maat markers on the Turn Order track in **descending** order based on their total initiative value (highest total initiative value is placed first on the Turn Order track, and so on). In the case of a tie, the tied player with the highest printed initiative value places their Maat marker first.

C. Receive starting resources:
    - In the newly established Turn Order, each player chooses one of the available Destiny cards.
    - Every player receives all rewards shown on their Destiny card and Starting cards.



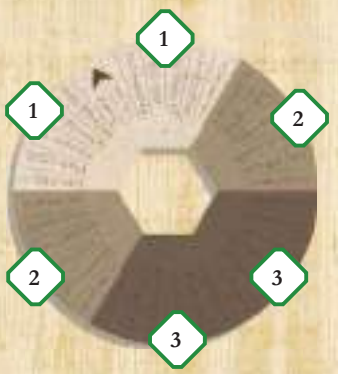
    - Each player should keep their chosen Destiny card face up next to their player board. Its depicted Ankh value will be important later in the game. (See *Maat Phase* on page 11.)
    - Return all Starting cards to the game box, as they are no longer needed.

13. You are now ready to play!

KEY CONCEPT I

PURE, TAINTED, AND FORBIDDEN DICE

The Obelisk Wheel is divided into 6 sections: 2 Sunny (white) 1, 2 Shaded (gray) 2, and 2 Dark (black) 3, representing how the Obelisk casts its shadow at that particular moment. As the game progresses, the shadow will rotate, altering which sections are Sunny, Shaded, or Dark.



Dice come in five colors: white, black, yellow, brown, and gray. Depending on the color of the die and the position of the Obelisk's shadow, each die is considered Pure, Tainted, or Forbidden.

Sunny	PURE	TAINTED	FORBIDDEN	FORBIDDEN	TAINTED
Shaded	TAINTED	PURE	TAINTED	PURE	TAINTED
Dark	FORBIDDEN	FORBIDDEN	PURE	TAINTED	TAINTED

Mnemonic: *Dice are Pure where they match in brightness.*

White dice are Pure in a Sunny section, Tainted in a Shaded section, and Forbidden in a Dark section.

Example 1:



Black dice are Pure in a Dark section, Tainted in a Shaded section, and Forbidden in a Sunny section.

Example 2:



Yellow and brown dice are both Pure in a Shaded section.

Yellow dice are Tainted in a Sunny section and Forbidden in a Dark section.

Brown dice are Tainted in a Dark section and Forbidden in a Sunny section.

Example 3:



Gray dice are always Tainted (and thus never Forbidden, nor Pure).

Note: *No dice are forbidden in Shaded sections.*

Example 4:



STRUCTURE OF PLAY

A game of Tekhenu takes place over multiple rounds, following this pattern:

2 Rounds	**=**	**1 Rotation**
2 Rotations	**=**	**1 Maat phase**
2 Maat phases	**=**	**1 Scoring**
2 Scorings	**=**	**1 Game**

Every Round, players take one turn each, in the order indicated on the Turn Order track. **Every two Rounds**, the shadow of the Obelisk will rotate. **Every two Rotations**, a Maat phase occurs where the deeds of the people are evaluated against the Feather of Justice and players are rewarded or punished accordingly. **Every two Maat phases**, a Scoring takes place. **After the second Scoring**, the game is over, and individual Decrees are scored.

1 Game = 2 Scorings = 4 Maat phases = 8 Rotations = 16 Rounds

ONE ROUND OF PLAY

Every Round, *players take one turn each in the order indicated on the Turn Order track.*

On your turn, you must take exactly one die from anywhere around the Obelisk Wheel. However, you may only choose a Pure or Tainted die, not a Forbidden die.

Take the chosen die (without changing its value), and place it onto the scales on your player board; Pure dice go on the left side while Tainted dice go on the right side.



Next, you must perform an action, the effect of which depends on the value of the die you selected. There are two types of actions:

1. **God Action** (Horus, Ra, Hathor, Bastet, Thoth, and Osiris). Perform the action corresponding to the section from which you took the die.



2. **Produce Resources.** Produce Resources based on the color of the die you chose.

   Note: *Gray dice cannot be used to Produce Resources.*

All actions are described in detail below. (See *Actions* on page 14.)

AFTER PERFORMING YOUR ACTION ...

If you are last in Turn Order:

If you have exactly 2 or exactly 4 dice on your player board, immediately perform a Rotation. (See *Rotation* on page 11.)

Otherwise, begin a new Round.

Otherwise (if you are not last In Turn Order):

The turn passes to the next player.

ROTATION

Every two Rounds, *the shadow of the Obelisk rotates.*

A Rotation is performed every two Rounds. This happens when every player has exactly 2 or exactly 4 dice on their player board.

To perform a Rotation, do the following:

1. Rotate the Obelisk Wheel one section clockwise, signifying how the movement of the sun alters the shadow around the Obelisk.
2. **If the players have 4 dice on their player boards,** immediately perform a Maat phase. (See *Maat phase* to the right.)
3. For each of the two **Shaded** sections around the Obelisk Wheel (in its new position), draw a number of dice equal to the number of players. Roll and add them to that section.
4. Ensure that every die around the Obelisk Wheel is placed in the correct row based on whether the die is Pure, Tainted, or Forbidden, making adjustments as necessary. (See *Key Concept I: Pure, Tainted, and Forbidden dice* on page 9.)
5. Begin a new Round.

Example 5:



MAAT PHASE

Every two Rotations, *a Maat phase will occur where the deeds of the people are evaluated against the Feather of Justice and players are rewarded or punished accordingly.*

A Maat phase is performed every two Rotations. This happens when every player has exactly 4 dice on their player board.

To perform a Maat phase, do the following:

1. Each player determines the **balance** of their scales. Everything on the left side (Pure) counts positive, while everything on the right side (Tainted) counts negative.
   a. Each die is worth positive or negative equal to its value.
   b. Each Resource (due to excess production) is worth negative 1. (See *Produce Resources* on page 21.)

Example 6:
Here, the balance is equal to -6.



2. To offset any **imbalance** between the Pure and Tainted sides of their scales, players may place any number of their Faith tokens onto either the right or left side of the scales.
   a. Each Faith token is worth positive or negative 1 (depending on which side of the scales it is placed on).

Example 7:
The balance is now equal to -5.



3. Move all player Maat markers from the Turn Order track, and place them on the Maat track according to the final balance of their scales.



4. Any player with a negative balance loses a number of Victory Points as follows:

Balance	Victory Points
-1 to -2	0
-3 to -5	-1
-6 to -8	-2
-9 or more	-3

Players with 0 or a positive balance never lose Victory Points.

Note: *No player can go below 0 on the Victory Point track. Any excess negative Victory Points are simply ignored.*

5. All players place their Maat markers on the Turn Order track in **ascending** order based on their balance. A player with a perfect balance (a value of 0) will be first in Turn Order, followed by ±1, ±2, and so on. In case of a tie, the tied player who has the highest **Ankh value** ☥ (printed on their Destiny card) places their Maat marker first.

Note: *A player with balance of +1 and another player with balance of -1 are considered tied, and their Ankh value decides.*

6. **If the arrow on the Obelisk Wheel is pointing at the lowest-numbered, still-in-play Scoring marker (the numbers are expressed with hourglasses),** immediately perform a Scoring. (See *Scoring* below.)
7. Return all dice from the player boards to the draw bag. Return all excess Resources and Faith tokens from the scales on each player board to the general supply. All *unused* Faith tokens are likewise returned. Players may not save their Faith tokens for later use.
8. Return all Destiny cards to the middle of the table. In the newly established Turn Order, each player takes one of the available Destiny cards, receiving the reward shown. (This also determines their Ankh value ☥ for the *next* Maat phase.)
9. Continue with Step 3 of the current Rotation process. (See *Rotation* on page 11.)

SCORING

Every two Maat phases, *a Scoring takes place.*

After the second Scoring, *the game is over, and individual Decrees are scored.*

A Scoring is performed during every second Maat phase. Scoring markers are conveniently placed around the Obelisk Wheel to remind you of when a Scoring takes place.

To perform a Scoring, do the following:

1. **For each of the 4 Resource districts in the Osiris action area** (Papyrus, Bread, Limestone, and Granite), count how many game pieces (Buildings and Statues) each player has. The player with the most in that district scores 3 Victory Points. In the case of a tie, the tied player with the topmost game piece (Building or Statue) wins the tie.
   Note: *Statues count towards two districts.*
2. **For each player**, score the **Temple Complex** as follows:
   a. Each **Building and Statue** around the Temple Complex scores 1 Victory Point.
   b. Each **Pillar** within the Temple Complex scores 1 Victory Point per Building and Statue (belonging to the player) in the same row and column.

Example 8:
Orange scores 8 Victory Points total: 3 Victory Points for the Buildings, 3 Victory Points for one Pillar plus 2 Victory Points for the other.



Example 9:
Orange only scores 1 Victory Point total for the Building they have. Note that neither one of Orange's Pillars share a row or column with any of Orange's Buildings, and therefore they do not score any additional Victory Points.



3. Each player scores 1/3/6/10/15/21 Victory Points for having built 1/2/3/4/5/6 **Statues**.
4. Each player scores 3 Victory Points per ▲ their **Happiness marker** has reached.

   Note: *These symbols are not cumulative. Only count the highest number of ▲ the marker has reached. In other words, a player will score 3/6/9/12/15 Victory Points for reaching or exceeding 9/13/16/19/21 Happiness.*
5. Each player scores 2 Victory Points per Production marker on the topmost ("6") position of its **Production Track**.
6. Each player scores the sum of any **Victory Points** visible on the **Building row** of their player board.
7. Finally, each player must pay the sum of all **Bread** amounts visible on the **Building row** of their player board. For each Bread they are unable or unwilling to pay, they lose **3 Victory Points**.

   Note: *No player can go below 0 on the Victory Point track. Any excess negative Victory Points are simply ignored.*

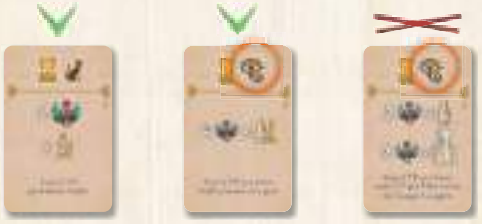
AFTER SCORING ...

Remove the Scoring marker from the game board.

If this was the second and final Scoring:

1. Each player now reveals any **Decrees** they have (including the Decree chosen at the start of the game). A player can score **up to 3 Decrees** total, but no more than **one Decree per type**, indicated by a printed symbol on the card. (See *Appendix* on page 28 for a detailed description of each card.)

Example 10:
The player scores the left and the middle decrees. The right decree shares a symbol with the middle one, and thus the player may not score it.



2. The player whose **Maat marker** is **first** on the Turn Order track scores 3 Victory Points.

   In a 3-player or a 4-player game, the player whose **Maat marker** is **second** on the Turn Order track scores 2 Victory Points.

The game is now over!

The player with the most Victory Points wins! In the case of a tie, the tied player with the highest total number of Scribes is the winner. In the case of a further tie, the tied player whose Maat marker is first on the Turn Order track is the winner.

Otherwise:

Continue with Step 7 of the current Maat phase process. (See *Maat phase* above.)

ACTIONS

KEY CONCEPT II

USING SCRIBES

On your turn, when taking a die from around the Obelisk Wheel, you may use one or more Scribes to alter the effect associated with your chosen die.

You may use Scribes in the following two ways:

- Spend one or more Scribes to change the value of the die you selected. Each Scribe spent this way allows you to adjust the value of the die up or down by 1 or 2.

  Note: *The value of a die can never go below 1 or above 6, nor does the value "wrap around". You cannot increase a 6 to become a 1 or vice versa.*

Example 11:



- Spend exactly 2 Scribes to perform an **Anubis Action**. When performing an Anubis Action, you may take any die from around the Obelisk Wheel (yes, *any* die, from *anywhere*, including a Forbidden die) and use this die to perform *any* action (yes, *any* action, including any God Action or *any* action to Produce Resources), regardless from which section you took the die or its color. Only the *value* of the die is relevant for the effect of the action.

  Additionally, after performing the Anubis Action, place the die **below** the scales on your player board. This die does not count towards the balance of your scales during the Maat phase.

Example 12:



If you have enough Scribes, you can even combine both options! For example, you might spend 3 Scribes to take an Anubis Action *and* adjust the value of the die up or down.

KEY CONCEPT III

SPENDING RESOURCES

Scribes and Faith tokens are not Resources.

Gold is a "wild" Resource and can be used in place of any other Resource (Papyrus, Bread, Limestone, or Granite).

You cannot perform an action that requires the spending of Resources you do not have. In such a case, you must choose to perform a different action, potentially choosing a different die altogether.

KEY CONCEPT IV

COMPONENT LIMITS

You are limited to the number of Buildings, Pillars, and Statues you have. Once you have built all available pieces of a given type, no more can be built of that type.

Once built, a piece cannot be moved to a different location.



HORUS — GOD ACTION



The Horus God Action allows you to **build one Statue**. Each Statue has its corresponding Granite cost printed at the bottom of the Statue track on your player board.



Note: *Statues must be built from left to right.*

Choose whether to build a Statue in honor of a god or to build the Statue for the people.

BUILDING A STATUE IN HONOR OF A GOD

By building a Statue in honor of a god, you will be rewarded when the corresponding God Action is taken by other players.

There are 18 Statue spaces surrounding the Obelisk Wheel — 3 spaces for each of the 6 Egyptian gods.



Note: *Some of the Statue spaces are unavailable in games with fewer than 4 players. In a 3-player game, only 12 Statues may be built, whereas in a 2-player game, only 6 Statues may be built.*

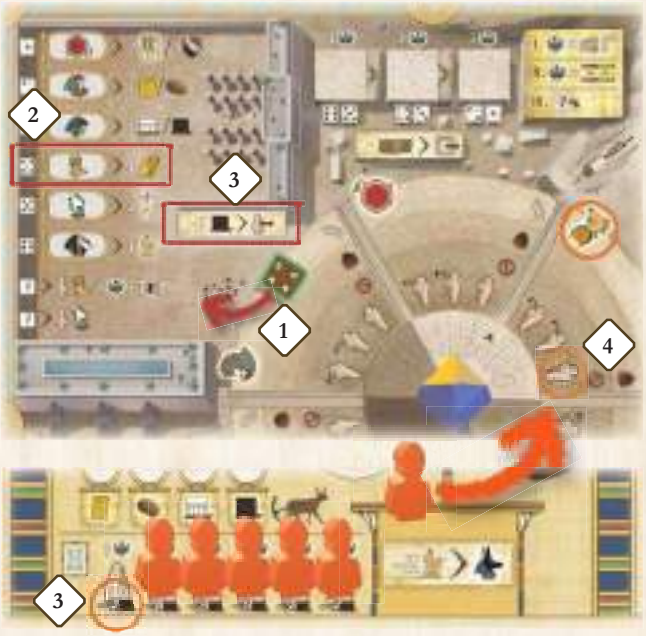
The value of the die you choose matches the value of a corresponding Horus Bonus tile. This indicates which god you may honor with your Statue.



Locate the action area associated with that god. After paying the required Granite cost, take the **leftmost** Statue from your player board, and place it onto an empty Statue space in that area.

From now on, every time **another player** performs this God Action you will receive the bonus depicted next to the corresponding Horus Bonus tile.

Example 13:
Your chosen die ① *has a value of 4, which corresponds to the god Hathor* ②. *After paying the required Granite cost* ③, *you place a Statue onto a space in the Hathor action area around the Obelisk Wheel* ④ . *From now on, when another player performs the Hathor God Action, you will receive 1 Gold from the general supply* ②.



In a 3-player game, also receive the Statue bonus immediately after building it.

In a 2-player game, also receive the Statue bonus when you perform the God Action yourself (but *not* immediately after building it).

Note: *Building a second Statue to the same god does not provide any additional reward.*

BUILDING A STATUE FOR THE PEOPLE

By building a Statue for the people, you will receive Scoring benefits in place of action bonuses.

There are 2 Statue spaces by the Temple Complex and 2 Statue spaces above the workshops and quarries in the Osiris action area. You can build a Statue onto any of these spaces. In this case, the value of the die you use to perform the Horus God Action does not matter.



After paying the required Granite cost, take the **leftmost** Statue from your player board, and place it onto an empty Statue space, gaining the Gold that was placed here during setup.

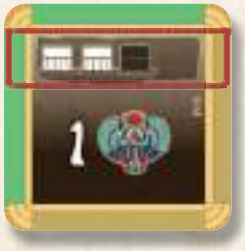
Additionally, if building a Statue at the Temple Complex, score 3 Victory Points for each of your Pillars in the same row or column.

These Statues provide Scoring benefits in place of action bonuses. (See *Scoring* on page 12.)

RA — GOD ACTION



The Ra God Action allows you to **raise one Pillar** within the Temple Complex. The cost of this Pillar is displayed on the Pillar tile used as its foundation.



The value of the die you choose matches the value of a corresponding Pillar tile space. This indicates which tile you may use as a foundation when raising your Pillar (5 or 6 for the leftmost tile, 3 or 4 for the middle tile, and 1 or 2 for the rightmost tile).



After paying the required cost (as depicted on the Pillar tile), place the tile onto any empty space within the Temple Complex. You may freely rotate the tile before placing it. Then, do the following:

1. Score 1 Victory Point per Building (not Statue), regardless of ownership, in the same row and column.
2. Score 1 Victory Point for every edge (on the Pillar tile) that matches the adjacent edge color of a Pillar tile or the Temple Complex itself.

   Note: *If you place the Pillar tile in one of the corners of the Temple Complex, instead score 2 Victory Points per matching edge color.*
3. Receive the reward shown on the space covered by the Pillar tile.
4. Score 1, 2, or 3 Victory Points based on the space from which you took the Pillar tile.
5. If the Pillar tile has a Sunny, Shaded, or Dark ability that **matches** the section of the Obelisk Wheel currently aligned with the Ra action area (e.g. both are Sunny), immediately activate the ability. (See *Appendix* on page 27 for a detailed description of each ability.)



Sunny *Shaded* *Dark*

6. Place a Pillar from your personal supply onto the Pillar tile to indicate that it belongs to you. (This is relevant when performing the Hathor God Action and during Scoring. See *Hathor — God Action* on page 18 and *Scoring* on page 12.)
7. Slide the remaining Pillar tiles (in the Ra action area) to the right, filling any empty spaces, before drawing a new tile from the face-down Pillar tile stack to refill the leftmost space.

Example 14:
By raising a Pillar in the corner of the Temple Complex, you double the Victory Points earned for matching edge colors. This placement is worth 4 Victory Points.



Example 15:
By matching the current light conditions on the Obelisk Wheel to those on the Pillar tile, you activate powerful abilities.





HATHOR — GOD ACTION



The Hathor God Action allows you to **construct one Building** around the Temple Complex. The cost of this Building is 2–4 Bread, depending on the space you choose. The value of the die you use to perform the Hathor God Action does not restrict where you may construct your Building (although it affects another aspect of the Hathor God Action).

After paying the required Bread cost (as depicted on the construction space), take the **leftmost** Building from your player board, and place it on the selected space.



Note: *Any Bread or Victory Points visible along the Building row on your player board should be ignored at this moment. These symbols matter during Scoring only and do not affect the Hathor God Action.*

Note: *Some of the Building spaces are unavailable in games with 2 or 3 players.*

For each space within the Temple Complex in the same row or column as your constructed Building, do the following:

1. **If the space contains one of your Pillars,** score 3 Victory Points.
2. **If the space is empty,** receive exactly 1 of any depicted Resource or Faith.

   Note: *If the space depicts 1 Limestone, receive 1 Limestone. If the space depicts 2 Granite, receive 1 Granite. If the space depicts 3 Faith, receive 1 Faith.*
3. Advance your **Population marker** a number of spaces equal to the value of the die used to perform the Hathor God Action.

EMPTY SECTIONS IN THE CARD MARKET

Two of the sections in the Card Market are left empty during setup.



The first time **any Population marker** reaches "9" (by any means), add the following cards to the *third* section of the Card Market, marked in : 1 Blessing card, 2 Technology card, and 1 Decree card. Place these cards face up.

The first time **any Population marker** reaches "13" (by any means), add the following cards to the *fourth* section of the Card Market, marked in : 1 Blessing card, 1 Technology card, and 2 Decree card.

BASTET — GOD ACTION



The Bastet God Action allows you to hold a festival to **increase the Happiness** of your populace.

Pay 2 Papyrus, and advance your **Happiness marker** a number of spaces equal to the value of your chosen die.

Note: *Your Happiness marker may never advance beyond your Population marker. Any excess Happiness gained is simply ignored.*

Example 16:
You select a gray die of value 6 to perform a Bastet God Action. You then move your Happiness marker up 4 spots, as your Happiness cannot exceed your Population.



If you perform the Bastet God Action using a die value of **1 or 2**, receive **2 Scribes**.

If you perform the Bastet God Action using a die value of **3 or 4**, receive **1 Scribe**.

The first time your Happiness marker reaches space "16" on the Populace track, receive 1 Gold.

The first time your Happiness marker reaches space "19" on the Populace track, receive 1 Scribe.

The first time your Happiness marker reaches space "21" on the Populace track, as an extra action, immediately perform any one action as if it had any die value **without** taking a die.

THOTH — GOD ACTION



The Thoth God Action allows you to **receive one or more cards** (Blessings, Technologies, and Decrees) from the Card Market.

There are three types of cards:

Blessing cards: Blessings are one-time-use cards that provide an immediate bonus when used. When you receive a Blessing, place it face up near your player board. Each card indicates when it can be used. You may use more than one Blessing at a time. Discard the Blessing after use. (See *Appendix* on page 30 for a detailed description of each card.)

Technology cards: Technologies provide ongoing effects. When you receive a Technology, place it face up near your player board. Technologies are **not** discarded when used. (See *Appendix* on page 31 for a detailed description of each card.)

Decree cards: Decrees provide additional ways for you to score Victory Points at the end of the game. Decrees should be kept secret from the other players, although you may examine your own Decrees at any time. (See *Scoring* on page 12. See *Appendix* on page 28 for a detailed description of each card.)

The value of the die you choose determines how many cards you may take, while the position of your Happiness marker dictates from which segment(s) of the Market you may select cards.

Position of Happiness marker	Available Card Market Segment(s)
0	You cannot take any cards.
1-4	*First* section only.
5-8	*First* or *second* section.
9-12	*First*, *second*, or *third* section.
13+	*Any* one section.

If you perform the Thoth God Action using a die value of **1 or 2**: take **1 card** for **free**.

If you perform the Thoth God Action using a die value of **3 or 4**: pay **2 Papyrus** and take **2 cards**.

If you perform the Thoth God Action using a die value of **5 or 6**: pay **3 Papyrus** and take **3 cards**.

Note: *You must pay all of the required Papyrus and take all required cards, and all cards must come from the same section!*

Before selecting cards you take, you may pay 1 Papyrus to discard all cards in one section and immediately refill them. You may do this once per section per Thoth God Action.



At the end of your turn, refill any empty spaces in the Card Market with the same types of cards as those taken. Should one of the decks run out, reshuffle its discard pile to form a new deck.

Note: *There is no limit to the number of cards you can hold in your hand at any time.*

OSIRIS — GOD ACTION



The Osiris God Action allows you to **construct one Building** in the role of workshop or a quarry.

Workshops and quarries do not require Resources to construct. Instead, their construction and function depends on the hard work of your populace, requiring you to decrease your Happiness by exactly 1.



The value of the die you choose determines onto which row you must place the Building. However, you may place the Building onto any empty space in one of the four districts.

Note: *You cannot perform an Osiris God Action if your Happiness marker is already at "0" or if all eligible spaces are occupied.*

After reducing your Happiness by 1, take the **leftmost** Building from your player board, and place it onto an empty space in the corresponding row of the Osiris action area.



Note: *Any Bread or Victory Points visible along the Building row on your player board should be ignored at this moment. These symbols matter during Scoring only and do not affect the Osiris God Action.*

Then, depending on the row where you constructed the Building, do the following:

- **Row 1:** Advance the Production marker on your player board by 1 for the indicated Resource. Also receive 1 of that Resource.
- **Row 2:** Advance the Production marker on your player board by 1 for the indicated Resource. Also receive 1 of that Resource. Additionally, if you are the **first** player to construct any Building in the second row, receive the Gold that was placed here during setup.
- **Row 3:** Advance the Production marker on your player board by 1 for **each** of the indicated Resources. Also receive 1 of the depicted Resource.
- **Row 4:** Advance the Production marker on your player board by 1 for **each** of the indicated Resources. Also receive 1 of the depicted Resource and 1 Gold.
- **Row 5:** Advance the Production marker on your player board by 2 for the indicated Resource. Also receive 2 of that Resource.
- **Row 6:** Advance the Production marker on your player board by 2 for the indicated Resource and by 1 for **any** Resource (which may be the same or different). Also receive 2 of the depicted Resource.

Constructing a workshop or a quarry on a higher numbered row results in greater immediate rewards, while construction on a lower numbered row results in an advantage during Scoring. (See *Produce Resources* on page 21 and *Scoring* on page 12.)

PRODUCE RESOURCES



Instead of performing a God Action, you may choose to Produce Resources regardless of which section around the Obelisk Wheel you took the die from.

Note: *Gray dice cannot be used to Produce Resources.*

When performing the Produce Resources action:

- The **color** of the die determines the **type of Resource** you produce.
- The **value** of the die determines the **quantity of that Resource** you produce.
- Beware of greed! (See below.)

Color	Resource
yellow	Papyrus
brown	Bread
white	Limestone
black	Granite

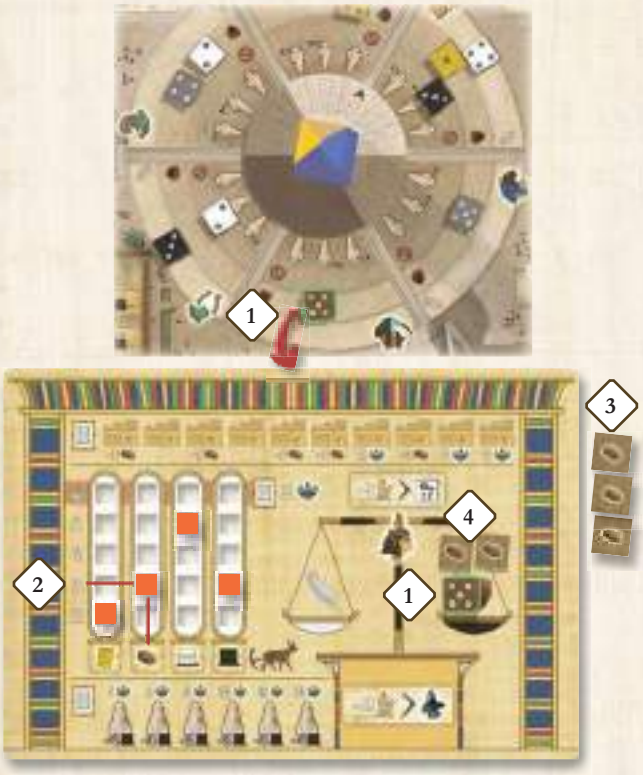
Take a number of Resources equal to the value of the die you use to perform the action. Then compare this number to the position of the Production marker for that Resource on your player board.

Any Resources produced **in excess** of the position of the Production marker for that Resource "Taint" your soul with greed! Place excess Resources onto the right side of the scales on your player board. These count negative when determining the balance of your scales during the next Maat phase. (See *Maat phase* on page 11.)

Note: *You may never spend any Resources from the scales on your player board.*

Example 17:

The ▪ will produce 5 Bread ◇1. However, because the Bread Production marker is on space "3" ◇2, you are only able to keep 3 Bread ◇3. The excess 2 Bread are added to your player board as Taint ◇4.



Example 18:

The ▪ will produce 4 Limestone ◇1. Because the Limestone Production marker is at a higher position than the produced amount ◇2, you keep all 4 Limestone ◇3.

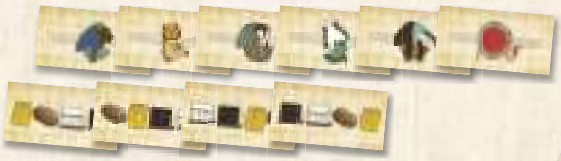


BOTANKHAMUN - SOLO MODE

Tekhenu solo mode by Dávid Turczi with Nick Shaw

COMPONENTS

10 Botankhamun Action tiles



1 Progress marker  **1 Deben token** 

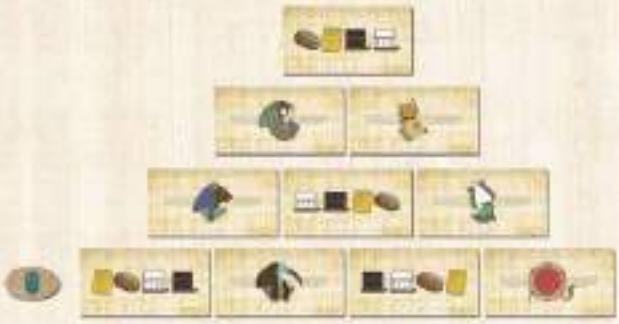
SETUP

Set up the game as you would for 2 players — Botankhamun and you, each using their own player pieces — with the following changes:

9. Botankhamun does not use a player board.
   - Return its Production markers to the game box, as they will not be needed.
   - Keep its Buildings, Statues, and Pillars nearby.
   - Botankhamun begins the game with 4 Happiness and 7 Population.
11. Botankhamun does not get a Decree.
12. Shuffle and randomly select 3 Starting cards. From these, choose 2 Starting cards for yourself.
   - Botankhamun does not use Starting cards or receive any starting Resources.
   - Botankhamun always starts the game first in Turn Order.
   - Botankhamun randomly chooses either the Gold or Scribe Destiny card (without receiving the reward).

ADDITIONAL SETUP

- Place one of Botankhamun's Statues, as if built in honor of a god in to the section matching a Horus action.
- Shuffle all 10 Botankhamun Action tiles and place them face up in a pyramid pattern (4 tiles along the base) with the Progress marker to the left of the base of the pyramid, as shown below.



- Place the Deben token next to Botankhamun's Action tiles, you will need it later.

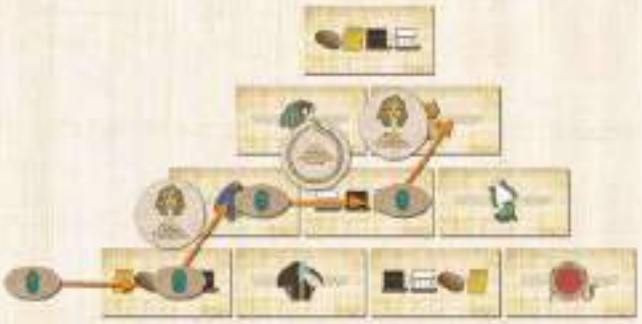
ADJUSTING THE DIFFICULTY

The steps above represent the setup for an **easy** challenge. However, you can increase the difficulty following the steps below:

- **For medium difficulty, Botankhamun begins the game with all of the following:**
  - a Building on the Bread workshop space,
  - a Building on the Granite quarry space, and
  - a Pillar on the central space of the Temple Complex. (Draw a random Pillar tile from the top of the stack as its foundation.)
- **For hard difficulty, in addition to the benefits associated with medium difficulty (above), Botankhamun begins the game with the following:**
  - a Statue built in honor of a god in the section matching a Horus action.

Note: *As an additional challenge, regardless of difficulty, try starting the game with 2 randomly drawn Starting cards instead of picking 2 from 3.*

BOTANKHAMUN'S TURN



- **If the Progress marker is positioned to the left of the base of the pyramid:**
  - Move the Progress marker onto the bottom-leftmost tile and resolve its effect.
- **Otherwise, flip the Deben token (like a coin):**
  - **If the result is** , move the Progress marker to the **top-right-adjacent** tile (in the row above) and resolve its effect.
  - **If the result is** , move the Progress marker to the **right-side-adjacent** tile (in the same row) and resolve its effect.

RESOLVING THE EFFECT OF AN ACTION TILE

Regardless of the action tile, the end result is always the same: Botankhamun takes exactly one die and performs a God Action corresponding to the section where that die was taken from.

Note: *Keep Botankhamun's die next to the Action tiles. It will be returned as usual during the Maat phase.*

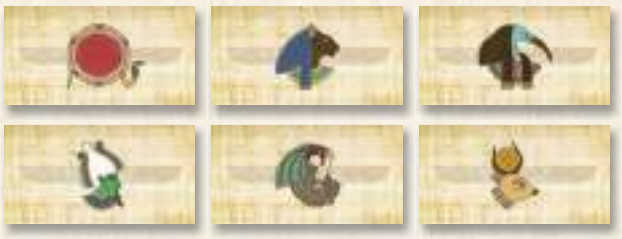
Botankhamun never pays any costs associated with the actions performed.

Botankhamun never performs the Produce Resources action.

Botankhamun never gains any Resources or Faith tokens, only Scribes.

Note: *If Botankhamun performs an action that would normally result in the gaining of Gold that was placed during Setup, discard the Gold instead.*

GOD ACTION TILE



Botankhamun takes the highest-value Pure or Tainted die from the indicated God Action section.

If tied for highest value, Botankhamun takes a Pure die, if possible.

If still tied, pick randomly among them.

Note: *If no dice exist in the corresponding section, or if all dice in that section are Forbidden, move to the next section, counter-clockwise, until a possible choice can be made.*

After taking a die, Botankhamun performs the God Action corresponding to the section where the die was taken from.

RESOURCE TILE



Botankhamun takes the highest-value Pure or Tainted die corresponding (in color) to the first Resource depicted on the tile.

If tied for highest value, Botankhamun takes a die from a section where it has a Statue, if possible. (Otherwise, if none of the dice are located in sections where it has a Statue, it takes a die randomly.)

If still tied, Botankhamun takes the one providing the higher-numbered Horus Bonus.

Note: *If no dice exist of that color, proceed to the next Resource depicted on the tile until a possible choice can be made.*

Note: *In the extremely unlikely scenario of only gray dice being available, Botankhamun takes the highest-value gray die available, breaking ties as normal.*

After taking a die, Botankhamun performs the God Action corresponding to the section from which the die was taken.

BOTANKHAMUN ACTIONS

Remember that Botankhamun never has to pay any costs associated with the actions performed.

HORUS — GOD ACTION



Build a Statue in honor of a god:

Botankhamun's first choice is to build a Statue in honor of a god (corresponding to the value of the die, as normal).

Otherwise:

If the corresponding Statue space is already occupied, Botankhamun instead builds a Statue for the people. Starting with building above the workshops or quarries, Botankhamun chooses whichever space has the biggest impact on the control of the four districts. **If tied,** pick randomly among them.

If both workshop and quarry Statue spaces are already occupied or neither space would affect control of the districts, Botankhamun instead builds a Statue at the Temple Complex, choosing whichever space lines up with more of its Pillars. **If tied,** pick randomly among them. Botankhamun then scores 3 Victory Points for each of its Pillars in the same row or column, as normal.

If both Temple Complex Statue spaces are already occupied, Botakhamun scores 3 Victory Points.

Botankhamun Horus Bonuses

As in a normal 2-player game, Statue bonuses are received when either player — Botankhamun and you — perform the corresponding action. However, while your Horus Bonuses remain unchanged, Botakhamun receives a bonus from the chart below, based on the position of the Horus Bonus tile.

or	1 Scribe
or	1 Victory Point
or	1 Scribe and 1 Victory Point

RA — GOD ACTION



Botankhamun raises one Pillar within the Temple Complex, choosing the Pillar tile that corresponds to its die value. Without changing the tile's orientation, Botankhamun places the tile on an empty space within the Temple Complex where it scores the most points:

- It scores 1 Victory Point per building, regardless of ownership, in the same row or column.
- It scores 1 Victory Point per adjacent edge, regardless of color.
- It scores 1, 2, or 3 Victory Points based on the space from which it took the Pillar Tile.
- It ignores any reward covered by the Pillar Tile.
- It ignores any ability printed on the Pillar Tile.

If multiple spaces would score the same amount of Victory Points, break ties for the space in a row/column with one of its houses.

If still tied, break ties in favor of a space not adjacent to the Temple Complex's edge.

If any spaces are still tied, pick randomly among them.

HATHOR — GOD ACTION



Botankhamun constructs a Building around the Temple Complex, scoring Victory Points and advancing its Population marker as normal.

Note: *Botankhamun does not gain any Resources or Faith tokens.*

Botankhamun chooses the space where it scores the most immediate Victory Points from its Pillars.

If tied, pick randomly among them.

BASTET — GOD ACTION



Botankhamun advances its Happiness marker as normal. If performing this action with a die value of 1–4, it also receives Scribes as normal.

Botankhamun advances the Happiness marker one step at a time.

If at any point the Happiness marker would advance beyond the Population marker, Botankhamun advances the Population marker instead.

Note: *Botankhamun ignores all rewards printed on the Populace track.*

THOTH — GOD ACTION



Botankhamun takes 1, 2, or 3 cards, according to the value of the die taken.

Botankhamun takes cards in the following priority: Decrees > Technologies > Blessings. It selects cards from the highest segment possible.

If multiple cards exist of the same type, Botankhamun takes the leftmost card (within the segment) first.

Note: *Botankhamun ignores the effects of all cards and keeps them all in a pile in its player area.*

OSIRIS — GOD ACTION



Botankhamun constructs one Building but does not suffer any decrease in Happiness for doing so.

The **value** of the die determines the **row**, as normal, while the **color** of the die determines the **role** of the Building:

- Yellow = Papyrus workshop
- Brown = Bread workshop
- White = Limestone quarry
- Black = Granite quarry
- Gray = Botankhamun will choose the district that contains the fewest Buildings. (If tied for fewest, it chooses the leftmost district.)

If the space is already occupied, Botankhamun places the Building in the next space to the right, looping around if necessary. (Papyrus → Bread → Limestone → Granite → Papyrus …)

If all spaces along that whole row are already occupied, Botankhamun places the Building in the row above, looping around if necessary (6 → 5 → 4 → 3 → 2 → 1 → 6 …). In other words, if the desired space in the new row is already occupied, follow the procedure above, continuing to higher rows as needed.

Note: *Botankhamun ignores all Resources and Production increases.*

MAAT PHASE

During the Maat phase, Botankhamun haas a fixed-value balance that you must beat in order to become first in Turn Order.

- First Maat phase: +3
- Second Maat phase: +2
- Third and Fourth Maat phase: +1

Botankhamun's Ankh value is always 4.

If Botankhamun becomes first in Turn Order, it randomly chooses either the Gold or Scribe Destiny card (without receiving the reward).

Otherwise, you may freely choose any of the four Destiny cards.

Unless this was the fourth and final Maat phase of the game shuffle all 10 Botankhamun Action tiles and create a new pyramid, resetting the position of the Progress marker to the left of the base of the pyramid.

SCORING

Note: *There are no changes to how you calculate your final score.*

Botankhamun scores in the following areas according to the normal rules:

1. The 4 Resource districts in the Osiris action area.
2. Buildings, Statues, and Pillars associated with the Temple Complex.
3. Number of Statues built.
4. Position of the Happiness marker.

It scores cards as follows:

5. Each **Blessing** counts as 2 Victory Points and is then **discarded**.
6. Each **Technology** counts as 2 Victory Points and is then **kept**.

   Note: *In other words, any Technology gained before the first Scoring will be worth a total of 4 Victory Points.*

Botankhamun does not score any Victory Points based on Production Tracks or the number of Buildings constructed. It also does not pay any Bread during Scoring.

If this was the second and final Scoring:

Botankhamun scores as normal based on the position of its Maat marker on the Turn Order track.

Special scoring for Botankhamun only:

1. Each **Decree** is worth **4 Victory Points**.

   Note: *Botankhamun ignores any symbol restrictions on Decrees.*

2. Every **two Scribes** are worth **1 Victory Point**.

For an increased challenge, Botankhamun scores 8 Victory Points per Decree instead.

CREDITS

Tekhenu: Obelisk of the Sun

Game Design: Daniele Tascini and Dávid Turczi
Solo Mode: Dávid Turczi with Nick Shaw
Game Development: Andrei Novac, Błażej Kubacki, Małgorzata Mitura, Rainer Åhlfors
Art Direction: Kuba Polkowski
Illustrators: Jakub Fajtanowski, Michał Długaj, Aleksander Zawada
Graphic design and DTP: Zbigniew Umgelter
Rule Book DTP: Agnieszka Kopera
Rule Book: Dávid Turczi, Rainer Åhlfors, Błażej Kubacki, Małgorzata Mitura
Rule Book Editing: Christi Kropf, Emanuela and Robert Pratt

Board and Dice

Executive Manager: Andrei Novac
Head of Marketing: Filip Głowacz
Head of Sales: Ireneusz Huszcza
Development Lead: Błażej Kubacki

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For more information about Tekhenu: Obelisk of the Sun, please visit
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APPENDIX

PILLAR TILES

Note: *Several Pillar tiles have no special ability. These Pillar tiles do not provide any additional effect when placed, regardless of the position of the Obelisk Wheel.*

Tile ID	Sunny/ Shaded/ Dark	Ability
P01	Sunny	Gain 3 Population. (See *Empty sections in the Card Market* on page 18.)
P02	Dark	Gain 1 Scribe.
P03	Shaded	Gain 2 Happiness.
P04	Sunny	Score one additional Victory Point for every edge (on the Pillar tile) that matches the edge color of an adjacent Pillar tile or the outer edge of the Temple Complex itself.
P05	Dark	Score one additional Victory Point for every edge (on the Pillar tile) that matches the edge color of an adjacent Pillar tile or the outer edge of the Temple Complex itself.
P06	Shaded	Score one additional Victory Point per Building (not Statue), belonging to **any** player, in the same row and column.
P07	Sunny	Score 1 Victory Point.
P08	Shaded	Score 1 Victory Point.
P09	Dark	Score 1 Victory Point.
P10	Dark	Perform a Thoth God Action to draw one card as if you had taken a die with value 1.
P11	Sunny	Perform a Thoth God Action to draw one card as if you had taken a die with value 1.
P12	Shaded	Perform a Horus God Action to build one Statue as if you had taken a die with value 1, 2, or 3. **Note:** *You must still pay the cost of the action as normal.*
P13	Sunny	Draw and keep 1 Decree card from the top of the deck.
P14	Dark	Draw and keep 1 Decree card from the top of the deck.
P15	Shaded	Perform an Osiris God Action to construct one Building as if you had taken a die with value 3. **Note:** *You must still lose 1 Happiness as normal.*
P16	Shaded	Gain 2 Gold.
P17	Sunny	Gain 2 Gold.
P18	Dark	Gain 2 Gold.
P19	Sunny	Receive double the reward shown on the space covered by the Pillar tile (Resources and Faith only).
P20	Shaded	Receive double the reward shown on the space covered by the Pillar tile (Resources and Faith only).
P21	Dark	Receive double the reward shown on the space covered by the Pillar tile (Resources and Faith only).
P22-27	-	No effect.

STARTING CARDS

Card ID	Effect
S01	Initiative Value: 1. Perform an Osiris God Action to construct one Building as if you had taken a die with value 5. You do not suffer any loss of Happiness.
S02	Initiative Value: 2. Perform an Osiris God Action to construct one Building (Limestone or Granite quarry only) as if you had taken a die with value 3. You do not suffer any loss of Happiness.
S03	Initiative Value: 3. Perform an Osiris God Action to construct one Building (Papyrus or Bread workshop only) as if you had taken a die with value 3. You do not suffer any loss of Happiness
S04	Initiative Value: 4. Gain any 5 Resources (excluding Gold).
S05	Initiative Value: 5. Draw 2 Technology cards from the top of the deck. Select one to keep, and shuffle the other card back into the deck.
S06	Initiative Value: 6. Draw 2 Blessing cards from the top of the deck. Select one to keep, and shuffle the other card back into the deck.
S07	Initiative Value: 7. Gain 2 Scribes and 1 Gold.
S08	Initiative Value: 8. Gain 1 Papyrus, 1 Bread, 1 Limestone, and 1 Granite.
S09	Initiative Value: 9. Gain a total of 3 Limestone and Granite, in any combination.
S10	Initiative Value: 10. Gain a total of 3 Bread and Papyrus, in any combination.
S11	Initiative Value: 11. Gain 3 Population and 2 Happiness.
S12	Initiative Value: 12. Gain 2 Gold.

DESTINY CARDS

Card ID	Effect
A01	Ankh Value: 0. Gain 1 Scribe.
A02	Ankh Value: 1. Gain 1 Gold.
A03	Ankh Value: 2. Gain 1 Population **or** 1 Happiness. (See *Empty sections in the Card Market* on page 18.)
A04	Ankh Value: 3. Gain 1 Faith.

DECREE CARDS

Decrees will allow you to score Victory Points for **your** possessions at the end of the game.

Card ID	Symbol	Effect
D01		Score 3 Victory Points per Technology card you have in play.
D02		Score 4 Victory Points per unique Decree symbol you have, including this one.
D03		Pay 2 Gold to score one of your other Decrees a second time.
D04		Score 4 Victory Points per your Population marker has reached. **Note:** *These symbols are not cumulative. Only count the highest number of* *the marker has reached.* **Special:** You must pay 1 Resource for each you wish to score this way. If you cannot or choose not to pay, then you may not score points for that . If you also have Decree D08, score D04 first!

Card ID	Symbol	Effect
D05		Score 4 Victory Points per your Happiness marker has reached. **Note:** *These symbols are not cumulative. Only count the highest number of the marker has reached.*
D06		Score a number of Victory Points equal to the difference between the position of your Happiness marker and the Happiness marker that is positioned the lowest on the Populace track.
D07		Score 3 Victory Points per leftover Scribe you have.
D08		Score 2 Victory Points per leftover Gold you have. Score 1 Victory Point per leftover Papyrus, Bread, Limestone, and Granite you have. **Special:** You can score a maximum of 20 Victory Points from this Decree. If you also have Decree D04, score D04 first!
D09		Score 3 Victory Points per quarry (Limestone and Granite) you have constructed within the Osiris action area.
D10		Score 3 Victory Points per workshop (Papyrus and Bread) you have constructed within the Osiris action area.
D11		Score 2 Victory Points per Building you have constructed within the Osiris action area, whether in the role of a workshop (Papyrus and Bread) or a quarry (Limestone and Granite).
D12		Score 3 Victory Points per Building you have constructed around the Temple Complex.
D13		Score 3 Victory Points per Pillar you have raised within the Temple Complex.
D14		Score 2 Victory Points per Statue you have built (whether in honor of a god or for the people). Score 2 Victory Points per Building you have constructed around the Temple Complex.

Card ID	Symbol	Effect
D15		Score 2 Victory Points per Pillar you have raised within the Temple Complex. Score 2 Victory Points per Building you have constructed around the Temple Complex.
D16		Score 4 Victory Points per Statue you built in honor of a god.
D17		Score 2 Victory Points per Statue you have built (whether in honor of a god or for the people). Score 2 Victory Points per Pillar you have raised within the Temple Complex.
D18		Score 3 Victory Points per Statue you have built (whether in honor of a god or for the people).
D19		Score 5 Victory Points per Statue you have built for the people.
D20		Score 10 Victory Points if your Maat marker is first in Turn Order. Score 5 Victory Points if your Maat marker is second in Turn Order. **Special:** Use only in games with 3 or more players.
D21		Score 1 Victory Point per Building you have constructed (whether in the Osiris Acton Area or around the Temple Complex), and thus is no longer on your player board.
D22		Score a number of Victory Points equal to ½ the total value of your Pure dice (rounded up).
D23		**Before final Scoring,** perform any one action as if it had any die value and without paying any Resources associated with the action. **Note:** *This action does not use a die and does not affect the balance of your scales.*
D24		Score the Temple Complex one more time (your own Buildings and Pillars only).

BLESSING CARDS



Blessings provide powerful one-time-use effects. You may activate multiple Blessings at once. Their effects stack with each other as well as with any applicable Technology benefits.

Card ID	Effect
B01	Play when performing a Produce Resources action: Gain 4 Limestone.
B02	Play when performing a Produce Resources action: Gain 4 Granite.
B03	Play when performing a Produce Resources action: Gain 4 Bread.
B04	Play when performing a Produce Resources action: Gain 4 Papyrus.
B05	Play when performing a Produce Resources action: Gain 3 Gold.
B06	Play when performing a Produce Resources action: Gain 2 Scribes.
B07, B08	Play at any time during your turn: Gain 3 Population or 3 Happiness. (See *Empty sections in the Card Market* on page 18.)
B09, B10	Play when taking a die: Rotate the die to any value of your choice.
B11, B12	Play when taking a die: Treat the die as if it were of a different color. (This would allow you to treat a Forbidden die as if it were Pure or Tainted, or cause a different Resource to be produced, to give just a few examples.) Additionally, you may adjust the value of the die up or down by 1.
B13, B14	Play when performing a Ra or Horus God Action: You do not have to pay any Limestone or Granite costs associated with this action.
B15, B16	Play when performing a Bastet or Hathor God Action: You do not have to pay any Papyrus or Bread costs associated with this action.

Card ID	Effect
B17, B18	Play when taking a die: As an extra action, spend 1 Scribe to perform the God Action associated with a section *adjacent* to the section from which you took the die. **Note:** *The adjacent action uses the same die and value as the normal action and does not affect the balance of your scales.* **Special:** You can perform the normal action and the extra action in any order. Your normal action can be either a God Action or an action to Produce Resources. The extra action, however, must be a God Action.
B19, B20	Play when taking a die: As an extra action, decrease your Happiness and Population by 1 to take the God Action associated with the section opposite from the section from which you took the die. The following sections are *opposite* from each other: • Horus and Bastet • Ra and Thoth • Hathor and Osiris **Note:** *The opposite action uses the same die and value as the normal action and does not affect the balance of your scales.* **Special:** You can perform the normal action and the extra action in any order. Your normal action can be either a God Action or an action to Produce Resources. The extra action, however, must be a God Action.
B21, B22	Play when performing a Produce Resources action: Take the Produce Resources action twice, each time gaining both the Resources and, if applicable, any excess as Taint.
B23, B24	Play at the start of your turn: Instead of spending 2 Scribes, play this card to perform an Anubis Action as if you had spent two Scribes. (You still need to take a die, and this does not count as an extra action.)

TECHNOLOGY CARDS

Technologies provide ongoing effects. Their effects stack with each other as well as with any Blessings you activate.

Card ID	Effect
T01	Whenever you perform an Osiris God Action: Score 2 Victory Points.
T02	Whenever you perform a Ra God Action: Score 2 Victory Points.
T03	Whenever you perform a Thoth God Action: Score 2 Victory Points.
T04	Whenever you perform a Horus God Action: Score 2 Victory Points and gain 1 Granite. **Note:** *You may gain the Granite before performing the action.*
T05	Whenever you perform a Hathor God Action: Score 2 additional Victory Points (for a total of 5) for spaces that contain your own Pillars.
T06	Whenever you perform a Bastet God Action: Score 2 Victory Points and gain 1 Population and 1 Happiness. (See *Empty sections in the Card Market* on page 18.)
T07	Whenever you receive a Horus Bonus from a Statue built in honor of a god: Gain 1 Granite.
T08	Whenever you take a die: You may treat Forbidden dice as if they were Pure or Tainted.
T09	Whenever you raise a Pillar onto a Pillar tile that has an ability: You always activate the ability, regardless of the position of the Obelisk Wheel.
T10	You may use Gold in place of Scribes, and vice versa. If you do this at least once during your turn, score 1 Victory Point.
T11	Whenever you perform any action using a die of value 1: Score 2 Victory Points.
T12	Whenever you perform a Produce Resources action: Score 1 Victory Point for every excess Resource produced.
T13	Whenever you perform a Produce Resources action: You may adjust the value of the die up or down by 1 or 2. Additionally, receive 1 Resource of the same type as the one being produced. (This extra Resource is not subject to excess production penalties.)

Card ID	Effect
T14	Whenever you perform a God Action: You may adjust the value of the die up or down by 1 or 2.
T15	During each Maat phase: Gain 2 additional Faith. You have a permanent Ankh value of 5.
T16	After each Maat phase: If your Maat marker is first in Turn Order, score 2 Victory Points. If your Maat marker is last in Turn Order, gain 1 Gold. **Special:** Use only in games with 3 or more players.
T17	Whenever you perform a Produce Resources action to produce Bread: Score 2 Victory Points. During Scoring: You no longer have to pay any Bread.
T18	Whenever you take a Pure die: Score 1 Victory Point.
T19	Whenever you take a Tainted die to perform a God Action: You may spend 1 Scribe to also Produce Resources, corresponding to the color and value of the die, before performing your normal action.
T20	Whenever you perform a Thoth God Action: Gain 1 Papyrus. **Note:** *You may gain the Papyrus before performing the action.*
T21	Whenever you perform a Hathor God Action: Gain 1 Bread. **Note:** *You may gain the Bread before performing the action.*
T22	You may use Limestone in place of Granite, and vice versa. If you do this at least once during your turn, score 1 Victory Point.
T23	Whenever you perform an Anubis Action: Score 3 Victory Points.
T24	Whenever you play a Blessing: Gain 1 Gold.

QUICK REFERENCE

2 Rounds = 1 Rotation
2 Rotations = 1 Maat phase
2 Maat phases = 1 Scoring
2 Scorings = 1 Game

Sunny					
Shaded					
Dark					

ONE ROUND OF PLAY

1. Take exactly 1 Pure or Tainted die from the Obelisk Wheel (not a Forbidden die).
2. Place die onto appropriate side on your scale.
3. Perform an action:
   - God Action corresponding to where your die was, or
   - Produce Resources based on the color of your die (gray dice cannot be used).

ROTATION

If all players have exactly 2 or 4 dice on their player board:

1. Rotate the Obelisk one section clockwise.
2. If players have 4 dice, immediately perform a **Maat phase**.
3. Add dice to the shaded sections equal to the number of players.
4. Make sure dice are in the correct row around the Obelisk Wheel.
5. Begin new round.

MAAT PHASE

If all players have 4 dice on their player boards:

1. Determine the **balance** of your scales.
2. Use Faith to modify any **imbalance.**
3. Adjust Maat marker to reflect balance.
4. Lose Victory Points for excessive Taint.
5. Determine new player order based on Maat marker position, breaking ties with Ankh value.
6. If the Obelisk Wheel is pointing at the lowest-numbered, still-in-play Scoring Marker, immediately perform Scoring.
7. Clear scales on player boards and return Faith tokens.
8. Return all Destiny Cards to the middle of the table. Choose new ones in Turn Order.
9. Continue to step 3 of Rotation.

SCORING

1. Score the 4 Resource districts in the Osiris action area.
2. Score the Temple Complex:
   a. Each **Building and Statue** scores 1 Victory Point
   b. Each **Pillar** scores 1 Victory Point for each Building and Statue (belonging to the player) in the same row/column.
3. Score 1/3/6/10/15/21 Victory points for 1/2/3/4/5/6 **Statues** built.
4. Score 3 Victory Points per your Happiness marker has reached.
5. Score 2 Victory Points for each Production marker at the "6" position.
6. Score the sum of Victory Points shown on your Building row.
7. Pay sum of Bread shown on your building row, losing 3 Victory Points for each Bread not paid.

AFTER SCORING ...

Remove the Scoring marker from the game board.

If this was the second and final Scoring:

- Score **up to 3 Decrees** of different types.
- Score 3 Victory Points if you are first in Turn Order.
- In a 3- or 4-player game, score 2 Victory Points if you are second in Turn Order.
- Player with the most Victory Points wins! Break ties by the player with most Scribes, then by the player who is earlier in Turn Order.

Otherwise:

Continue with Step 7 of the current Maat phase process.