KEMET TA-SETI

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The mysterious city of Ta-Seti has emerged to the south of Kemet; but the path to get there is a long and dangerous journey.
While your priests travel to this newfound city, battles still rage on in the land of Kemet. New creatures rally to your cause as you use powerful magic objects and unleash the dark forces of the black pyramids...

Components:

- 4 two-sided boards representing the path to Ta-Seti
- 16 black Power tiles
- 5 black Pyramids
- 5 "Buy a black power action space" tiles
- 3 Creatures
- 6 Mercenaries
- 15 Priest figurines (3 per player)
- 3 golden and 1 silver Action tokens
- 12 new Divine Intervention cards
- 33 "Path to Ta-Seti" tokens
- 15 two-sided Dawn tokens
- 3 "Temporary powers from the path to Ta-Seti" tokens
- 10 new Battle Cards (2 per player)
- 5 Ta-Seti Victory Point tokens
- 4 double-sided "Double-Edged Dagger" Victory Point tokens
- 1 Power Tile Victory Point token
- 1 Index of Powers, Cards, Skills, Objects and Bonuses

Introduction

Kemet: Ta-Seti is an expansion to Kemet; in order to play you will need a copy of the base game. This is a modular expansion: you can use all the modules or just some of them in any game of Kemet. Before starting the game, players should decide which modules they want to add to the base game.

- Module 1: a new pyramid color with 16 corresponding Power Tiles.
- Module 2: a new phase: Dawn.
- Module 3: a new mechanism: the path to Ta-Seti.
- Module 4: a new victory condition.
- Module 5: new Battle cards and Divine Intervention cards.

Note: throughout this document male pronouns are used for the sake of simplicity and readability. It should be clearly understood that in each instance, we mean to include female players as well.

Modules description

Module 1: The black pyramid and its Power Tiles

With this module players can develop their civilization using 4 different pyramid colors instead of 3. However, their cities still contain only 3 pyramid spaces. Consequently, they can only build 3 of the 4 possible pyramids. They will however be able to capture and benefit from their opponents' pyramids to gain access to powers of all four colors.



➤ *The **"Buy a black power action space"*** tile is added by each player to the 4 squares at the bottom of their individual board. For the easiest use place it on a space corresponding to a pyramid color that wasn't built. But you can move it during the game if you need to access the space underneath.

Setup

- Setting up the pyramids is done following the same rules as the base game with the split of 3 points. If a player splits his 3 points on only two pyramids, he can choose the color of his third pyramid during the game.
- The black Power Tiles are placed next to the other Power Tiles from the base game. A player possessing a black pyramid can buy black Power Tiles following the same rules that apply to the other colors.

Important!

In Ta-Seti, 3 of the black powers (Dark Ritual, Twin Ceremony and Forced March) provide a golden Action Token just like the blue power "Divine Will".
A player who buys several of these Power Tiles only receives one golden Action Token for the first of these Power Tiles that he buys. He can therefore only use one of these tiles each Day phase. When that player places the golden Action Token at the top of the pyramid on his individual board, he decides which Power Tile he wants to activate. On the next Day phase, that player will be able to place his golden Action Token again to activate any single golden Action Power Tile he owns (including the one he activated on the previous turn).

Module 2: The Dawn Phase

This module replaces the "Determining Turn order" phase (A.4 in the base game rulebook). However, the Dawn phase is ignored on the first turn. Turn order for the first turn is therefore still determined randomly.

How to gain a Dawn token ?

Dawn tokens are obtained during battles. A player who loses a battle or who loses all units during a battle gains a Dawn token of value "+1 strength" at the end of the battle. A player can own an unlimited number of Dawn tokens.

The Dawn Value

During the Dawn phase, players must resolve a mandatory battle to determine the turn order for the next Day phase. For this, starting with the player on the last space of the turn order track and moving in reverse turn order, each player:

- MUST play a Battle card face-up
- MUST discard a Battle card face-down
- CAN spend one or more Dawn tokens.

The Dawn value corresponds to the sum of **the strength value of the revealed Battle card and the bonuses from the Dawn tokens that were spent.**

Important! Only the strength value of the revealed Battle card is taken into account. The other characteristics of the card are ignored.

Each player does this in reverse turn order, up to the player placed in first position on the turn order track.

The player with the highest Dawn value places his order marker on the space of his choice on the turn order track. Then, in decreasing Dawn value order, each player does the same, placing his order marker on a free space of the turn order track. In case of a tie, the previous turn order breaks the tie. Therefore the player who was earlier in the former turn order wins ties.

ALL Dawn tokens played during this Dawn phase are then discarded.



➤ On the back side of these tokens is a **+ 2 Strength** value that can be used if players run out of **+1 Strength** tokens.

One player can own an unlimited number of Dawn tokens.

At any time during the game, a **+2 Strength** token can be exchanged for two **+1 Strength** tokens.

➤ To keep track of the old turn order, push each turn order token below its box before determining the new turn order. This way you can easily see who breaks ties.

Module 3: The path to Ta-Seti

Setup

The path to Ta-Seti is made of 4 boards that have to be laid out in a precise order, so that all roads are adequately connected (see the example below).

Each board is two-sided. At the beginning of the game, determine randomly for each tile which side will be used and create the path with the 4 boards. Place the path to Ta-Seti next to the main board.

On the path to Ta-Seti, place:

- The temporary bonus tokens on each corresponding space ❶.
- One token showing a level 1 Object, face up on each corresponding space ❷.
- One token showing a level 2 Object, face up on each corresponding space ❸.
- One Skill token, face up on each corresponding space ❹.
- One permanent Victory Point at the end of the path to Ta-Seti ❺.

Unused tokens are set aside in a reserve pile.

The 3 priest figurines of each player are placed next to the board showing the start of the path ❻.



Principle of play

When a player performs a "Move/Attack" action, he can, in addition, **activate immediately one of his priests on the path to Ta-Seti.** Movement on the main board will only be carried out after the Priest's activation has been completely resolved.



Stephan decides to move his priest on the bottom road. He gains 1 ☥ (and advances his ☥ token one space on his individual board). He also gains the +1 damage temporary token that he will be able to use only if he starts a battle with his "Move/Attack" action. Whether he used it or not, this token will go back to the Ta-Seti reserve at the end of his action.

Important!

The only way to activate a priest on the path to Ta-Seti is by using one of the two "Move/Attack" action spaces of an individual board. Similar actions triggered by the use of a golden token are not taken into account for the path to Ta-Seti.

Activation of a priest

The player can activate either a priest already on the path to Ta-Seti, or a priest in his reserve in which case that priest will enter the Ta-Seti board on the path of his choice on the left side of the board. The activated priest will **travel along the path to Ta-Seti**, and **make a stop** in a location. The player will then decide whether the priest will continue its journey, or if it will benefit from the rewards given by the location and be removed from the Ta-Seti board.

1) Traveling on the path to Ta-Seti

A priest ALWAYS moves right, following a path, in the direction of the Victory Point located at the end, on the city of Ta-Seti. The priest can move as long as it doesn't reach a location. When it arrives at a location (village, city or temple), it must end its movement.

Rewards: The player immediately benefits from bonuses that are depicted on the path between two locations. He also takes temporary bonus tokens (if there are any) and will be able to use them in the same turn (see p.4 of the Index), before replacing them on the path to Ta-Seti.

2) Stop in a location

When the priest reaches a location, the player has to stop and choose one of these two options:

- Take nothing. In that case, the priest stays on the path to Ta-Seti and can be activated later in the game.
- Take the Objects and/or Skills available on the location and place them next to his individual board. In that case, the priest is removed from the path to Ta-Seti. If the player takes a Skill token (see below) the priest is placed on the main board, replacing one of his units (that goes back to his reserve). If he took only Objects (see p.3 of the Index), the priest is placed back next to the board, near the start of the path to Ta-Seti.

The Object tokens obtained by a player must always be discarded after use. The Skill tokens obtained by a player are permanent. Temporary bonus tokens return on their spaces in the path to Ta-Seti after they are used.

Information on how to use each object is found in the Index.

Important !

- Only one priest can be activated with each "Move/Attack" action.
- A player can have several priests on the path to Ta-Seti.
- There can be several priests (belonging to one or more players) on the same step.

Details on acquiring a Skill with a priest

When a player decides to gain a Skill on the path to Ta-Seti, he removes the priest he activated from the path and places it on the main board. That priest becomes a unit that replaces one of the player's units already on the board. The unit that is removed goes back to that player's reserve.

If the player does not have any units on the board, the priest goes to the player's reserve with his other units. Once it is on the board, the priest is treated as any other unit and behaves as such. However, the priest provides the troop he is traveling with all the skills the player acquired on the path to Ta-Seti. If a priest is eliminated, he goes back to the player's unit reserve and can be recruited as a normal unit.

Skills effect: The skills the priests acquire are permanent and are transferred automatically to other priests. Hence, if a player has acquired several skills, each troop comprising at least 1 priest will benefit from ALL the skills that player has acquired.

Warning: if two priests travel with the same troop, bonuses from skills are not doubled.

Important: if a player has his three priests on the main game board, he can send back, anytime he wants, one of his priests in the reserve on the left of the path to Ta-Seti.

At the end of each Night phase (after phase A.3 Resolving Power Effects and before the Dawn phase, if players chose to play with module 2), the path to Ta-Seti is refilled. If Objects, Skills or Victory Points tokens have been taken during the previous turn, they are replaced with new tokens taken from the reserve, as long as there are some left. If no more tokens are available, the path is refilled starting from the step furthest away from the start from top to bottom.

Module 4: A new victory condition

Although this module works perfectly well by itself, we advise combining it with module 2, the new Dawn phase. A player wins the game if he satisfies the victory conditions before placing one of his action tokens, rather than at the end of a turn like in the base game.

Principle of play

If during the Day phase, before placing one of his action tokens, the **active player** possesses **at least** 8 VP (or 10 depending on the choice made before the start of the game) there are two possible situations:

- if none of his opponents possesses more VP than he does, he **immediately** wins the game (it is therefore possible for a player to win the game while one of his opponents has as many VP as he does).
- if one or more of his opponents possess more VP than he does, no one wins at this time. **The current Day phase is the last of the game.**

If, at the end of this Day phase, no player has won the game, the winner of the game is determined like in the base game, that is, taking into account the following criteria (in that order):

- The player who has the most VP
- In case of a tie, the player who has the most Battle VP
- In case of another tie, the tied player who played the first during the last action phase.

Module 5: New Battle cards and Divine Intervention cards

Battle cards

Each player receives 2 new Battle cards at the beginning of the game in addition to the 6 Battle cards of the base game. Each player now has 8 Battle cards to choose from for the battle resolution

Divine Intervention cards

New Divine Intervention cards are added to those from the base game during setup. Players still receive a Divine Intervention card at the beginning of the game, with the possibility of receiving one of the new cards. The cards that are not dealt to the players at the beginning of the game are still kept aside in a draw pile next to the board.

THANKS

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We do not thank the person who uttered the following sentence: "You will see, making an expansion is much less work that designing the base game."

Jacques and Guillaume

Since the beginning of the game, Guillaume has gained two Skills:



"Slaughter"



and "Charge!".

The troops his Priests travel with will get "+1 Damage" AND "+ 1 Strength when attacking".

At the start of the game, the players agreed on the 8 VP victory condition.

At the beginning of a new round, players have the following scores:

Jacques has 8 VP, Claire has 9 VP, Guillaume and Stephan have 7 VP each. Jacques plays first. As he places his first Action token, Claire is ahead of him with 9 VP. Jacques can therefore not immediately win the game.

Claire plays in third place. If at the time she plays her first Action token the overall situation has not changed (she is still alone in the lead with 9 VP), she will win the game.

In any case, that day phase is the last one of the game, and the winner will be determined when the phase ends.