

KEMET

2012	2-5 Players (5)	90 Mins.	Ancient / Fighting / Mythology
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Object

Players take on the role of ancient Egyptian gods, summoning armies into epic battles and granting them with special powers and mythical creatures to help turn the tide of war. The first player to win 8 Victory Points (short game) or 10 Victory Points (long game) is the winner!

Setup

- Place the board in the centre of the table. There is one side for 2 or 4 players and the other side is for 3 or 5 players. Note that with 2 or 3 players, the eastern section of the board is not used.
- All 48 Power tiles are placed face up next to the board. These should be sorted first by colour (white, blue, red) and then cost (1 to 4 'ankh' symbols). (See the illustration on Page 2).
- Keep the creature miniatures and gold and silver action tokens at the side of the board (or they may be placed on the Power tiles that represent these items).
- Place the 5 round Temple temporary VPs on their matching temple spaces, one for each temple. (For 2 or 3 player games, there is no need to place the 2 VP tokens for the temples on the eastern side of the board, as they will not be used).
- Place the 5 square-shaped blue 'Sanctuary of All Gods' VP tokens on the Sanctuary space in a stack. (Note that on the 2/4 player board, there is no Sanctuary and these VP tokens are not used).
- All other VP tokens are kept in their respective piles beside the board.
- Each player chooses a colour and receives:
 - an individual board;
 - 5 Action tokens;
 - 1 'ankh' marker, placing it on the 5th space of their Prayer Points scale;
 - 12 units;
 - 6 Battle Cards;
 - an Order Marker;
 - and 3 Pyramids (one of each colour).
- Each player also receives a random Divine Intervention (DI) card. The rest of the DI cards are placed face down in a draw pile beside the board.
- Choose a player to start randomly. Place this player's Order Marker on the first space of the cartouche on the top of the board that matches the number of players. Then, place in left-to-right order the other players' Order Markers, with the next clockwise player being placed second, etc.

Rules of play

Establishing A City

- Before the game begins, beginning with the start player, each player chooses a city to place their initial units and pyramids.
- The cities in the game are made up of three districts. Each district holds one pyramid. When establishing a city, the current player places 10 units into their city, distributing them any way they like throughout the three districts. Note that there is a limit of 5 units in any district or board space. Two units will be left in the player's supply.
- After placing out units, the player then places their three pyramids into the city, with one pyramid in each city. Each player has 3 'pyramid points' to start with. This means that each pyramid may start with 1 point (with the number '1' being the top-most number on the pyramid) or they may start with one pyramid at '2' points, and a second pyramid at '1' point. The remaining pyramid would be a '0' point pyramid and kept off the board in the player's supply until it has at least one point, which at that time it would be placed in the player's remaining city district.

- As soon as the start player finishes placing their units and pyramids, the next player in clockwise order places out their units and pyramids. This is done until all players have placed out their pyramids and units. (Note that players may wish to read through the rule book completely before setting up units and pyramids).

Game Phases

- Each turn in the game has two phases: The Night (Preparation) Phase and Day (Action) Phase. The game is played in turns until at least one player wins the game.

Phase 1: Night

- The Night Phase has four parts: 1) Distribute Prayer Points; 2) Distribute Divine Intervention cards; 3) Night Power Effects; 4) Determining Turn Order.

1) Distribute Prayer Points

- Each player receives 2 Prayer points. This is marked by shifting the Prayer Points (ankh) marker on a player's board two spaces to the right.

2) Distribute DI cards

- Each player receives a DI card from the DI deck. This card should not be shown to any other player.
- There is no limit to the number of DI cards a player may hold.
- DI cards grant the player playing the card one-time bonus effects. They can only be played in the phase that is indicated on the card. Each card shows either the Day Phase icon, Opponent's Turn icon (a black cartouche), or a Battle icon. DI cards played during the Day Phase or during an opponent's turn can be played at any time during those phases, except during a Battle. Only Battle DI cards can be played during a Battle in which that player is involved.
- Some DI cards have a cost associated with them, shown as an ankh in the upper-left corner. The player must pay the 1 Prayer point by adjusting the marker on their Prayer point track.
- Played DI cards are discarded face-down (keep the discard pile messy to indicate that it is not the draw pile). If the DI draw pile is empty, shuffle the discards to make a new draw pile.
- Any number of DI cards can be played, as long as the cost for the cards is paid and they are played in the same phase. Effects are cumulative.
- The card effects for each DI card is explained in the card index included in the game. (Review these effects before beginning the game). Playing DI cards never counts as an action.

3) Resolving Power Effects

- In turn order, each player may resolve any Power tile effects that can occur during the Night phase (they show the Night Phase icon). (How to acquire Power tiles will be explained later).

4) Determining The Turn Order

- The player with the fewest VPs determines the turn order of all players for the entire turn. The turn order is marked with the Order tokens on the board.
- If there is a tie for fewest VPs, the player of those tied who played earlier in the last turn will determine the Turn Order for the current turn. Note that for the first turn, the turn order is randomized.

Phase 2: Day Phase

- In this phase, players will be selecting the actions that they will be taking in the turn.
- Each player has 5 Action tokens. In turn order, each player will place *one* Action token on any of the 9 Action spaces on their player board. They may then immediately take the action, before the next player places and takes their action. Taking the action is optional; placing an Action token on an action each round is mandatory.
- This sequence continues until all players have placed out all 5 of their Action tokens.
- A player may not place an Action token in a Action space that already contains a token. As well, by the end of the Day phase each player must have placed at least one token into each of the three levels of the pyramid. (Note that the Golden Scarab at the top of the pyramid is only used by the player who controls the 'Divine Will' Power Tile).

Description of the Available Actions

Action 1: Pray

- 'Pray' is represented by the double ankh symbol. When taking this action, the player receives 2 Prayer Points. They indicate these points by moving their Prayer Points marker on their player board two spaces to the right.

Action 2: Raising A Pyramid

- 'Raising A Pyramid' is represented by the pyramid symbol. When taking this action, the player is able to raise the level of one of their pyramids. They may raise the level multiple times when taking this action, but they can only raise one pyramid only.
- The player pays a number of Prayer Points equal to the level(s) they are raising the pyramid. For example, raising a pyramid from '1' to '2' would cost 2 Prayer Points. Raising a pyramid from '1' to '3' would cost 5 Prayer Points (2 + 3). Mark the spent Prayer Points on the player board.
- Note that when a pyramid is raised from Level 0, it is placed from the player's supply and onto the board at the level that was paid for.
- Pyramids allow players to: teleport troops to an obelisk (more later) and buy Power tiles of the same colour and level (more later).
- When a player raises a pyramid to Level 4, they gain 1 temporary VP.
- Later on, a player may be able to take over an opponent's pyramid, gaining all the benefits that come with its colour and level (including any temporary VP earned). This will be explained later.

Action 3: Buy A Power Tile

- 'Buy A Power Tile' is represented by the three eagle symbols of the colours white, red and blue. When taking this action, the player is able to purchase one Power Tile matching the colour of the eagle they played their Action token on.
- Power Tiles give the owning player additional benefits in the game, including extra attack and defence powers and mythical creatures to aid in battle and protection. There are other effects that can be gained as well.
- To purchase a Power Tile, the player must control a pyramid that is the same colour and at an equal or greater level of the Power Tile being purchased. In addition, the player must pay for the Power Tile by spending Prayer Points equal to the level of the Power Tile purchased. Mark the spent Power Points on the player board.
- Any purchased Power Tiles are kept in front of the player, clearly visible to all players.
- The Power Tile shows which phase it can be used in: either in the Day phase, Night Phase or during Battle. The symbol on the power card indicates what its special power is. Players should refer to the Card Index to find explanations of the symbols.
- Note that a player cannot ever own more than one Power Tile that has the same effect and matching illustrations. This includes Power Tiles that are different colours, but have matching card effects.

Action 4: Recruit

- 'Recruit' is represented by the soldier symbol. When taking this action, the player is able to take units from their reserve equal to a number of Prayer Points spent. For example, a player may spend 3 Prayer Points to recruit 3 units.
- Recruited units are placed from the player's reserve into their city. They may place units in one, two or all districts of their city.
- Note that a player cannot recruit units into another player's city, even if they control a pyramid in an opponent's city. However, a player may still recruit units into their own city, even if an opponent controls the pyramid there. This would trigger an immediate battle!
- Remember that only 5 friendly units are allowed in a city district or board space at any time.

Action 5: Move / Attack

- 'Move/Attack' is represented by the leg symbol. When taking this action, the player is able to move one troop. The player may move all the units in a troop, or leave some units behind when moving. A player may also move into a space that has friendly units, as long as the merge doesn't exceed the troop limit of 5 units.
- The movement capacity of a troop is what the troop begins with before movement. Even if the troop picks up a creature during movement that was with a different troop, their movement capacity is still equal to what they started with.
- Normally, a troop can move 1 space only. The number of spaces that can be moved through can be increased by Power Tiles, Creature abilities, and DI cards that affect movement.
- Troops normally move from space to adjacent space on the board. When playing the 3- or 5-player game, players may also use the two harbour spaces on the board to move into the eastern part of the board. There is no additional cost for using a harbour.
- There is a special type of movement that can be used: teleportation. A player can teleport a troop from a pyramid (in their city or in an opponent's district that they control) to a space on the board containing an obelisk. It costs 2 Prayer Points to teleport. Note that teleporting doesn't cost any movement points and as such a player may be able to teleport and then move into an adjacent territory at the cost of 1 movement point only.
- Players may use ground, harbour and teleport transportation all in one move action, as long as they do not exceed the movement points they are able to spend.
- A player can only enter an opponent's city if they start their movement in an area adjacent to the district of the city they wish to move into. Walls do not affect the player when they are moving into their own city. (Note that a DI card – Open Gates – cancels the Walls protection).
- Whenever a troop moves into a board space that contains an opponent's troop, they must end their movement immediately and battle! (Note that a player may use a DI card – Escape – to cancel the battle and continue their movement as usual).

Battles

- When a battle occurs, the attacker and the defender each secretly select two Battle cards from their hand.
- The first card is immediately discarded. The second card is played in the battle. It is kept face down at this point. (Note: Players should decide before the game begins whether discarded Battle cards are discarded face up or down).
- Players may also add any number of applicable DI cards facedown underneath their Battle card. When both players have set down their Battle card and any DI cards, both players reveal their Battle cards and DI cards face up, paying any of the Prayer Points shown on the DI cards.
- The winner of the battle is determined by each player totaling: a) the number of units in their troop; b) the strength value of their Battle card (represented by a hand holding a sword); c) any attack or defence bonuses from their Power tiles; d) any bonuses given from creatures engaged in the battle; e) any bonuses from DI cards.
- The player with the highest Battle value wins the battle. Ties are won by the defender.
- Each Battle card has a Damage value (blood drop) and a Protection value (shield). Note that these numbers can be modified by certain effects and bonuses in the game.
- Both the winner and the loser of the battle lose as many units as the total Damage value of their opponent, minus their own total Protection value. Note that the winner of the battle may also receive damage, regardless of their win. It is even possible for the winner to lose all their units in the battle from Damage. However, this player will still be considered the winner of the Battle.
- Once a player's six Battle cards have been discarded from previous Battles, they are taken back into that player's hand for future battles.

- If the attacker wins the battle, and has at least one unit left, he gains a permanent Battle point worth 1 VP.
(Make sure to give the correct type VP token, which may be used to decide a tie game later on). An attacker who loses a battle doesn't win any Battle VP. The defender never receives a VP, even if they won the battle.
- The defeated player may decide to recall or retreat his remaining troops. If he decides to retreat, the winner of the battle decides which adjacent empty space the opponent's units will be retreated to. If there are no adjacent empty spaces, then a retreat is not possible.
- Both the winner and the loser of the battle may choose to recall surviving units to their God. A player receives 1 Prayer Point for every unit recalled. These units are placed into the player's reserve and can be recruited later.
- Players may not recall some troops and leave others in the area where the Battle occurred. All units must either be recalled or stay where they are. The defeated player may only retreat or recall - they cannot do both.

Creatures

- When a player buys a Power tile with a creature associated with it, they receive the advantages of that creature. Upon purchase, the player may immediately put the creature down in one of his three city districts, as long as the district has at least one unit inside it. Otherwise, the creature is placed in the player's play area on top of the Power tile, until it can be placed on the board later.
- A player may never have more than one creature in a board area or city district.
- Creatures don't count as units when determining the 5-unit maximum limit or when determining the number of the units in a Battle. It only adds bonuses to the troop that it is a part of.
- Creatures can never be destroyed. If they are ever in a board area without any other units (usually because they have been all destroyed or recalled) the creature is moved immediately back to the controlling player's city (or off the board into their play area if no city district has at least one unit).
- When a creature is in a player's reserve, it may move into a city district (with at least one unit present in the district) when the Reserve action is taken. It does not cost any Prayer points to deploy a creature into a city; it happens automatically along with the Recruit action.
- Creature cards show the level and cost of the creature, its abilities, the phase in which its Power is activated, the movement point increase for the troop it is part of, and lastly, any special card effects that the creature can perform (some creatures do not have special card effects).

Controlling Temples

- At the end of a Battle or movement, if a player controls a temple by having at least one unit inside it, they receive a temporary VP for the corresponding temple. If at anytime that player no longer has at least one unit inside that temple, they must return the VP token to the board. (Note that the 'Sanctuary of the Gods' does not count as a temple).

Gaining Prayer and Permanent Victory Points

- When all players have finished taking their actions, Prayer points and permanent Victory Points are distributed as follows:
 - The player controlling the Delta temple may withdraw a unit from the temple back into their reserve and receive 5 Prayer Points;
 - Players who have at least one unit in the other temples may receive 2 or 3 Prayer points, depending on the temple. They also keep the corresponding temporary VP token.
 - The player controlling the Sanctuary of All Gods (3/5 player game only) may withdraw two units from the temple back into their reserve and receive 1 permanent VP.
 - Any player who controls at least two temples receives a permanent VP.

The End of The Game

- As soon as one player has at least 8 VPs (or 10 VPs for a longer game) at the end of the Day phase, they are declared the winner. Ties are broken by the player of those tied with the most VPs, followed by the most Battle VPs, and then by the one who played earlier in the previous Day phase.

See page 8 for Tactical Advice and FAQ.

Version 1.0

Compiled by Adam Allett (freechinanow) in 2013. Note that while most of the language has been re-written from the original English rulebook, some parts have been taken verbatim from the rulebook. While this simplified rule-set has been compiled by me to bring further clarity to the rules, the copyright of the rules herein remain with the designers and/or publishers of Kemet.