

RULES OVERVIEW

- Place the board and other components in the center of the table.
- Each player should choose a color, place the cube of that color beside the scoring track, and collect the 3 Scribe pawns in that color.
- Give each player 20 Gold (1x1 Gold, 2x2 Gold, 1x5 Gold, and 1x10 Gold) 1 *Theft* card and 1 purple *Architect* Favor card. Remaining *Theft* cards, leftover Scribes, and cubes are returned to the box.
- Form 2 decks (Province and Favor), shuffle them and place them face down on the board. The Province deck is composed of 3 Provinces per player (9 at 3 players, 12 at 4 and 15 at 5 players).
- Determine the first player at random and give them the Start Player token. Each round begins with the Start Player and proceeds clockwise around the table.

1 game = 2 ages: the Old and New Kingdoms.
 1 age = 3 rounds + 1 scoring phase.
 1 round = 4 phases: 1- Auctioning Provinces; 2- Purchases and Construction; 3- Offerings to Amun-re; 4- Harvest and Income.

A. STRUCTURE OF AN AGE

An age consists of 3 rounds. At the end of the 3rd round, Victory Points are counted and scored.

Each round is divided into 4 phases, which happen in the following order:

1. AUCTIONING PROVINCES

Draw and place as many Province cards on the board as there are players.

- Starting with the Start Player, all players make a bid by placing their Scribe on an empty value on the Province card of their choice. You may not place a lower bid than a player who is already there. When it is your turn again, you must either Pass (if your bid is still the highest in a Province) or move your Scribe to a new bid on a different Province.
- As soon as all players have placed a bid and none are contested, they pay their bid and leave their Scribe in the Province purchased. Then they collect any immediate bonuses (Favor cards, Stones, or Gold).

2. PURCHASES AND CONSTRUCTION

In turn order, each player may buy:

- From 0-4 Favor cards, limited to the largest Favor bonus in your Provinces.
- Farmers, limited by the number of open fields in your Provinces.
- As many Stones as you want.

Then, in any Province with at least 3 Stones (or 2 Stones, if you play an *Architect* card), trade the Stones for 1 Pyramid.

3. OFFERINGS TO AMUN-RE

- Players simultaneously present their Offering of Gold to Amun-Re.
- The person who offers the most becomes the Start Player.
- Place the corresponding Offering tile on the Nile (based on the total of all Offerings).
- The players get a reward depending on their individual Offering: 1, 2 or 3 Favor cards, Farmers and / or Stones (in any combination) for 3rd, 2nd, and 1st.
Reminder: players who played the *Theft* card do not get rewards, but do steal 3 Gold from the Reserve.

4. HARVEST AND INCOME

- Each Farmer = Gold equal to the number on the Offering tile
- Caravans = Gold equal to the number above the Camel on the board, IF there is a Camel on the Offering tile.
- Gold Mines = Gold equal to what is depicted on the Board

B. END OF ROUNDS, AGES, AND THE GAME

If you have not completed 3 rounds in this age, proceed to the next round.

After three rounds, the age of the Old Kingdom ends. Score VP, remove the Scribes and Farmers from the board, and reshuffle the Province deck. Stones and Pyramids remain on the board, and are no longer owned.

After the next 3 rounds, the age of the New Kingdom ends, and subsequently the game. Score Victory Points a second time, and add the bonus for players who have the most Gold (6, 4, and 2VP). The player with the most points wins.

Alexandre buys 1 Favor card for 1 Gold, 1 Farmer for 1 Gold, and 5 Stones for 15 Gold. He pays 17 Gold in total, turns 3 Stones into 1 Pyramid, and uses his *Architect* card to transform the remaining 2 Stones into another Pyramid. The two Pyramids are then replaced by one Double Pyramid.

3. OFFERINGS TO AMUN-RE

Bernard holds 1 hidden card (5 Gold) in front of him; Charles holds 2 cards (1+1 = 2 Gold); Arnaud holds two Gold cards (5 + 1 = 6 Gold); as well as an Offering Adjustment card. Alexander holds out his *Theft* card. The cards are revealed, the value of the collective Offering is 5 + 2 + 6 - 3 = 10. Charles uses his Offering Adjustment card to increase the value of collective Offering by 3, 10 + 3 = 13. The 13 > 22 Offering tile is put in play.

Arnaud, who made the greatest Offering gets the Start Player token, and takes as reward 1 Favor card and 2 Farmers, which he places in the Fields of Buto. Bernard made the second best Offering and takes 1 Favor card and 1 Stone, which he places on Thebes. Finally Charles who offered the third most takes 1 Favor card. Alexander gets his *Theft* card back, along with 3 Gold from the Reserve.

Arnaud has 5 Farmers x 3 Gold = 15 Gold. Alexandre plays the Treasury card. He gains nothing from his Province and instead gets 8 Gold. Bernard earns 3 Farmers x 3 Gold = 9 Gold. Charles has 4 Farmers x 3 Gold = 12 Gold. It's the end of the 1st round. Charles begins the 2nd round by drawing 4 new Provinces.

4. HARVEST AND INCOME

The most recent Offering tile indicates that the Farmers provide 3 Gold each, and since there is no Camel on it, Caravans do not pay out:

Arnaud has 5 Farmers x 3 Gold = 15 Gold. Alexandre plays the Treasury card. He gains nothing from his Province and instead gets 8 Gold. Bernard earns 3 Farmers x 3 Gold = 9 Gold. Charles has 4 Farmers x 3 Gold = 12 Gold. It's the end of the 1st round. Charles begins the 2nd round by drawing 4 new Provinces.

FAVOR CARD DETAILS AND THEIR PHASES

Note: Any card can always be turned in for 1 Gold instead of using it for its ability.

1. AUCTIONING PROVINCES

Protection (x2)
During the auction phase, nobody may place their Scribe on a space that is immediately after yours.

Bribery (x2)
If your bid is contested by another player, you may play this card during your turn to make a new bid on the same Province.

2. PURCHASES AND CONSTRUCTION

Architect (x8)
You can construct a Pyramid using 2 Stones instead of 3.

Free Farmer (x5)
Place 1 Farmer from the supply into a Province of your choice. He does NOT need to be placed in an empty field!

3. OFFERINGS TO AMUN-RE

Offering Adjustment (x4)
This is played along with your Offering. It allows you to optionally add or subtract 3 from the value of the collective Offering (not your individual one).

Theft (x5): The *Theft* card is not a Favor card and can not be exchanged for 1 Gold. You may play it as your Offering in order to steal 3 Gold from the reserve. Players start the game with a *Theft* card, and always get it back after using it.

4. HARVEST AND INCOME

Big Harvest (x5)
Choose a Province. Each Farmer in that Province provides 1 additional Gold this round.

Treasury (x3)
Choose one of your Provinces. That Province provides no income this round, and you instead collect 8 Gold.

COUNTING VICTORY POINTS AT THE END OF EACH AGE

- +1, +2, +3, or +4 VP / Temple (based on the value shown on the current Offering tile).
- +1 VP / Pyramid.
- +3 VP / Pyramid in your Province with the least Pyramids.
- +5 VP IF you have more Pyramids on one side of the Nile than any other player. Ties are broken by Stones. Each side of the river scores separately.
- +3 VP / yellow Favor card you play for which you met the conditions described. (More information below).

DETAILS ON FAVOR CARDS THAT SCORE POINTS AT THE END OF AN AGE

Master of Scribes (x2)
+3 VP if you have at least 7 total Favor bonuses (immediate and permanent) in your Provinces.

Master of Farmers (x2)
+3 VP if you have at least 9 Farmers.

West Side or East Side (x2)
+3 VP if all 3 of your Provinces are on the same side of the Nile.

Nile or Frontier (x2)
+3 VP if all 3 of your Provinces are next to the Nile, or if they are all NOT next to the Nile.

Upper or Lower Egypt (x2)
+3 VP if all your Provinces are in Upper Egypt, or if they are all in Lower Egypt.

Discard these cards after using them to score. You may play multiple cards in a single scoring, but no more than one of each type.

- Additional VP - end of game only:**
+6 VP for the player with the most Gold remaining.
+4 VP for the player with the second most. +2 VP for the player with the 3rd most. In case of a tie, both tied players score, but the next place down is eliminated.

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A GAME BY REINER KNIZIA
 ILLUSTRATIONS BY KEVIN LE MOIGNE

INTRODUCTION

In the heart of ancient Egypt, you are a Pharaoh who seeks to leave his mark on history by building the grandest Pyramids! Surpass your opponents by acquiring the best Provinces! Cultivate fields and construct Pyramids! But remember to send Offerings to Amun-Re, for the Nile fertilizes your land. Only then will you become the greatest of all Pharaohs. Amun-Re is an auction and optimization game that reveals its depth as the ages of the game progress!

1. GOAL OF THE GAME

In Amun-Re, you play as Egyptian royalty who will participate in auctions to acquire Provinces, build Pyramids, and develop cultures. The game takes place in two ages: the Old Kingdom and the New Kingdom. Between these two ages, barbarian hordes

decimate all farms and all players will lose control of their Provinces to the sands of time - only Stones and Pyramids will remain. Provinces will be auctioned again, and at the end of the New Kingdom, the player with the most Victory Points will win the game and be crowned the greatest Pharaoh!

2. SET-UP

A. EACH PLAYER RECEIVES:

- 3 Scribe pawns and one Victory Point marker in the color of their choice. Scribes are used to indicate bids and control of Provinces. The Victory Point marker should be placed beside the score track on the board.
- 20 Gold value in cards (1 one, 2 twos, 1 five, and 1 ten).



• 1 *Theft* card (-3 Gold). This card can never be discarded or sold. Extra *Theft* cards are returned to the box.

• 1 *Architect* Favor card. This card lets you build one Pyramid for 2 Stones instead of 3.

• Extra *Theft* cards, Scribes, and Victory Point markers are returned to the box. Extra *Architect* cards are shuffled into the Favor card deck.

Note: Gold, Theft, and Favor cards all have the same back so that you can keep which cards you have secret.

You can and should make change with the stacks of Gold cards any time it is needed.

B. THE BOARD

Set up the board as shown on the following page.

- Place the board in the center of the table
- Shuffle the deck of Province cards and the deck of Favor cards separately:

- The number of Provinces used depends on the number of players. If you are playing with 5 players, all the Provinces are used. Otherwise, deal 3 cards per player into a new Province deck and return any remaining Province cards to the box without revealing them. The returned cards/Provinces will not be used this game.

Note: The front of the Favor cards have a colored background which indicates which phase it can be played during. While you may play multiple cards in a single phase, you may not play two identical cards during the same phase. You may also spend any Favor card as if it was 1 Gold.

CONTENTS

- 1 Game board
- 15 Scribe pawns (3 x 5 colors)
- 5 Victory Point markers (cubes)
- 61 Gold cards (18 ones ; 12 twos ; 12 fives; 9 tens; 10 twenties)
- 5 Theft cards (-3 Gold)
- 39 Favor cards
- 15 Province cards
- 15 Stones
- 15 Pyramids
- 15 Double Pyramids
- 4 Offering tiles
- 48 Farmer tokens
- 1 Start Player token
- 1 Rule booklet

START PLAYER

Randomly determine the Start Player and give them the Start Player token. During the game, the Start Player may change based on Offerings given. Actions during the phases of the game always begin with the current Start Player and proceed clockwise around the table.



OFFERING TILES

Place the Offering tiles face-up next to the board.



AFTER OFFERINGS ARE MADE, AN OFFERING TILE GOES HERE

Place the Stones, Pyramids, and Double Pyramids in the quarry.



Place the Farmers on the board.



Form the Gold Reserve by sorting the Gold cards by value and placing the resulting decks face-up next to the board.



GOLD RESERVE

3. HOW TO PLAY

A game of Amun-Re takes place in two ages called the Old Kingdom and the New Kingdom. Each age consists of 3 identical rounds of play (subdivided into 4 phases). Scoring is done at the end of each age.

BOARD SYMBOLOLOGY

Immediate Bonuses

Immediate Bonuses are shown in brown boxes. They are awarded as soon as the player acquires the Province.

Examples:

- Immediately draw a Favor card
- Immediately gain and place one Stone. Once placed in a Province, the Stone cannot be moved.
- Immediately draw 1 Favor card and gain 12 value in Gold.

Permanent Bonuses

Permanent Bonuses are displayed directly in the sand. They provide their benefit for as long as the player owns that Province.

- **Favor:** Indicates the maximum number of Favor cards you can buy (1 per symbol). Only the Province you own with the most Favor symbols counts, they are not added together.
- **Gold Mine:** Gold Mines provide a regular income of Gold each round.
- **Caravan:** Camels represent Caravans arriving when the Nile is low. They provide the Gold shown as income during rounds in which the Offering tile for the round has a Camel on it.
- **Temple:** At the end of each age, each Temple will score points for its owner as indicated by the most recent Offering tile.

Farm: This is where you can place Farmers that you hire. Each Farmer will earn you income based on the most recent Offering tile.

Description of the Province of Thebes

The Province of Thebes lies along the Nile, on its east side, and is part of Upper Egypt (). When you win Thebes -

- Immediately draw 2 Favor cards.
- You can buy up to two Favor cards per turn.
- It has enough space to accommodate hiring up to 4 Farmers.

A. ROUND STRUCTURE

Each round has 4 sequential phases. Each phase must be completed by all players before moving to the next phase.

Victory Points are scored after 3 rounds, and then again after another 3 rounds.

1. AUCTIONING PROVINCES

(red Favor cards: Protection and Bribery)

Draw Province cards equal to the number of players and place them face up on the board in the relevant Provinces. These will be the Provinces players will bid on this turn.

• In each of those Provinces, place the Stones, Favor cards (face down), and Gold shown in the brown 'Immediate Bonuses' box in the Province.

Starting with the Start Player and proceeding clockwise around the table, players make a bid by placing one of their Scribes on an unoccupied bidding space on a Province card. This indicates how much the player is willing to pay for the Province. You may not place your Scribe on a lower bid space than any Scribe currently on the card.

Note: You do not have to place your Scribe on the lowest valued position available. You may want to place it on a higher value to protect the bid or to make another player pay more for the Province than they had wanted.

If another player has bid on a Province you would like, you can outbid them by placing your Scribe on a higher number on that Province card.

If you have a **Protection** card, you may play it beside a Province when you make your bid to block the next-highest value space on that card. This means someone would have to put their Scribe at least two positions higher in order to outbid you. You cannot place a bid for more Gold than you have, though remember you can trade any favor card for 1 Gold apiece.

When it is your turn again:

- Pass - if your Scribe still holds the highest position on a Province card;

2. PURCHASE AND CONSTRUCTION

(purple Favor cards: Free Farmer and Architect)

Starting with the first player and proceeding in turn order, you can make purchases in the order shown on the board:

- From 0-4 Favor cards, which are drawn from the deck and placed in your hand. The maximum number of cards you can buy at a time is equal to the highest number of Favor symbols in any single Province you control. Choose how many cards you wish to purchase, then pay for them all at the same time. If you do not own a Province that contains Favor symbols, you cannot purchase Favor cards.
- Farmers, which must be placed in open fields in your Provinces. You can not buy Farmers you can not place, nor place Farmers you purchased in Provinces without empty fields.

• Or, if someone has outbid you, you must move your Scribe to an unoccupied space on a **different** Province card. You may only move the Scribe to a higher position on the same card by playing a 'Bribery' card.

Example of an auction: Seb placed her Scribe on the '3' position on the card for the Province of Avaris. Charles outbid her by placing his Scribe on the '10' position, to lower the chance that someone else will outbid him. When it's back to Seb's turn, she must move her Scribe to a different Province card. However, if she is again outbid on the different Province, she may opt to move back to Avaris to outbid Charles.

Once all the Provinces have a Scribe on them (which means no provinces are contested, as each player has one Scribe on a different card) players pay the amount of their bid in Gold to the Reserve, place the Province card they have just acquired control of in front of them, and leave the Scribe used for bidding on the board in that Province to show who controls it. Then they immediately claim any Stones, Gold, and Favor cards granted by that Province's Immediate Bonuses.

Example: Thebes, Dakla and Abydos are drawn and auctioned.

Seb is the first player. She places her Scribe on Dakla and offers 10 Gold. Arnaud places his Scribe on Thebes, Offering 3 Gold. Charles places his Scribe on Thebes in the '6' Gold position.

It is back to Seb's turn, but no one has outbid her, so she passes. Arnaud was outbid on Thebes, so he must change his bid. He places his Scribe on the 0 Gold space of Abydos.

No Province card is contested, so players pay their bid, put their Scribe in the Province they have acquired, and claim their Immediate Bonuses:

Seb pays 10 Gold, then receives 12 Gold and 1 Favor card from Immediate Bonuses in Dakla. Arnaud pays nothing and gains control of Abydos, as well as the free Stone it contains. Charles pays 6 Gold, and receives 2 Favor cards.

• Stones, which must be immediately placed in your Provinces.

Unlike Favor cards, it is possible to buy more Farmers or Stones than is shown by the cost scale on the board, as long as you have space for them. If you want to buy more than 7, calculate the cost by following the formula below:

The cost to buy 8 = the cost to buy 7 (28) + 8 = 36 Gold; The cost to buy 9 = the cost to buy 8 (36) + 9 = 45 Gold; etc.

You are never obligated to make any purchases, but if you do, you must make all your purchases before passing the turn to the next player.

If you play a **Free Farmer** card, you may take a Farmer (at no cost) from the supply and place him in one of your Provinces. This Farmer does not need to be placed in a field!

Construction: As soon as a third Stone is placed in a single Province, **replace the three Stones**

with one Pyramid. If there was already a single Pyramid there, replace it with a Double Pyramid instead.

It's possible to build multiple Pyramids in a single turn.

If you play an **Architect** card, you may build one Pyramid using only two Stones.

Example: Charles controls Thebes and Edfu. He can buy a maximum of 2 Favor



cards. He buys only 1, paying 1 Gold. Then he buys 4 Farmer tokens for 10 Gold, which he must immediately place in his empty fields. Finally he buys 3 Stones for 6 Gold and places them in the Province of Thebes. Since Thebes now has 3 Stones in it, he places a Pyramid in Thebes and returns those 3 Stones to the quarry.

3. OFFERINGS TO AMUN-RE

(blue Favor cards: Theft and Offering Adjustment)

It's time to make Offerings to Amun-Re to convince him to flood the Nile and water your crops.

The sum of the Offerings of the players will determine the height of the Nile flood that turn. The higher the Offerings, the higher Amun-Re will raise the level of the Nile, fertilizing your land and subsequently raising income. On the other hand, if the flood is low, Egypt will use Caravans (Camel symbols in some of the Provinces) which are also a source of income. The sum of Offerings also determines how much Temples are worth at the end of each round.

Preparing individual Offerings

Players will secretly select one or more of their cards and, covering them with their hand, hold them out to show they have finalized their offer. Once everyone has finalized their offer, the cards will be revealed.

- **If you offer one or more Gold cards:** The amount of your offer is equal to the sum of all the Gold cards you offered.
- **If you offer the Theft card:** you steal 3 Gold from the general supply.

Note: In either case, you may include a blue Offering Adjustment card.

When all players have made their Offerings, the cards are turned face up so all players may see them.

Calculate the collective Offering

• Add all the individual Offerings together, remembering to reduce the total by 3 for each **Theft** card played.

• If any players played an **Offering Adjustment** card with their Offering they must now, in turn order, declare if they wish to increase or decrease the total value of the collective Offering by 3. This does not affect the value of their individual Offering, only the value of the collective Offering.

• **Once the collective Offering has been calculated, place the corresponding Offering tile in the space on the Nile delta.** (For example, if the total Offering is 10, use the tile marked 3>12. If the Offering is 25, use the tile marked 23>).

• Any player who played their **Theft** card now returns it to their hand and collects 3 Gold from the reserve.

Effects of the Offerings

• **Collect rewards:** The player who has offered the most Gold gets 3 free rewards. You may choose to receive Favor cards, Stones, or Farmers in any combination that adds to 3. The second highest Offering gets 2 rewards, and all others get 1 reward... except those who have played their **Theft** card.

4. HARVEST AND INCOME

(green Favor cards: Big Harvest and Treasury)

The time of the flood has arrived, and the players receive income.

Each of your Provinces earns you:

- **For Gold Mines:** Gold equal to the number indicated.
- **For Caravans:** Gold equal to the number above the Camels in your Provinces- but only if there is a Camel shown on the current Offering tile (tiles >2 and 3>12).

b) **For Farms:** Each Farmer in your Provinces earns you an amount of Gold equal to the number shown on the Offering tile (below the Offering range). You can play the card **Big Harvest** to increase your income in ONE Province by 1 Gold per Farmer.

Example: Following the previous example, the 3>12 tile indicates the Nile is low. The Camels all provide their Gold, and each Farmer produces 2 Gold.

OFFERING TILES

- Combined value of all Offerings.
- How much Gold Farmers earn at the end of the round.
- Caravan activation indicator - if there is no Camel, Caravans do not produce income.

Instead of collecting the income in one of your Provinces, you could forgo that income and play the **Treasury** card to gain 8 Gold.

B. END OF ROUNDS, AGES, AND THE GAME

- If this is the end of the 1st or 2nd round in an age, begin a new round as normal.
- If this is the end of the third round, the Province deck is empty, and the age of the Old Kingdom has ended. Score Victory Points, and then proceed to the age of the New Kingdom.
- If you have just completed the age of the New Kingdom, **the game is over. Score points for the New Kingdom, then the player with the most points is declared the winner!**

4. CALCULATING VICTORY POINTS

(yellow Favor cards: Master of Scribes, Master of Farmers, West/East Bank, Nile/Frontier, and High/Low Egypt)

At the end of each age, players will add up their Victory Points (VP). Each player receives:

• **+1 ; +2 ; +3 ; or +4 VP for each of their Temples:** Each Temple depicted in your Provinces earns you Victory Points indicated by the Gold value on the current Offering tile.

• **+1 VP for each Pyramid they possess** (a Double Pyramid counts as two Pyramids).

• **+3 VP for each Pyramid in their Province which contains the fewest Pyramids** (This means 0 VP if any of your Provinces has 0 Pyramids).

• **+5 VP for the player with the most Pyramids on each side of the Nile.** (5 VP for the East and 5 VP for the West). Ties go to the tied player with the most Stones on that side, and if still tied, all tied players receive the 5 VP.

• **+3 VP for each yellow Favor card** that had their conditions satisfied (see pg. 6).

Reminder: A single player cannot play two identical cards in the same phase.

Advance your Victory Point marker as many spaces around the track spaces equal to the VP earned.

If this is the end of the Old Kingdom, players remove all Scribes and Farmers from their Provinces, returning the Farmers to the supply. All Province cards that were played are shuffled into a new Province deck, which is placed on the board.

Reminder: The Pyramids and Stones are NOT removed from the Provinces, and no longer belong to any player. Proceed to the age of the New Kingdom.

• **If it is the end of the New Kingdom,** players will also earn VP for having the most Gold: **+6 VP to the player with the most Gold in hand, +4 VP for the 2nd most, and +2 VP for the 3rd most Gold.** In the event of a tie, all tied players score the VP, but the next place (2nd or 3rd) does not score for Gold.

At the end of the New Kingdom, the game is over. The player with the most Victory Points wins. In the event of a tie, the tied player with the most Pyramids wins. If still tied, most Stones wins. If still tied, the victory is shared.