



Game Overview

Players act as Egyptian gods commanding their armies to victory by amassing **Fame** through their victories in **Battle** and **control** of important locations on the map. Players build **Pyramids** that enhance their Fame and grant them access to **Power Tiles**. These tiles have special **effects** and give players powerful **Creatures** to aid them in battle.

Fame Points (FP): Points earned during the game that count towards victory. (See 3.2)

On the Map:

Divided into **Zones**. Players battle to **control** these zones.

Special Zones:

Temples: Give Fame Points and **Prayer Points**, the main resource of the game, to the player who controls them.

Sanctuary of All Gods: Special zone where players can sacrifice units to gain Fame Points.

Cities: Each belonging to a player, comprised of three Zones called **Districts**. Here players muster their Units and build their Pyramids.

2 Setup (Illustrated overleaf)

2.1 Common Setup

1. Place the **Game Board** and **Storm Tiles** based on player count (see overleaf).
2. Place the **Score Board**. (3.1.1)
3. Decide the **Power Tile** colours for this game, choosing either randomly or by players' choice and add or remove some Power Tiles depending on player count (see overleaf).
4. Place the **Power tiles** as shown. (3.4.3.2)
5. Place the **Special Battle Cards** (those with no player colour). (3.5.1 & Tile Reference p.1, 2)
6. Place each **Creature** on its Power Tile. (3.4.3.3)
7. Place a **Temple FP** on each Temple that's in play.
8. Place **FP tokens**, **Gold and Silver Action Tokens** (3.3.3) and **Veteran Tokens** (3.5.5, 3.6) in a supply.
9. Give each player **1 Diversion DI card**. (3.5.1)
10. Shuffle and place the **Divine Intervention (DI) deck** facedown. (3.3.4)

2.2 Individual Setup, each player:

11. Chooses a colour and places a **Statue Token** of that colour in front of an available **City**.

Then takes, in their colour:

12. **A Player board**.
14. **A Prayer Marker**, placing it on 7 on their board's Prayer Track.
15. **5 Action Tokens**, 16. **12 Unit Miniatures**, 17. **8 Battle Cards**

Then:

18. Draws **2 DI cards**.
19. Takes the parts for 3 full **Pyramids**. (*In a 2 player game take parts for just 2 Pyramids.*)
Takes **Pyramid tops** and **Acquire Tokens** matching the colours of the Power Tiles chosen in Step 3.

A Game by Jacques Bariot & Guillaume Montiage,
Illustrated by Pierre Santamaria, Pascal Quidault, Emile Denis
and Dimitri Bielak,

For 2 to 5 Players, Ages 14+. Game duration: 90 minutes

Control: A player controls a Zone if they have a unit in it. Units belonging to two different players will only occupy the same Zone during a Battle.

A player controls a District in their city if none of their opponents have a Troop in it.

All FP earned during the game are placed on the Score Board.

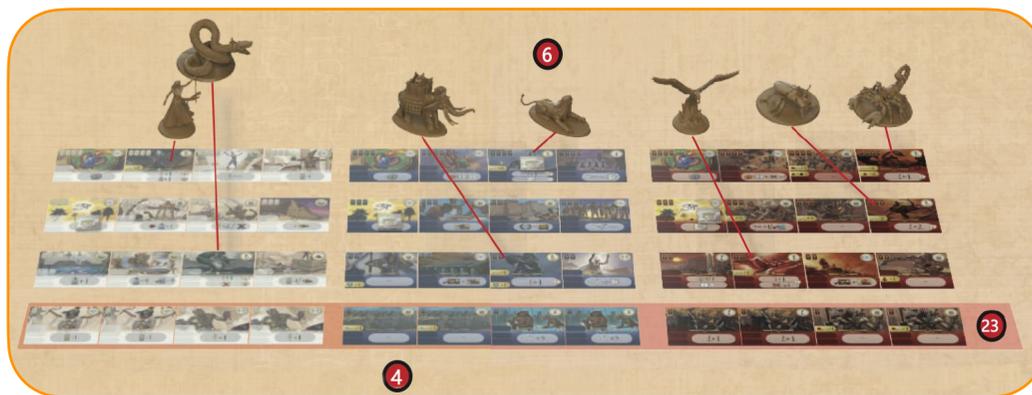
For expansion setup see back of the Tiles and Cards Reference

For each player this is **Your City** for the duration of the game.

The Prayer Track tracks a player's Prayer Points, (†) which are a resource spent to perform actions.

DI Cards can be played at certain times during the game for an instant effect or support in battle.

Setup



1 Map & Storm Tiles



Storm Tiles and the Grey Zones cannot be entered or crossed during the game.

3

The number of Power Tile colours in play depends on player count:

- 2 Players - 2 Colours.
- 3 Players - 3 Colours.
- 4 Players - 3 Colours.
- 5 Players - 4 Colours.

Also, in 2 player games:
Remove all the Act of God Power Tiles.
Use only 1 of each Tile that has a duplicate.
Return unused Power Tiles to the box.

Power Tiles



- ◆ **Ruby:** Strength & Movement,
- ◆ **Sapphire:** Defence & Recruitment,
- ◇ **Diamond:** Prayer Points & DI cards
- ◆ **Onyx:** Strength & Defence.

2.3 Before Starting to Play

20/13. Place the players' **Order Markers** in a random order on the **Turn Order Track**. (3.6.9)

21. Each player places **5 Units** in **2 Districts** of their choice in Their City. The other 2 Units are kept in their **supply**.

Troops:

All of a player's Units in one Zone form a **Troop**. A Troop can contain at most 5 Units. This is the **Troop Limit**.

Pyramids:

A Pyramid grants a player certain benefits depending on its level and colour.

If a player controls the District a Pyramid is in:

- It enables them to acquire Power Tiles of that Pyramid's colour and Level (or below) when using the Acquire Action. (3.4.3)
- If it's at Level-4 they take its Pyramid FP. (3.1.1)
- They may, during their Move Action, pay 2 PP to Teleport from this district to any Zone containing an **Obelisk**. (3.4.5)

22. Pyramid Setup

Each player chooses to either:

- A) Put a Level-1 Pyramid into each of their 3 Districts, or
- B) Put a Level-1 and a Level-2 Pyramid into 2 Districts of their choice.

The remaining Level-1 Pyramid is left in the player's supply and is considered to be Level-0.

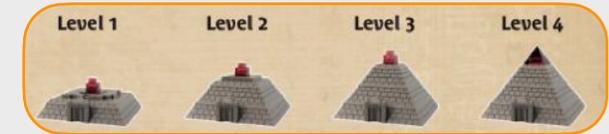
They then put a colour **Pyramid Top** of their choice on each Pyramid in their City.

And place **Acquire Tokens** matching each of those colours on empty Acquire Spaces on their Player board.

23. Acquiring a Level 1 Power Tile

In reverse Turn Order, each player chooses a **Level-1 Power Tile** matching the colour of one of their Pyramids and places it in front of them.

This order will be changed at the end of each round.



Players lose the benefits of their Pyramid if an opponent takes control of it.



A player cannot change the colours of their pyramids during the game, nor move them into a different district.

Players will get an opportunity to add this Pyramid to Their City and choose its colour later.

3.1 Gameplay

The game is played over a series of Rounds, each Round consists of a Day Phase and a Night Phase.

During the Day Phase players take Actions and Battle and during the Night Phase players replenish Units, Prayer and Cards, earn Divine FP and reset their Player Board for the next Round.

3.1.1 Fame Points

The winner is decided by Fame Points

Permanent FP are square and cannot be lost.

 **Divine FP** are gained during the Night Phase by controlling at least 2 Temples or from the Sanctuary of All Gods. (See 3.6.1 and 3.6.3)

 **Battle FP** are gained from Battle during the Day Phase. (See 3.5.5)

Temporary FP are round and can be lost.

 **Temple FP** : When a player takes control of a Temple they take its Temple FP from the map. If they took control of it from another player, they take the Temple FP from that player. If no player controls the Temple, its Temple FP is returned to the board.

 **Pyramid FP** When a player adds Level-4 to a Pyramid in Their City they take a Pyramid FP from the supply. If another player takes control of the District a Level-4 Pyramid is in, they take its Pyramid FP. If a Level-4 Pyramid's District is **empty** then its Pyramid FP is returned to its owner.

3.3 Day Phase

During the Day Phase each player, in turn order, becomes the Active Player. They check for victory, take one Action and may play DI Cards. If they have an unused Silver or Gold Action Token they may take additional actions. At the end of their turn the next player becomes the Active Player.

When all players have used all of their normal Action Tokens the Day Phase Ends and the Night Phase begins.

3.2 Day Phase Victory Check

At the start of the Active Player's turn they win the game immediately if:

They have at least 9 FP and no other player has **more** FP than them.

So even if another player has the **same** FP the **active player** still wins the game.

If the active player does not have 9FP, or another player has more FP than them, they take their turn as normal and play continues.

This is the only time a player can win the game, at the start of their **own** turn during the Day Phase.

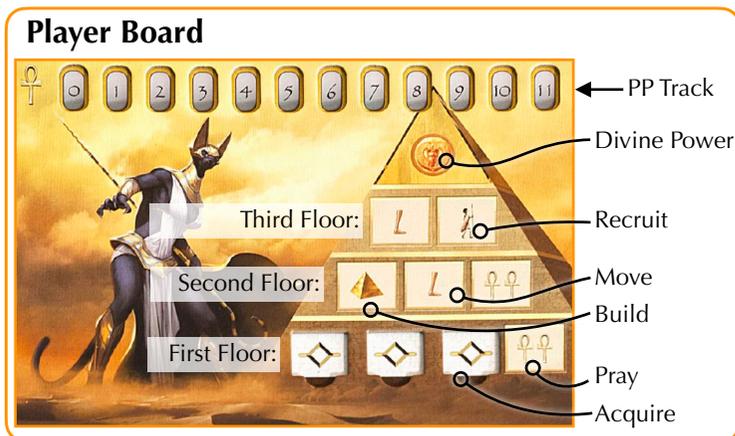
So to win you must get at least 9 FP and be able to hold onto at least 9FP until your next turn without anyone overtaking you.

Examples:

Active	Others	Results
9pts	8, 9, 7	Active Player wins.
9pts	8, 10, 7	No victory, game continues.
10pts	8, 11, 9	No victory, game continues.
11pts	9, 8, 11	Active Player wins.

An action may be chosen even if it cannot be resolved. A player might do this to comply with the Equilibrium rule.

Eg: If a player is placing their last Action Token and has none on the third floor, they must Move or Recruit.



3.3.1 Action Choice

Choose to Build, Recruit, Acquire, Pray or Move. The Active Player places one Action Token on an empty Action Space on their Player Board and immediately resolves its effect in full.

3.3.2 Equilibrium

By the end of the Day Phase each player must have at least 1 Action token (of any colour) on each of the 3 floors of the pyramid on their Player Board.

3.3.3 Silver and Gold Action Tokens.

Special Action Tokens acquired through Power Tiles.

If a player is using a Gold and/or Silver token, they place it at the same time as they're placing their normal Action Token. The actions may be resolved in any order, but each action must be fully resolved before moving on to the next.

Silver Action Token

Grants a player an additional normal action, it may be placed on any empty Action Space.

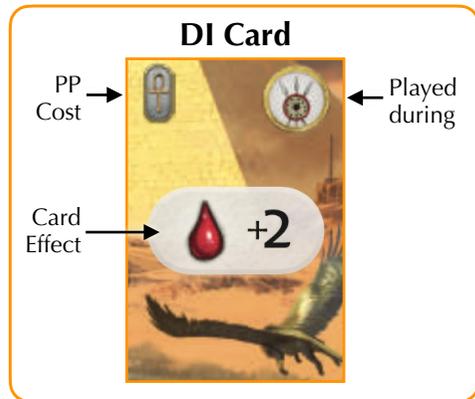
Gold Action Token

Grants a player a special action. They place it on the Divine Power space on their Player Board and take the action displayed on one of their Gold Token Power Tiles.

A player with these tokens can take two or three actions in the same turn. But, while a player might take more than 5 actions overall during a round, they will always have only 5 turns.

Players may own multiple Gold Token Power Tiles, but only **one** Gold Token. So they can only take one Gold Token action per round.

If a player used a Silver or Gold Action Token, Day Icon DI Cards may be played between actions on their turn.



3.3.4 Divine Intervention (DI) Cards

DI Cards can be played for one time effects. (See Card & Tile Reference)

 **Day Icon** cards can only be played by the Active Player, before they place an Action Token, or after they have fully resolved an action.

 **Move Icon** cards can only be played by the Active Player during their Move Action.

 **Battle Icon** cards can only be played during the War Council Phase of a Battle by the players involved in the Battle.

To play a DI Card: Pay the PP cost, resolve its effect, then discard it to the shared DI discard pile.

Day Phase Turn Structure



3.4 Actions

3.4.1 Build

Add 1 or more Levels to 1, and only 1, of your Pyramids and then pay the total PP cost. Total cost is the sum of the values of the levels just added.

If you added Level-4 to a Pyramid, take a Pyramid FP from the supply.

If you only placed two pyramids in Your City during setup, this action can be used to add one or more levels of your third pyramid to Your District which doesn't already have a Pyramid.

3.4.2 Recruit

Add Units from your supply to one, or more, of Your Districts. Pay PP equal to the total number of Units added.

You may add Units to one of Your Districts even if you don't control it. This triggers a Battle against the enemy Troop there, with you as the Attacker.

3.4.3 Acquire

To acquire a Power Tile you must:

- Control a Pyramid in that colour and of the same Level or above.
- Not already have acquired a Power Tile of that colour this Day Phase.
- Not already own a Power Tile with the same artwork or icons, even if it's a different colour.

You then:

1. Place your Action Token on an empty Acquire Space of matching colour.
2. Pay the PP cost equal to the Level of the Power Tile.
3. Place the Power Tile in front of you where everyone can see it.

3.4.3.2 Power Tile Effects

Power Tiles become effective immediately after the Acquire Action is resolved, and remains active throughout the game. The Phase or Action during which the Tile's effect is active or available is indicated on the Tile.

3.4.3.3 Creatures

Creatures are acquired by purchasing certain Power Tiles. They join a player's Troop, moving and battling with it. They also grant other benefits and bonuses to their player and Troop, as indicated on their Tile.

Placing

When acquired place the Creature in one of Your Districts that contains one of your Troops that does not already have a Creature, or leave it in your supply on its Tile.

During your turn, before placing your Action Token, you may move Creatures between your supply and Troops in Your Districts, as well as swap Creatures between Troops in Your Districts.

When you add Units to one of your Districts, you may place a Creature from your supply with them.

Restrictions

- A Creature is not a Unit, so it does not count towards a Troop's Troop Limit, nor a Troop's Strength in Battle.
- A Creature must be Tied to a Troop.
- A Troop cannot have more than one Creature Tied to it.
- If a Creature is in a Zone with no friendly Units it goes back to the Player's Supply.

Eg: Adding Level-3 to a Level-2 pyramid costs 3PP
Adding Levels 3 and 4 to a Level-2 pyramid costs 3 + 4 = 7PP
The full Build Action and its payment count as a **single effect**.

As in initial setup, when adding your third Pyramid place one of your unused Tops on it and place the matching Acquire Token in the empty Acquire Space on your Player Board.

You can't exceed the Troop Limit when adding units. Even if you control an opponent's City you may not add units to it using the Recruit Action.

Resolve the battle after finishing your Recruit action, if more than one is triggered, you choose the order they're resolved.



Power Tiles PP Cost & Tile Level Battle Bonuses Active Phase/Action Effect Effect's Phase

If you do not have an empty Acquire Space of matching colour, (for example if you are using another player's Pyramid) you may place your Action Token on any empty Acquire Space.



Day Phase **Night Phase** **Battle Phase** **Permanent** **Action** **Creature**

Permanent: Grants something you keep for the rest of the game, or is in effect during Day, Night and Battle Phases.

Action: Power Tile takes effect during the Action on the Icon.



If a player owns multiple tiles that trigger at the same time, they decide the order to resolve them.

But some Creatures do grant bonuses to a Troop's Strength I.e. You cannot add a Creature to Troop that already has one and a Zone cannot contain more than one Creature belonging to the same player.

3.4.4 Pray

Gain 2 Prayer Points.

3.4.5 Move

To move one, and only one, Troop.

- You may play DI cards if they have a Move Icon. 
- Calculate the total Movement Steps for that Troop: 1 + any bonuses on Tiles, tied Creatures and DI cards
- Then Move your Troop.

During the Move Action

- You can use any combination of Ground and Harbour Movements and one Teleportation Movement, in any order.
- Your Troop can pick up or leave behind Units and Creatures in any Zone it passes through.
- If your Troop enters a Zone containing an opponent's Troop the Move Action ends immediately and a Battle begins.

Movement Types and Restrictions

A) Ground Movement - Uses 1 Movement Step

You may move Your Troop from a Zone to an **Adjacent Zone**, using 1 Movement Step.

B) Harbour Movement - Uses 1 Movement Step

If your Troop is in a Zone with a Harbour, you may move to another Zone with a Harbour, using 1 Movement Step and following these restrictions:

You may use a Blue Harbour to enter or exit any Zone. You may use any Red Harbour to exit a Zone. The only Red Harbour you may enter through is the one in the Zone adjacent to Your City.

C) Teleportation Movement - Costs 2 PP

If Your Troop is in a District with a Pyramid you may Teleport that Troop to a Zone with an Obelisk, paying a cost of 2 PP. You do not use any Movement Steps to Teleport, but you can Teleport only once during the one Move Action.

City Districts

To enter a District of an Opponent's City your Troop must be in a Zone adjacent to that District at the start of the Move Action. Your Troop cannot enter more than one of an Opponent's Districts during the one Move Action.

End of Movement Action

Troop Limit

You may exceed the Troop and Creature limit *during* your Move Action, but you cannot make a move if it would result in the limit being exceeded in any Zone when your Move Actions ends.

Fame Points

If you gained or lost control of a Temple or Level-4 Pyramid during this Move Action and any ensuing Battles, change the ownership of the corresponding Temporary FP. (See 3.1.1)

Total Movement Steps for the action do not change after this calculation, even if a Creature leaves or joins the Troop during the Move Action.

This includes leaving some behind in the Zone it started from, but a Creature cannot be left behind in a Zone without a Unit, and Units left behind cannot be moved again during this Move Action.

During the Move Action you may temporarily exceed a Troop's Unit and Creature Limits.

Adjacent Zones:

Two zones are adjacent if they are separated by a white line or a city wall. Zones separated by the Nile are not adjacent.

From a Pyramid to an Obelisk is the only direction you can travel without Power Tiles or DI cards modifying the effect.

All limitations on Movement are once per Move Action, not per turn. So if you use a Silver or Gold token to take extra Move Actions, you may teleport more than once per turn, or move into a player's city from far away.

This includes exceeding the troop limit when you trigger a battle as the move action ends when the battle is triggered. You cannot remove a Unit or Creature, without an effect causing its removal, to make a move legal.

3.5 Battle Phase

The player who triggers the Battle is the **Attacker**, their opponent is the **Defender**.

Resolve the following steps in order, in full, even if a player no longer has a Troop in the battle:

3.5.1 War Council: Choose Battle Cards and DI Cards

3.5.2 Confrontation: Reveal cards and pay PP costs.

3.5.3 Resolution: Decide winner based on total Strength.

3.5.4 Casualties: Inflict Casualties based on Damage and Defence.

3.5.5 Rewards: Award Battle FP and Veteran Tokens.

3.5.6 Loser's Aftermath: Loser Recalls or Retreats

3.5.7 Winner's Aftermath: Winner Recalls or remains

3.5.8 Battle Ending: End of action, cards discarded.

3.5.1 War Council

Players choose Battle Cards that set the Strength, Damage and Defence of their Troop, before bonuses are added by Power Tiles, Creatures and DI Cards.

- The Attacker and Defender both choose 2 Battle Cards from their hand, choosing one to use in the Battle and one which they immediately discard unused to their face down discard pile.
- They may choose one or more battle icon  DI cards to play with this Battle Card.

3.5.2 Confrontation

Both players simultaneously reveal their chosen Battle Card and DI cards, and pay the required PP.

3.5.3 Resolution

Victory is decided by comparing Strength 

Each player adds up the number of Units they have in the Battle plus their Strength bonuses.

If the Battle is in a player's own District, they receive a Strength Bonus of +1.

The player who has the highest Strength is the Winner. In the case of a tie, the Defender is the Winner.

3.5.4 Casualties

The number of Units lost by each side is decided by Damage and Defence.

Each player adds up the  black and  red Damage they'll inflict on their opponent and their own  Defence Value.

Black Damage is unblockable and is inflicted first, red Damage can be blocked by a player's Defence.

A Damage value with a "-" is self inflicted, and is added to the Total Black/Red Damage.

Both players remove Units from the Battle Zone:

First, equal to the **Total Black Damage** inflicted on them.

Then, equal to the **Total Red Damage** inflicted on them, minus their own **Total Defense Value**.

3.5.5 Rewards

- The **Attacker** gains **1 Battle FP** if they are the **winner** and they still have at least **1 Unit** left in the Battle Zone.
- The **Defender** gains **1 Veteran token** if they are the **winner**.
- Then each player who did not gain any FP gains 1 additional **Veteran token**.

Only the attacker and the defender are involved in the Battle. all references to "each player" in this section refers only to them
When effects, damage etc. would resolve at the same time, the Attacker's are resolved first, then the Defender's.

Power Tiles with a Day Icon are not in effect during the Battle. Tiles with Permanent, Battle or Creature Icons are.



This is the only time either player may play a DI card until the end of the Battle Phase.
Players may choose whether to hide or reveal if, and how many, DI cards they are playing. Players can bluff and can play their Diversion DI (to no effect) to help them bluff.

If they cannot pay the cost of a played DI card, it is discarded without effect.

Total Strength = Units + Battle Card + Power Tiles + Creature Bonus + DI cards + District Bonus

Total Black/Red Damage = Battle Card + Power Tiles + Creature Bonus + DI cards + Self Inflicted Damage.

Defence = Battle Card + Power Tiles + Creature Bonus + DI cards

Even if the Winner loses all their Units in the Battle Zone they are still considered the Winner for the purpose of the Reward and Aftermath steps.

Veteran Tokens can be spent during the Night Phase to gain PP, DI Cards or Units.

I.e. A Loser gets 1 VT and a Winning Defender gets 2 VT, unless the Reward step has been affected by an effect such as the Defensive Victory Tile.

3.5.6 Loser's Aftermath

The Loser chooses to **Recall** or **Retreat**.

Recall: Return all remaining units from the battlefield to their player board. The player receives PP equal to the number of units recalled minus 1.

Retreat: The Winner chooses an adjacent **empty Zone** and the Loser moves their Troop there. Harbours cannot be used and the Troop can only be moved into a District if it is in the Loser's City. If there is no valid Zone available, the Loser must Recall their Units.

3.5.7 Winner's Aftermath

The Winner may choose to Recall their Troop, or leave all their Units in the Battle Zone.

3.5.8 Battle Ending.

- Each player discards their used Battle Card to their face up discard pile.
- If they have no Battle Cards remaining in their hand they immediately return all their Battle cards to their hand.
- DI cards played in the Battle are discarded face up.
- If the control of any Temples or Level-4 Pyramids changed, give their FP to the player who took control of it.
- Any Unit exceeding the Troop limit or any Creature not tied to a Troop are removed to their player's supply.

Recall: The Tied Creature is returned to supply
Retreat: The Tied Creature moves with the Troop.

Battle Example:

The Attacker has moved their Troop of 5 Units into the Defender's City District which contains a Level-4 Pyramid, 2 Units and a Giant Scorpion. Their Move Action ends and a Battle Phase begins.

The Attacker has the Initiative Power Tile and the Defender has the Bestial Fury and Defence! Power Tiles.

War Council

The Attacker chooses their 5 Strength, -2 Black Damage Card and plays an Iron Wall DI card underneath it. The defender chooses their 3 Strength, 1 Defence card and plays their Diversion DI card underneath it.

		Strength	Red	Black	Defence
Attacker	5 Units	5			
	Battle Card	5		-2	
	Iron Wall DI				2
	Initiative Tile	1	1	1	
Defender	2 Units	2			
	Battle Card	3			1
	Diversion DI				
	Giant Scorpion	2	2		
	Bestial Fury Tile	1	1		
	Defense! Tile	1			
	Own District	1			

Confrontation

Both players reveal their Battle and DI cards. The Attacker pays 1 PP for the Iron Wall DI.

Resolution:

Strength

Attacker: $5 + 5 + 1 = 11$ Strength

Defender: $2 + 3 + 2 + 1 + 1 + 1 = 10$ Strength

Attacker Wins.

Casualties:

Black Unblockable Damage:

Attacker: 2 (self inflicted) Losses

Defender: 1 Loss

Attacker has 3 units left, Defender has 1 Unit left.

Red Damage:

Attacker: $(2 + 1) - (2) = 1$ Loss

Defender: $(1) - (1) = 0$, No losses

Attacker has 2 Units left, Defender has 1 Unit left.

Rewards

The Attacker receives 1 Battle FP for winning. The Defender receives 1 Veteran Token for being in the Battle.

Loser's Aftermath

Having Lost, the Defender chooses to Retreat, the Attacker chooses the empty Zone outside the City, and the Defender moves their remaining Unit and the Giant Scorpion there.

Winner's Aftermath

The Attacker chooses to leave their Units in the Zone.

Battle Ending

Both players discard their used Battle and DI cards. The Defender takes back their Diversion DI card. The Attacker now controls the Defender's City District, so they take the Defender's Pyramid FP.

3.6 Night Phase

If no player has any normal Action Tokens to place the Day Phase ends and the Night Phase begins. The steps are resolved in the order below, and each step is resolved in turn order. Night Phase Tile Powers may be used during the relevant step.

1. **Offering**
2. **Delta Temple Control**
3. **Temple Control**
4. **Adoration**
5. **Prayers**
6. **Divine Intervention**
7. **Conscription**
8. **Awakening**
9. **Destiny**

1. **Offering** The player in control of The Sanctuary of All Gods may remove 2 Units, once, from their Troop there to gain 1 Divine FP.
2. **Delta Temple Control:** The player in control of the Delta Temple may remove 1 Unit, once, from their Troop there to gain 5 PP.
3. **Temple control** If a player controls at least 2 Temples they gain 1 Divine FP.
4. **Adoration** Each player gains the number of PP shown on each Temple they control, not including the Delta Temple.
5. **Prayers** Each player gains 2 PP and may discard X Veteran Tokens to gain X more PP.
6. **Divine Intervention** Each player draws 1 DI card and may also discard X Veteran Tokens to draw $X \div 2$ more DI cards (rounded down).
7. **Conscription** Each player may discard X Veteran Tokens to add X Units to Districts they control in their own City.
8. **Awakening** Each player returns their Action Tokens to their supply and discards any remaining Veteran Tokens. Any Units exceeding the Troop Limit are removed.
9. **Destiny** Move the Turn Order tiles off the track. Starting with the player who has the least FP, and then in ascending order, each player chooses their position on the Turn Order track for the next round.

The next round begins with a Day Phase.

The Delta Temple is a Temple, the Sanctuary of All Gods is not.

4. This gain of PP is a single effect for each player.

5. This gain of PP is a single effect for each player.

In case of a tie, the tied player whose Order marker was left most on the track during the previous Round chooses first and so on.

4 Glossary and Clarifications:

Using this Rulebook

In the Margin:

Clarifications and Elaborations.

Examples

Explanations and Teaching.

Differences: There are two minor changes in setup, it allows for players to choose which Power Tiles are played with, and the player cities are assigned randomly rather than by player choice. The intention is that everything else should play the exact same.

Terminology: This Rulebook preserves almost all of the terminology from the Official Rules and Tiles & Cards Reference. Except for the term “Land Move,” these rules use “Movement Step” instead.

Reference Codes match those of the Official Rules, although some are in a different order and there are some additional codes used.

Misc.

Normal Action Tokens: Action Tokens in the player's own colour, as distinct from Silver and Gold Action Tokens.

Prayer Points: You can't have more than 11 PP, or less than 0 PP. No action can cost negative PP. Any effect that reduces PP cost can only reduce it to a minimum of 0.

Cards

Hand Size: There is no hand limit.

Discard Piles:

- Each player has two Battle Card discard piles. Those discarded in the War Council Phase (face down) and those used and revealed in the Battle (face up).
- There is one shared DI Card discard pile.
- Revealed Battle Cards and the DI discard piles are public information.
- When DI deck is empty, immediately shuffle the DI discard to make a new deck.

Effects

An **Effect** is the resolution of an Action, a Battle Step, a Night Phase Step, a DI card, a Power Tile or an effect triggered by another effect.

Some powers are triggered by other effects in the game. Triggered effects which modify the triggering effect are not considered separate effects. E.g. If an effect grants additional 2 PP each time you gain PP, the original PP gain and the extra PP are considered a single effect.

The term **single effect** is used to note that the sum of multiple effects in one counts as one effect for the purpose of triggering other effects, so these triggered effects are triggered only once.

Order of Precedence: If two effects contradict each other, follow the precedence of: DI Card *supersedes* Power Tile *supersedes* Expansion *supersedes* Game Rules.

Units and Troops

Troop: All of a player's Units in one Zone form a Troop.

Troop Limit: A Troop can contain at most 5 Units and 1 Creature.

Units and **Creatures** added to the map come from the player's **supply**, removed Units and Creatures are always returned back to the player's supply i.e. their Player Board.

Removal: A player cannot remove a Unit or Creature, unless there's an effect causing its removal or a rule allowing it.

Zones



City & Districts



Sanctuary of All Gods



Blue Harbour



Obelisk



Red Harbour



Desert Zones



Temple



Temple: When the term “Temple” is used that includes the **Delta Temple**, unless stated otherwise, it does not include **the Sanctuary of All Gods**.

Zone: an area on the map bound by: the edge of the map, a white line, a river or a city wall. The river is a border, not a zone, only crossed by passing through harbours.

Adjacent Zones: Two zones are adjacent if they are separated by a white line or a city wall. Zones separated by the Nile are not adjacent.

Battle Zone: The Zone in which the Battle is taking place during the Battle Phase.

Desert Zone: Any zones that do not contain a City, Temple or the Sanctuary of All Gods

Empty Zone: A zone containing no Units. A Zone containing an FP token or a Pyramid is still considered empty if it contains no Units.

Control: A player controls a Zone if they have a unit in it. Units belonging to two different players will only occupy the same Zone during a Battle.

District The 3 Zones inside a City separated by Walls, each with a space for a Pyramid

District Control: A player controls a District in their city if none of their opponents have a Troop in it. I.e. If they have a Unit there or it is empty.

Your City/District/Pyramid always refers to the player's starting City, the Districts of that City and any Pyramids in that City. It is still Their City, Their District and Their Pyramid even if they do not control it. But they do lose the benefits of Their Pyramid if they lose control of it.

Contents

1 Game Overview

2 Setup

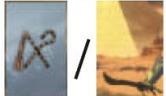
- 2.1 Common Setup
 - Tile Colours
- 2.2 Individual Setup
- 2.3 Before Starting to Play
 - Troops
 - Pyramids

3 Gameplay

- 3.1.1 Fame Points
- 3.3 Day Phase
 - 3.2 Day Phase Victory Check
 - 3.3.1 Action Choice
 - Player Board
 - 3.3.2 Equilibrium
 - 3.3.3 Silver and Gold Action Tokens
 - 3.3.4 Divine Intervention (DI) Cards
 - Turn Structure
- 3.4 Actions
 - 3.4.1 Build
 - 3.4.2 Recruit
 - 3.4.3 Acquire
 - 3.4.3.2 Power Tile
 - 3.4.3.3 Creatures
 - 3.4.4 Pray
 - 3.4.5 Move
 - Movement Types and Restrictions
- 3.5 Battle Phase
 - Battle Card

4 Glossary and Clarifications:

- Using this Rulebook
- Misc.
- Cards
- Effects
- Units and Troops
- Zones
- Iconography

Iconography			 PP gain	 PP cost
 Build	 Recruit	 Acquire	 Pray	 Move
 Zone	 District	 Desert Zone	 Obelisk Zone	 Zone Bordering the Nile
 During shown Phase/Action	 Permanent Effect	 Day Phase	 Night Phase	 Battle Phase
 Battle Card	 DI Card Hidden/played	 Take the shown action	 discard	 draw/take
 Movement Step	 Teleport	 Wall	 Pyramid Level	 Pyramid
 Damage	 Unblockable Damage	 Strength	 Defence	 Winner
 Gold Token	 Silver Token	 go/enter	 Attacker	 Defender
 Creature	 Mercenary	 Your Unit	 Opposing Unit	 Your Troop still on the board