



# Amun-Re (2003)

3-5 Players

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Duration: 2 Ages of 3 Rounds each. 90 minutes.

Rules in



## Setup

- Sort **Gold** cards by value, place stacks beside the board. Place **Offering Tiles** face-up by board.
- Shuffle & stack **Province deck** face-down with **3 Province cards per player** – rest to box
- Deal each player 1 **Architect Favor** card (statue back), shuffle rest, place face-down beside board
- Put a supply of **Farmer Tokens** by the board
- Each player gets **3 Scribe** pawns in chosen color, put **VP markers** by score track.
- Deal **20 Gold** to each player [10/5/2/2/1 in cards] – can make change at any time
- Deal 1 **Theft** card to each player. Pick start player, give them the **Start Player token** . The start player may change based on offerings to Amun-Re.

## End Game & Scoring

- After 1<sup>st</sup> Intermediate Scoring, **remove Scribes and Farmers, reshuffle Province deck**. Pyramids and Stones stay on board. After 2<sup>nd</sup> Intermediate Scoring, proceed to Final Scoring.
- **Intermediate Scoring:**
  - +1/2/3/4 VP for each **Temple** shown on Provinces you control. VP = gold on offering tile.
  - +1 VP for each **Pyramid** on Provinces you control [double Pyramids count as 2]
  - +3 VP for each Pyramid in your Province with **fewest Pyramids** [you get 0 VP if any Province has 0]
  - +5 VP to player with Province with the **most Pyramids on each side on Nile** [+5VP East, +5 VP West].  
Tie: more stones, if still tie, all tied players score +5 VP.
  - +3 VP for each **yellow Favor card played** whose conditions are satisfied [discard after played]
  - *Reminder:* cannot play 2 identical Favor cards during same phase or during scoring
- **Final Scoring:**
  - +6 VP to player with highest combined value of Gold cards, +4 for 2<sup>nd</sup> highest, +2 for 3<sup>rd</sup> highest
  - Tie: tied players score top VP value, but subsequent award value skipped
  - Most VP wins. Tie: most Pyramids on owned Provinces, then Stones

## Amun-Re (2003)

### Game Play – 2 Ages [Old Kingdom & New Kingdom]

- Each Age consists of 3 rounds [divided into 4 phases]. Score at end of each Age.
- When playing **Favor Cards** in the appropriate phase, can only play *1 of each type* of card in each phase.
- Unwanted **Favor Cards** can be used in place of coins to pay for resources. 1 card = 1 gold.
- **Auction**: Draw 1 card from Province deck for each player, put face-up on board on matching Province. Place immediate bonuses indicated on board for Province  [place cards face-down]. **Permanent Bonuses** along border are afforded the player who controls the Province: Favor  [max cards player can purchase], Gold Mine  during Harvest, gold during Harvest from Caravan Offerings , VP from Offering tiles during Harvest for Temple . **Field**  may house up to 1 Farmer token, provide income of gold based on most recent Offering tile
- Start player begins, place Scribe to bid on a Province or pass. May bid any space higher than current bid. If you are outbid, your next bid *cannot* be on same Province. **Bribery**: if you are outbid, may play **Bribery Favor card**  to jump your bid. **Protection**: play  after bid to block the next highest bid spot on Province - if you move your Scribe to another Province, the card goes with. Can't bid more gold than you have.
- Keep moving Scribe to bid [or pass] until each Province has only 1 Scribe. Winning bids pay in gold to reserve. Collect immediate bonuses. Discard Province cards [but leave Scribes to indicate ownership].
- **Market**: In player order Purchase Favor cards, then Farmers, then Stones [in that order]. Pay gold to reserve per scale for each purchase. Can purchase # **Favor cards** = highest Favor symbol in owned Province – not combined [if no Favor card symbols, can't purchase]. **Farmer tokens** must be immediately placed in open Field space in Province you control. **Free Farmer card**  can be played to place farmer in any Province [even without field] separate from regular Farmer purchase. **Stones** must be placed immediately in Provinces you control. Can purchase more stones than shown on board: 8 = \$36, 9 = \$45, etc. When 3 stones placed in Province, replace with Pyramid. If 2<sup>nd</sup> Pyramid, replace both with double. Play **Architect Favor card**  to build 1 Pyramid with 2 stones.
- **Offering**: players select & simultaneously reveal gold cards, **blue Favor cards** , or a **Theft card** . Total each player's offering [subtract 3 for Theft]. In player order, players who played a blue Favor card declare if they will **+ or -** the collective offering. Once collective offering is calculated, put selected Offering tile in Nile Delta space. If you played Theft , return card to hand, steal \$3 from reserve.
- Players collect rewards for contribution: highest = 3 rewards, 2<sup>nd</sup> = 2, everyone else = 1. Reward is choice of any combination: cards, stones, or farmers. Immediately place stones & farmers in Provinces. If Theft card played, player gets no reward. Player who offered most gets start player token . Tie: 1<sup>st</sup> in turn order wins.
- **Harvest**: in player order, collect gold from mines, caravans [if camel on current offering tile], and farmers [gold per farmer = amount on offering tile]. Play **Treasury Favor card**  to collect 8 gold from a Province *instead of* normal income. Play **Big Harvest Favor card**  to get 1 extra gold per farmer from 1 Province.
- If this was the 3<sup>rd</sup> round of an Age, the Province deck will be empty. Perform **Intermediate Scoring**. After intermediate scoring, if that was the end of the 2<sup>nd</sup> Age, proceed to **Final Scoring**.