

# AMUN-RE

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## The land of the pharaohs

Amun-Re is played in ancient Egypt in the time of the pharaohs. The players take the roles of rivals and, during the game, the players use their resources to take control of provinces and build pyramids in them. When each player has taken control of 3 provinces, the time of the old kingdom comes to an end and the players score their positions. The players score points for what they have built, especially for completed pyramids. Afterwards, the players clean off the game board, leaving only the pyramids and building stones. Then, the players begin the second half of the game with the new kingdom. The game continues as it did in the old kingdom. At the end of the game, the players score again and the player with the most points is the winner!



## Contents

- 66 gold cards (18@1, 12@2, 12@5, 9@10, 10@20, 5@-3)



- 39 power cards

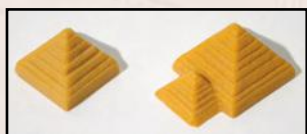


- 15 province cards



The back sides of the gold and power cards are identical.

- 15 single pyramids and 15 double pyramids



- 15 building stones for pyramids



- 10 player markers in the 5 player colors (1 bidding marker & 1 scoring marker each)



- 1 Amun-Re temple



- 1 pharaoh for the starting player



- 15 province markers in the 5 player colors (3 each)
- 45 farmers



- 5 summary cards



- 1 game board



- rule booklet

## Preparation





Before the first game, carefully remove the cardboard pieces from their frames.  
Assemble the Amun-Re Temple and Pharaoh from the 2 parts for each.






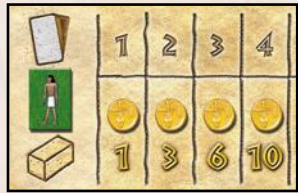
- Place the **game board** in the middle of the table.
- Search through the **power cards** and give each player 1 "**builder**" **power card**. This is each player's starting hand. Shuffle the remaining power cards and place them face down as a supply on the table.
- Shuffle the 15 **province cards** and place them face down in a stack as a supply on the table.
- Place all **pyramids**, **farmers**, and **building stones** next to the game board.
- Each player takes the 2 **player markers** and the 3 **province markers** in his color, and 1 **summary card**. Each player places one of his player markers on space 0 of the scoring track as his scoring marker.
- The oldest player sorts the **gold cards** by value, places them near the board, and serves as banker during the game. He gives each player **gold cards worth 20** (10, 5, 2, 2, 1), which he adds to his hand. He also gives each player one **-3 card**, which he also adds to his hand. With fewer than 5 players, he removes the extra -3 cards and puts them in the box. They will not be used in the game.
- Place the **Amun-Re temple** on the space to the left of the temple track.
- The players choose a starting player who takes the **pharaoh** and begins the first round.



## the details of the game board: when and how they are used

symbol and name of the province	free power card	free building stone	free power card & free gold
			


phases 1 and 2

power cards (to buy)	farms (for farmers)	flat land (for pyramids)	price table
			

phase 3




Amun-Re

temple track


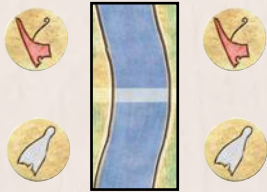



place for the  
Amun-Re temple

phase 4

2 farmers (BAHARYA)	income (always)	income (not always)
		

phase 5

temple in the province	lower/upper Egypt separator	scoring track
		

phase 6



## Playing the game

The game is separated into **2 game parts**: the old and new kingdoms.

Each of the two parts has **3 rounds**. Each round has **5 or 6 phases**:

**phase 1**: place the province cards

**phase 2**: acquire the available provinces

**phase 3**: actions of players (buying and using power cards, farmers, and building stones)

**phase 4**: the sacrifice for Amun-Re

**phase 5**: the harvest and further income

**phase 6**: the scoring (**only at the end of the old and the new kingdoms**)

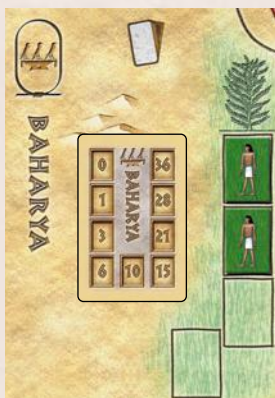
After 3 rounds, the old kingdom ends, and the players score their positions. Then, there are 3 more rounds for the new kingdom and another scoring. After the second scoring, the game ends.

## The old kingdom

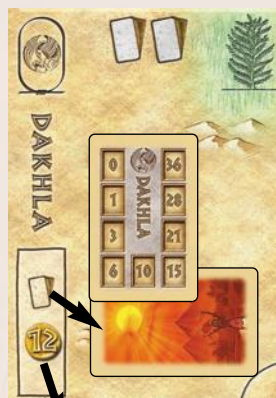
### phase 1: place the province cards

The starting player draws from the supply of province cards **as many cards as players in the game** and places these on the game board in the provinces named on the cards. In some provinces, as indicated in the provinces, the player also places **free power cards** (BUTO, DAKHLA, EDFU, THEBES - 2 pieces), **free building stones** (ABYDOS, MEMPHIS - 2 pieces) or **free gold cards** (DAKHLA - 12 gold). Players only place free material in the provinces where there is a box with material symbols. The players take the free power cards from the stack of power cards and place them face down under the province cards. The players take free building stones and free gold from the supplies and place them in the provinces.

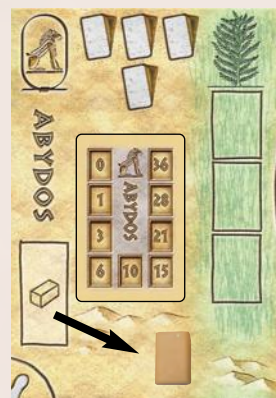
*Example - the following 4 province cards were drawn and placed in their provinces (4 player game).*



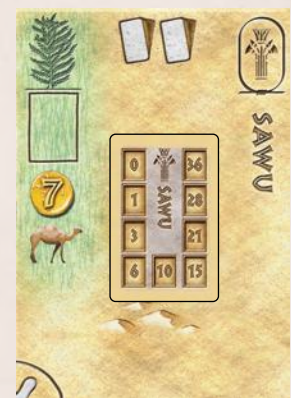
The BAHARYA province has 2 farmers pictured. The players place no free material here (no box with free material symbols in it).



The DAKHLA province gets 12 free gold and 1 free face-down power card.



The ABYDOS province gets 1 free building stone.



The SAWU province, like the BAHARYA province, gets no free material.

### phase 2: acquire the available provinces

**Each player acquires exactly 1 province.** How does this happen?

The starting player takes his bidding marker and places it on the numbered space of his choice on one of the province cards on the board. Thus, he places his bid. The other players follow in clockwise order. Each player has the following 2 possibilities:



- Either the player places his bidding marker on any number space on a province card lying in a province, on which there is no other bidding marker.
- Or the player places his bidding marker on a province card lying in a province, on which there is one or more bidding markers. In this case, the player must place his bidding marker on a higher numbered space than all other bidding markers on the province card.

After each player has taken a turn placing his bidding marker, the players look to see if any players have been overbid. If **no** player has been overbid, the bidding ends and each player takes ownership of the province where he placed his bidding marker. If even one player was overbid, the bidding continues in clockwise order. On a player's turn, **if** he is overbid, he **must** move his bidding marker. To move his marker, he removes it from the province card where it is and places it on a **different** province card. He may not place it on the **same** province card he is moving it from. If there are other bidding markers on the province card where he places his bidding marker, he must place it on a higher number than any of the other bidding markers on the card. On a player's turn, if he is not overbid, he must pass, doing nothing. The bidding continues in clockwise order until there is exactly one bidding marker on each province card (no player is overbid). Then each player takes ownership of his province.

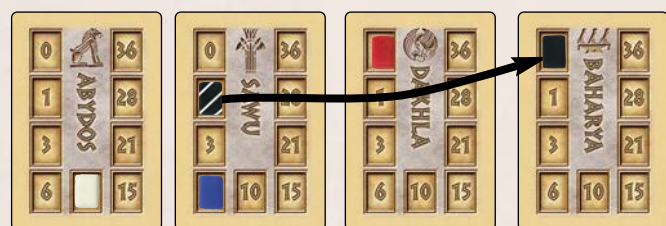
### Example



In the 1st bidding round, **red** began and placed his bidding marker on **number 3** in ABYDOS. **Black** placed his bidding marker on **number 1** in SAWU. **Blue** overbid **red** in ABYDOS by placing his bidding marker on **number 6**. **White** then overbid **blue** by placing his bidding marker on **number 10** in ABYDOS.



In the 2nd bidding round, **red** was overbid and had to move his bidding marker to another province card. He placed his bidding marker on **number 0** in DAKHLA. Then it was **blue's** turn. He had to move and placed his bidding marker on **number 6** in SAWU, overbidding **black**.



In the 3rd bidding round, **black** is overbid and must move his bidding marker to a different province card. He selects BAHARYA and moves his bidding marker to **number 0**. Now there is exactly one bidding marker on each province card, the bidding round is over, and each player acquires the province where they have a bidding marker.

**White** pays 10 gold, **blue** pays 6 gold, and **red** and **black** pay nothing.

The players pay the amount bid in gold to the bank and take back their bidding markers. The players place the used province cards face up on a discard stack next to the face down province card supply. Each player places one of his **province markers on the symbol space** in the province that he just acquired. If there are **free power cards** or **free gold** in the province, the player takes them, adding them to his hand. If there are **free building stones** in the province, they remain in the province. The player can use these in phase 3 to help him build pyramids there. **A player may not bid more than he can pay.**



**Note:** in phase 2, the power cards "**bidding blockade**" and "**overbid in same province**" may be used (see details on power cards on page 12).



### phase 3: actions of players (buying and using power cards, farmers, and building stones)

Beginning with the starting player, each player may take the following 3 actions in the order indicated: **buying and using power cards, farmers, and building stones**. A player takes his actions and then, the next player, in clockwise order, takes his actions. A player can choose to take all actions or may take fewer than the 3 actions - even no actions at all.

When buying, players pay the same price: **1 item of a kind (card, farmer, or stone) costs 1 gold, 2 items of a kind cost 3 gold, 3 items of a kind cost 6 gold, and so on (see price table on the game board).**

A player may buy more than 7 items of a kind: 8 items = 36 gold, 9 items = 45 gold, and so on.

**Example**



2 power cards  
cost 3 gold.



4 farmers  
cost 10 gold.



3 building stones  
cost 6 gold.

*The player pays a  
total of 19 gold.*

#### **action a: buying and using power cards**

The player **may** buy power cards. Purchased power cards may be used immediately (if allowed) or saved for a later round. A power card is always helpful to the player using it, but each may only be used in **specific phases** of the game. How and when the power cards can be used is described on page 12.

How many power cards may a player acquire? Each province has a card limit displayed near its upper border (see below). A player may buy as many power cards as shown in the province he owns with the **highest** power card limit.

**Example**



*In the 3rd round, **Red** owns MEMPHIS, AMARNA and AVARIS. He may buy up to 3 power cards as MEMPHIS has the highest power card limit of his provinces at 3.*

**Example**



*In the 2nd round, **blue** owns BUTO and MENDES and may not buy any power cards as both provinces have a power card limit of 0.*

**There is no limit to the number of power cards a player may have in his hand.**

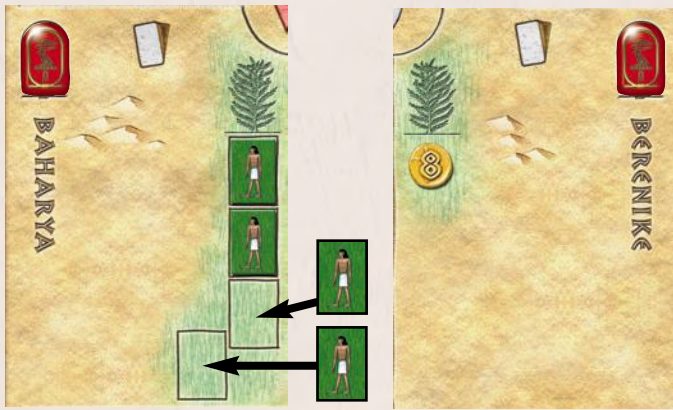
When a player uses a power card, he places it face up on the discard stack next to the power card supply (**exception:** players keep phase 2 cards face up until the end of the phase, as the blockade and overbid powers follow the players' bidding markers). At any time in the game, a player may discard a power card, face up on the discard stack, without using it, and take 1 gold from the bank. When the power card supply is exhausted, shuffle the discard stack and place it face down as the new power card supply.

#### **action b: buying and using farmers**

The player **may** buy farmers, who will earn the player gold at harvest time. When a player buys farmers, he **must** immediately place them. He decides how many farmers he wants to buy and pays the price shown on the price table for that many. Then, he places them in his provinces. In each province, a player may place as many farmers as there are empty farms. **Exception:** "free farmer" power card (see the description of the power card on page 12). The player may place his farmers in any of his provinces, not only in the province he just acquired.



### Example



*Red* owns both BAHARYA and BERENIKE. Thus far, he has placed no farmers in either province. BAHARYA comes with 2 farmers. As there are 2 empty farms, *red* buys 2 farmers, pays 3 gold to the bank and places them in BAHARYA. As there are no farms in BERENIKE, *red* may not place farmers there.

**Exception:** with the power card “free farmer”, *red* may play it, take a free farmer from the supply, and place him on flat land in BERENIKE or BAHARIA.



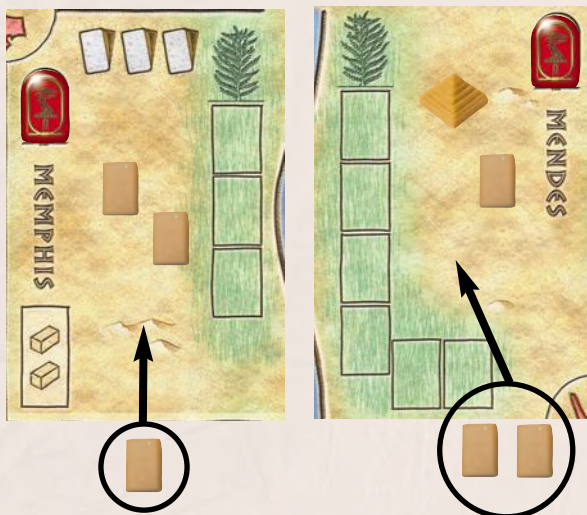
**Note:** in this situation, the player may use the “free farmer” power card (see description of the power card on page 12).

### action c: buy and use building stones

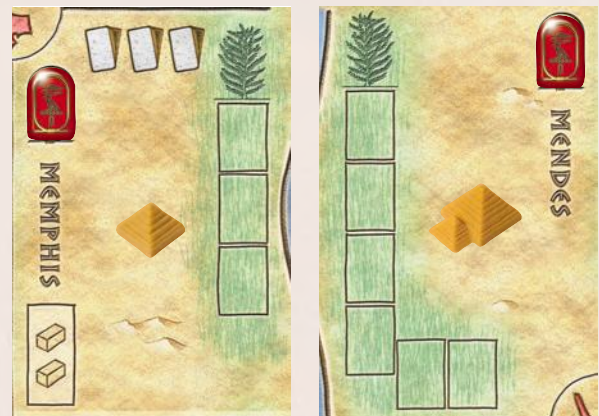
The player **may** buy building stones, in order to build pyramids, which will score the player points during scoring.

When a player buys building stones, he **must** immediately place them in his provinces. He decides how many building stones he wants and pays the bank the price shown on the price table. Then, he can place these building stones in any of his provinces.

Whenever a player places a 3rd building stone in a province, he immediately removes the 3 building stones, putting them back in the supply, and places a pyramid there. When a player builds a second pyramid in a province, he may replace the 2 single pyramids with a double pyramid, if there is one left in the supply (2 single pyramids = 1 double pyramid). A player may not move pyramids or building stones to another province once they have been placed!



### Example



after the conversion of building stones to pyramids

In MEMPHIS there are 2 building stones and in MENDES there are 1 pyramid and 1 building stone. *Red* buys **3 building stones** (and pays the bank 6 gold). He places 1 building stone in MEMPHIS. As there are now 3 building stones there, he removes them and places 1 pyramid there. He place the other 2 building stones in MENDES and now has 3 building stones there. He removes them and places 1 pyramid there and, as he now has 2 pyramids there, he replaces them with a double pyramid.



**Note:** in this situation, the player may use the “builder” power card (see description of the power card on page 12).



## phase 4: the sacrifice for Amun-Re



temple track

Now Amun-Re asks for a sacrifice. The size of the sacrifice will determine the size of the harvest: will it be abundant or poor. How is the sacrifice handled?

Each player must offer 1 or more gold cards, or the -3 card from his hand and place them face down on the table. The -3 must be played alone (exception: “sacrifice correction” power card)! Players may cover the cards they offer with their hands so the other players cannot see how many cards they have played. When all players are ready, they turn their offers over. The sum of all the gold cards (including the -3 cards) is the size of the sacrifice.

The players now place the Amun-Re temple on the space of the temple track corresponding to the size of the sacrifice.

### Example



red

blue

black

white

sacrifice offers:

red 9 gold

blue 4 gold

black - 3 gold

white - 3 gold

the total sacrifice is 7 gold



The sacrifice of 7 gold is in the range of 3 ↔ 12.

The players place the Amun-Re temple on space 2 of the temple track, as the sacrifice of 7 gold is in the range of 3 ↔ 12.

Amun-Re now rewards the players who offered the largest sacrifices with power cards, farmers, and building stones. The player with the highest offer can select any 3 items from power cards, farmers, and building stones (he can, for example take 2 building stones and 1 farmer or 3 power cards). Then, the player with the second highest offer can select any 2 items. Finally, all other players that did not play the -3 card can select any 1 item, in clockwise order from the starting player. If two or more players tie, the tie is resolved in clockwise order starting with the starting player. Thus, the starting player wins all ties that involve him. Next is his left neighbor, and so on around the table.

A player, whose offer was the -3 card cannot, in any case, select items, even if he finishes first or second. His offer means he has stolen 3 gold from Amun-Re!

### Special cases when selecting items:

- If a player takes a power card, he is not bound by the power card limit defined by the provinces he owns.
- If a player takes farmers, he must immediately place the farmers on empty farms in his provinces. He may not play the “free farmer” power card at this time!
- If a player takes building stones, he must immediately place them in his provinces. As above, when he places the 3rd building stone in a province, he immediately replaces the 3 building stones with a pyramid. He may not play the “builder” power card at this time!

The player with the highest offer is the new starting player and takes the pharaoh. Place offered gold cards (not -3 cards) in the bank. Players who played -3 cards keep the -3 cards and get 3 gold from the bank.



**Note:** players may use the “sacrifice correction” power card in phase 4 to change the total of the sacrifice. This is described below (see also the description of the power card on page 12).

How is it played and what happens?

The player includes the “sacrifice correction” power card together with his gold cards or -3 card as his face down offer (this is the only exception to the rule that the -3 card must be played alone). After the sum of the sacrifices has been calculated, each player who has played a “sacrifice correction” power card, beginning with the starting player and going clockwise around the table, either raises or lowers the total sacrifice by 3 gold. Thus, the sacrifice is corrected.

**Note:** the “sacrifice correction” affects only the size of the total sacrifice. It does not change the size of the offer or the reward of the players, who played the “sacrifice correction” power card.



## phase 5: the harvest and further income

Beginning with the starting player, each player takes gold from the bank. There are **two kinds of income**: **harvest income** and **further income**. Players earn harvest income where they have **farmers** (not just farms) in their provinces. Players earn further income in provinces with pictures of coins, with or without camels. Some provinces have both kinds of income (e.g. ABU).

### Harvest income:

The number (1, 2, 3, or 4) on the space on the temple track where the Amun-Re temple stands is the amount of gold a player earns for each farmer in his provinces.

### Further income:

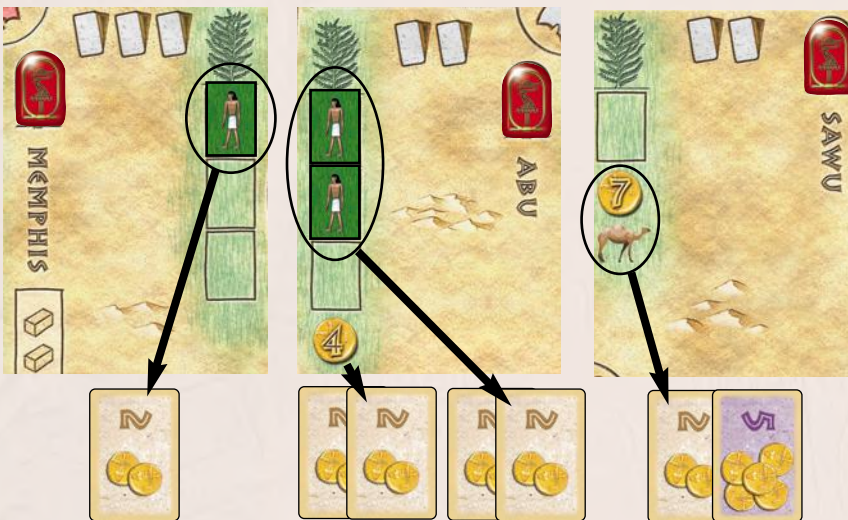
- The player who owns ABU earns 4 gold and the player who owns BERENIKE earns 8 gold.
- The player who owns KHARGA, SAWU, or AVARIS earns 5 gold, 7 gold, or 8 gold, respectively, but **only when** the Amun-Re temple is on space 1 or 2 of the temple track. The camel is used to show this graphically: under the coin symbol in the province and next to temples 1 and 2 on the temple track. (During times of poor harvests, the ancient Egyptians used caravan trade to increase their income.)

**Note:** players earn these further incomes regardless of whether they have farmers in the province or not.

**Example: the Amun-Re temple stands on space 2 of the temple track and red owns MEMPHIS, ABU, and SAWU.**



The position of the Amun-Re temple indicates that the harvest income is **2 gold per farmer**. In addition, the camel indicates SAWU will earn **7 gold** in further income.



**Red earns in:**

MEMPHIS:

1 farmer

2 Gold

ABU:

2 farmers

4 Gold

further income

4 Gold

SAWU:

further income

7 Gold

**Red earns in total**

**17 Gold**



**Note:** in phase 5, players may play the "8 gold" and "harvest increase" power cards (see the description of the power cards on page 12).

When all players have taken their income, the next round begins with **phase 1**.  
Phase 6 is only played at the end of the old and new kingdoms.



## phase 6: the scoring (only at the end of the old and new kingdoms)

The players record their **points** by moving their scoring markers on the scoring track.  
Players score points for the following:

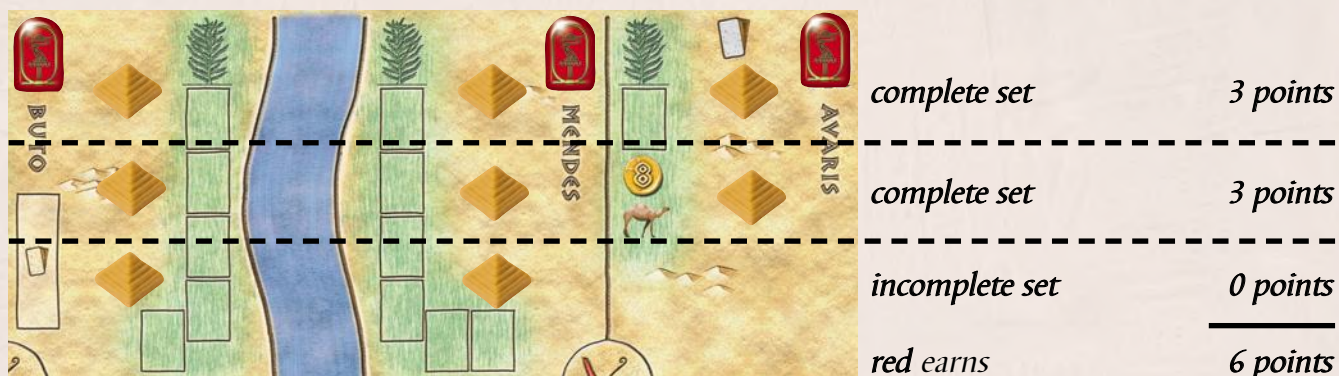
### 1. For the pyramids:

each pyramid earns 1 point.



### 2. For complete sets of pyramids:

1 complete set of pyramids (= 1 pyramid in each of a player's 3 provinces) earns a player **3 points**. Each further complete set of pyramids earns a player an additional **3 points**.



(In order to make the example easy to understand, no double pyramids are used.)

### 3. For the player with the province with the most pyramids on the west and east sides of the Nile:

The player with the winning province (the one east of the Nile and the one west of the Nile) earns **5 points**. If 2 or more players tie, the player with the province among those tied with the most building stones earns 5 points. If there is still a tie, all tied players earn 5 points.



### 4. For each temple in DAMANHUR, EDFU, and AMARNA:

Each temple earns the player 1, 2, 3, or 4 points, depending on which space on the temple track the Amun-Re temple stands at the end of the old or new kingdom.



**Black** earns **3 points** for each temple in DAMANHUR.

**black** earns **6 points**

### 5. For the bonus power cards



(see description of the power cards on page 12):

Each of these bonus power cards earns the player **3 points**, when their requirement is met.

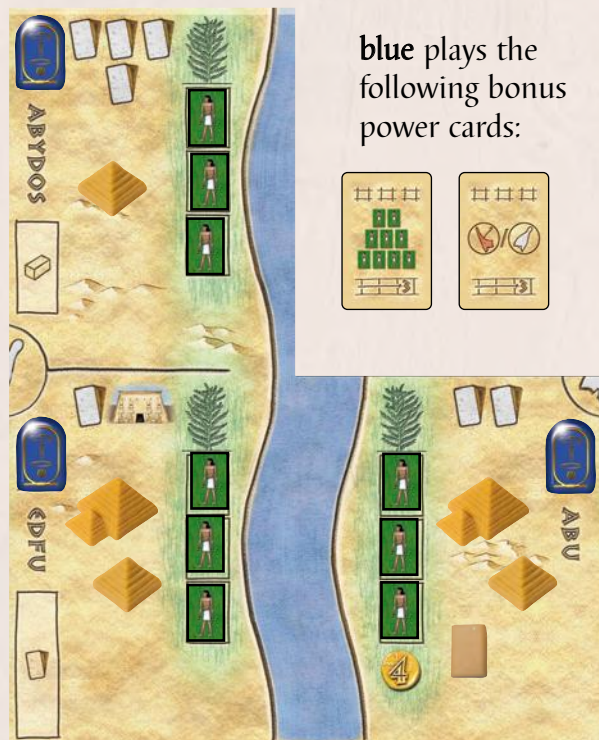


## 6. For gold (gold only scores at the end of the new kingdom):

The player with the **most gold** earns **6 points**, the player with the **second most gold** earns **4 points**, and the player with the **third most gold** earns **2 points**. The other players score nothing. Tied players score the full amount for their rank, but eliminate the next lower rank.

*Example: 2 players tie with the most gold. Both earn 6 points. The player with the second most gold earns just 2 points.*

## Example for a scoring after the new kingdom (game end)



blue plays the following bonus power cards:



blue earns the following points:

for 1. He has 7 pyramids.	7 points
for 2. He has 1 complete set of pyramids.	3 points
for 3. He has provinces on both the east and west sides of the Nile with the most pyramids.	10 points
for 4. In EDFU there is 1 temple. The Amun-Re temple stands on space 1 of the temple track.	1 point
for 5. He plays 2 bonus power cards, whose requirements he fulfilled (see page 12).	6 points
for 6. He has the least gold in a 4 player game.	0 points
<b>blue scores</b>	<b>27 points</b>

## Between the old and the new kingdom

After the scoring following the end of the old kingdom, the players remove all their **province markers** from the board. They also remove **all farmers** from the board, placing them back in the supply. The pyramids and building stones remain where they are on the board. When a player acquires a province in the new kingdom, it comes with the pyramids and building stones left from the old kingdom! The players shuffle all province cards used in the old kingdom and place them as a face down province card supply for the new kingdom. **Note:** in a 3 or 4 player game, some province cards will not be used in the old kingdom. Remove these cards from the game after the end of the old kingdom. They are not used in the new kingdom.

## The new kingdom

The game continues as in the old kingdom. The starting player begins the 1st round of the new kingdom with phase 1.

## Game end and final scoring

The game ends after phase 6 of the new kingdom. Thus, the game lasts a total of 6 rounds.

The player with the most points, as shown on the scoring track, is the winner. If 2 or more players tie with the most points, the player among them with the most pyramids is the winner. If there is still a tie, the player among them with the most building stones is the winner. Otherwise, the victory is shared.



## Description of the power cards

The following general rules cover the playing of all power cards:

- They may only be played in the **indicated phase**.
- They may be discarded **at any time**, without effect, **for gold** (each card earns the player 1 gold).
- A player may **not play 2 identical cards at the same time**.

**Example** - In phase 3 (actions of players), blue plays the “**builder**” power card and builds a pyramid with just 2 building stones in ABU. He has another “**builder**” power card in his hand, but may not play it now (in this phase on this turn), neither in this province nor another.

**Example** - In phase 6 (scoring), red plays the “**farmer bonus**” power card. He has another “**farmer bonus**” power card in his hand, but may not play it now. He may, however, play other bonus power cards.



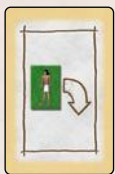
**bidding blockade (2):** when another player chooses to overbid this player in this province, he must bid at least 2 numbers higher. If the player moves to another province, the blockade moves with him.

**use: phase 2** (acquire the available provinces)



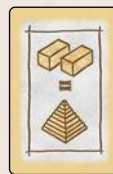
**overbid in same province (2):** the player may overbid another player in the same province he is in. Otherwise, he must move his bidding marker to another province.

**use: phase 2** (acquire the available provinces)



**free farmer (5):** the player takes a farmer from the supply for no cost and places him on flat land (not a farm) in any of his provinces.

**use: phase 3** (actions of players)



**builder (8):** the player may build 1 pyramid in 1 of his provinces with just 2 building stones instead of 3.

**use: phase 3** (actions of players)



**sacrifice correction (4):** with this, the player can raise or lower the total sacrifice by 3 gold. This does not change his offer.

**use: phase 4** (the sacrifice for Amun Re)  
See further description on page 8!



**8 gold (3):** the player places this card in one of his provinces and takes 8 gold. This replaces the normal harvest and further income of this province. Thus, he does not get the normal harvest and further income for this province.

**use: phase 5** (the harvest and further income)



**harvest increase (5):** the player places this card in one of his provinces. The harvest income for this province is thereby increased by 1 gold per farmer.

**use: phase 5** (the harvest and further income)



**power card bonus (2):** if a player's 3 provinces show at least 7 power cards (power cards shown on the upper border plus free power cards shown in the box), he scores 3 bonus points.

**use: phase 6** (the scoring)



**farmer bonus (2):** if a player has at least 9 farmers in his 3 provinces, he scores 3 bonus points.

**use: phase 6** (the scoring)



**lower/upper Egypt province bonus (2):** if a player's 3 provinces are all in upper Egypt or lower Egypt, he scores 3 bonus points.

**use: phase 6** (the scoring)



**west/east side Nile province bonus (2):** if a player's 3 provinces are all on the west side of the Nile or the east side of the Nile, he scores 3 bonus points.

**use: phase 6** (the scoring)



**Nile banks province bonus (2):** if a player's 3 provinces are all on the banks of the Nile or the provinces are all not on the banks of the Nile, he scores 3 bonus points.

**use: phase 6** (the scoring)



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