

Game	Amun-Re
Players & Time	3-5. Best with 5. Recommended with 4,5. 90 min.
Preparation	Give each player 1 builder card (see first page of rules for what this looks like). Shuffle the remaining power cards into a face-down stack. Shuffle the 15 province cards into a face-down stack. Give everyone a hand of 20 gold to start (10,5,2,2,1) and a -3 card. With fewer than 5 players remove the extra -3 cards from the game. Place the Amun-Re temple on the left of the temple track. The players choose a starting player who takes the pharaoh and begins 1 st round.
Rules Summary	<p>For reference: the green guys are farmers. The rectangular blocks are slabs (building stones). The triangles that look like a jump for bikes or skateboards are power cards. The game has 2 parts: old and new kingdoms. Each of the two parts has 3 rounds. Each round has 5 or 6 phases.</p> <p>Phase 1: Place province cards. Draw a number of province cards equal to the number of players; place them beside the game board. Some provinces have free stuff marked by the light colored boxes. Put the free stuff next to the province cards.</p> <p>Phase 2: Acquire available provinces. Starting player (pharaoh) takes the bidding marker and places it on one of the province cards on the board placing his/her bid. The other players follow in clockwise order. If placing a bid on a province with a bid on it, the new bid must be higher. Players do not get another bid unless another player outbid them. A player may not re-bid on the same province if they're removing their bidding marker from that province. The bid ends when there is no more competition for the same province. A player may not bid more than they can pay.</p> <p>Phase 3: Actions. Players in this order: buy and use power cards, farmers, and building stones. The amount it costs depends on how many of the same type you want to buy. Players may buy a number of power cards equal to the maximum of the power card symbols on all provinces they own*. Farmers bought must be immediately placed in open farms. Building stones bought must immediately be placed in provinces. Any time there are 3 building stones, they immediately turn into a pyramid**.</p> <p>Phase 4: Sacrifice for Amun-Re. All players choose an amount of money to sacrifice (equal to number of cards) or a single -3 card. Any player that chooses -3 immediately gets 3 gold. The total sacrifice is added up (include all the -3s in the total) and the temple track adjusts depending on the total. The player who gave the most gets 3 free things (any combination of power cards, slabs, farmers). The second gets 2. Others who sacrificed at least 1 gold get 1 each. Ties are broken from clockwise distance from pharaoh (pharaoh having highest preference).</p> <p>Phase 5: Harvest and Other Income. Each player gets money equal to the temple track amount per farmer they own. Some provinces give free money as well (no camel). Some province only give free money if the temple track was low (first 1 or 2 with the camel).</p> <p>Phase 6: Scoring (only at the end of each kingdom). Each pyramid is 1 point. Each complete set of pyramids (1 per province) is another 3 points. Player who own the province with the most pyramids on each side of the Nile is 5 points (slabs break ties, then pharaoh dist). Each temple on province owned is points equal to the temple track number. At end of new kingdom; player with most gold gets 6 points; second most 4, third most 2.</p> <p><i>Between old and new kingdoms, everything on provinces is removed except pyramids and slabs! Players no longer own these provinces. With 3-4 players, province cards used in the old kingdom are reshuffled and put back on top of the province card deck, so that the same provinces reappear.</i></p>
End & Winner	Ends after new kingdom scoring. After new Kingdom scoring, whoever has most points wins.
Notes	<p>* There is no hand limit. At any time a player may discard a power card (face up) for one gold. Power cards can only be used at certain times.. see back for rules.</p> <p>** A builder card allows 2 slabs to turn into a pyramid. There is nothing different about the big and small pyramid connected together and 2 individual pyramids.</p>