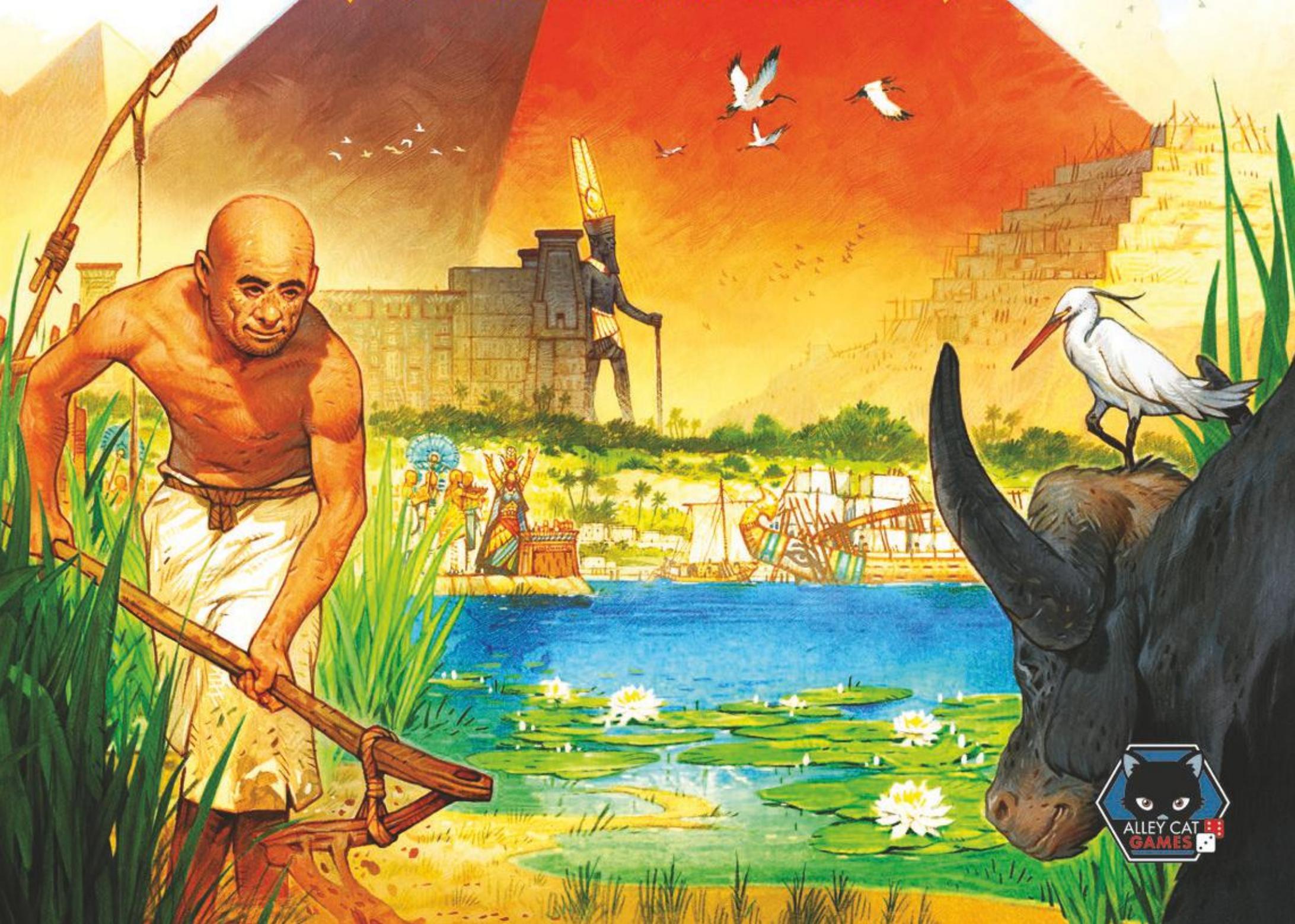


REINER KNIZIA

AMUN-RE

20TH ANNIVERSARY EDITION



IN ANCIENT EGYPT, AGES PASS AND GENERATIONS RISE AND FALL UNDER THE WATCHFUL EYES OF AMUN-RE.

You are a vizier of the royal family, and will contend with other families to acquire provinces, build grand temples and pyramids, and cultivate your fields as the capricious Nile permits.

At the end of Egypt's classical era, history will revere only one name above all others. Claim your place as the greatest vizier of all time!!



COMPONENTS



1 BOARD

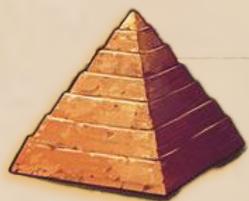


1 TEMPLE
OF AMUN-RE



1 TEMPLE TRACK
(DOUBLE-SIDED)

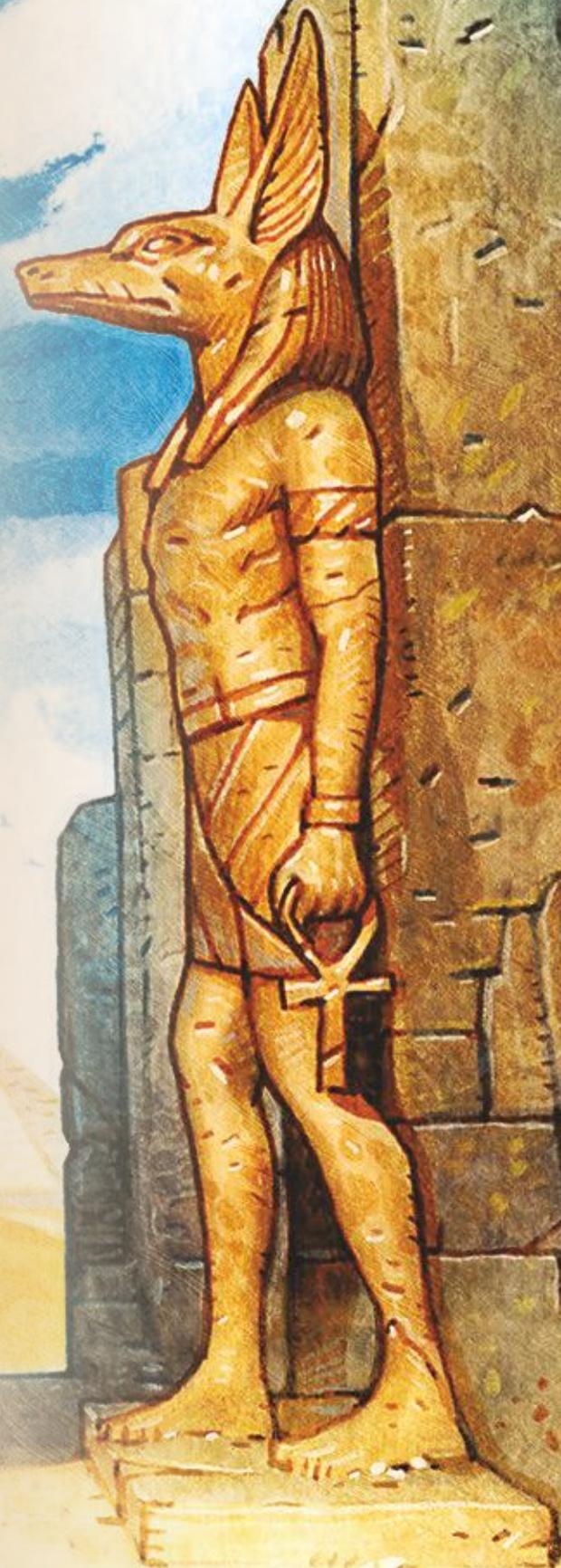
30 PYRAMIDS
(15 SINGLE PYRAMIDS,
15 DOUBLE PYRAMIDS)



15
STONES



45 FARMERS

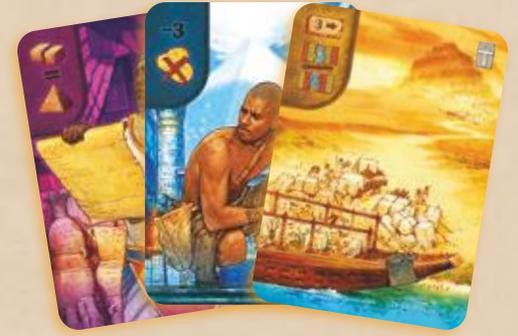


The Favour, Start, and Gold cards have identical backs:



36 FAVOUR CARDS

2 Bribery, 2 Protection, 3 Architect, 5 Cultivation,
4 Influence, 3 Treasury, 5 Abundance,
12 Scheme (2 of each of 6 types)



22 START CARDS

5 Architect, 5 Theft, 12 Scheme
(2 of each of 6 types)



70 GOLD CARDS

(16 × 1 gold, 15 × 2 gold, 15 × 5 gold,
12 × 10 gold, 12 × 20 gold)



15 PROVINCE CARDS



10 TURN ORDER / SCORE MARKERS

(2 in each of 5 player colours)



15 SCRIBES

(3 in each of 5 player colours)

OFFICIALS VARIANT COMPONENTS



18 OFFICIALS CARDS



5 ADDITIONAL SCRIBES
(1 for each player)



4 DELEGATION FAVOUR CARDS

SETUP

These rules guide you to set up and play a 3-5 player game of Amun-Re. To set up and play a 2 player game, see the additional rules in the 'Officials Variant' section on page 19.

BOARD

1. Lay the board in the middle of the play area.
2. Place the large Temple track tile onto the board, with the side matching the number of players face up. Place the Temple of Amun-Re beside the tile.
3. Place the 30 Pyramids, 15 Stones and 45 Farmers beside the board to form a reserve.



PROVINCE CARDS

4. Shuffle the 15 Province cards. Depending on the number of players, reveal a certain number of Province cards. For each Province card revealed, place it face down in its matching province, blocking that province from play. Then place the remaining Province cards face down beside the board to form the Province deck. Leave space next to the Province deck for a Province card discard pile.



- Y **3 players:** Block 6 provinces, and make a Province deck of 9 cards.
- Y **4 players:** Block 3 provinces, and make a Province deck of 12 cards.
- Y **5 players:** Block 0 provinces, and make a Province deck of 15 cards.

START CARDS

Start cards have an Ankh symbol on the top right of the card to show that they should be kept separate from the other Favour cards.

Take the 22 Start cards and distribute them as follows.

5. Give each player 1 Theft card and 1 Architect card. Return any unused copies of these Start cards to the box.
6. Shuffle the 6/12 Scheme cards and deal 2 to each player. Use 6 different Scheme cards in a 2-3 player game and all 12 in a 4-5 player game. Each player chooses 1 Scheme card to keep in their hand and discards the other. Return the undealt and discarded Scheme cards to the box. Do NOT shuffle these in with the remaining Favour cards.



FAVOUR & GOLD CARDS

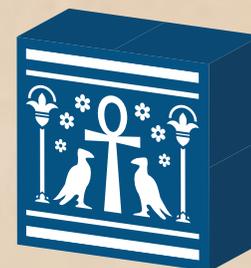
7. Shuffle the remaining Favour cards and place them face down beside the board to form the Favour deck.
8. Sort the 70 Gold cards by value into stacks, and place the stacks face up beside the board to form a reserve.
9. Give each player Gold cards from the reserve to the value of 20, made up of the following 5 cards: 1, 2, 2, 5, and 10 gold.



Each player should have 8 cards in hand: 1 Theft, 1 Architect, 1 Scheme, and 5 gold cards to the value of 20. Look at the cards in your hand but keep them hidden from other players.

SCRIBES AND MARKERS

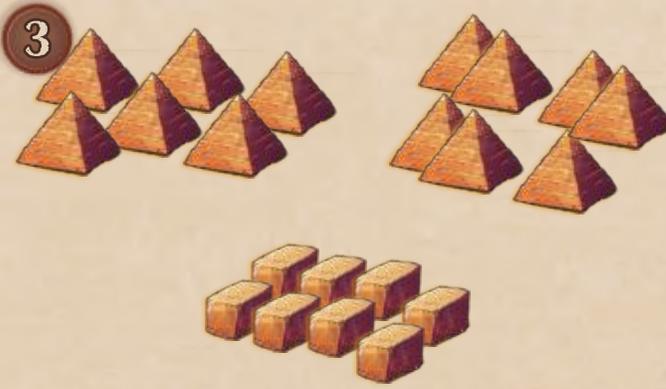
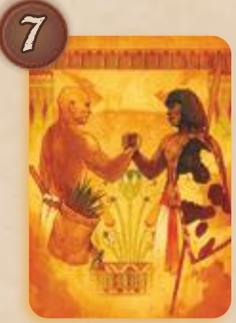
Give each player 3 Scribes, 2 Turn Order / Score markers in 1 colour. Return any unused Scribes and markers to the box.



10. Take a Turn Order / Score marker from each player and randomly place them on the spaces of the turn order track in the top left of the board, from left to right.
11. Place your remaining Turn Order / Score on the '0' space of the score track.
12. Keep your 3 Scribes in front of you.



Set up for a 4 player game:



HOW TO PLAY

AGES, ROUNDS & PHASES

The game is played over 2 ages: the Old Kingdom and the New Kingdom. Each age consists of 3 rounds. Scoring takes place after each age.

- Y Old Kingdom (3 rounds)
- Y Province scoring
- Y New Kingdom (3 rounds)
- Y Province and Gold scoring

Each of the 6 rounds is played over the following 4 phases, explained in detail in the remainder of the rules.

PHASE 1: AUCTION

Players bid against each other to gain control of a new province.

PHASE 2: MARKET

Players spend gold to buy Favour cards, Farmers, and Stones.

PHASE 3: OFFERING

Players make offerings to Amun-Re.

PHASE 4: HARVEST

Players earn gold from the provinces they control.

CONSTRUCTING PYRAMIDS

Stones may be placed into provinces during the Auction, Market, or Offering phases. As soon as a province has 3 Stones in it, a Single Pyramid must be immediately constructed in the province and the Stones returned to the reserve. If a Single Pyramid was already present in the province, return it and the Stones to the reserve and replace them with a Double Pyramid.

There is no limit to the number of Pyramids that can be constructed in any single province. The number of Stones and Pyramids is not intended to be a limit. If you run out, use a suitable substitute. Once placed, Stones and Pyramids cannot be moved to a different province.

GOLD

Each time you pay the cost of a winning bid during the Auction phase, or buy Favour cards, Farmers or Stones during the Market phase, return Gold cards of the correct value to the reserve.

You can make change with the reserve at any time, by exchanging Gold cards of equivalent value from your hand.

The number of Gold cards is not intended to be a limit. If you run out of low-value Gold cards, all players must make change with high-value cards to replenish the reserve.



TURN ORDER

The order of the markers on the turn order track determine the order in which players take turns during the 4 phases of each round. The player whose marker is in position 1 goes first, then the player in position 2, and so on.

During the Offering phase of each round, turn order will change to reflect the sizes of the players' personal offerings to Amun-Re.

TEMPLE OF AMUN-RE

During the Offering phase, the collective value of all the players' offerings will determine the new position of the Temple of Amun-Re on the Temple track.

During the Harvest phase, the position of the Temple will determine how much gold players earn for each of their Farmers, and whether or not they earn gold for their Caravans.

During the Province scoring at the end of each age, the position of the Temple of Amun Re will determine the number of points players score for each of the Temples in provinces they control.

FAVOUR CARDS

You begin the game with 3 Favour cards: 1 Theft, 1 Architect, and 1 Scheme. You can acquire additional Favour cards during the Auction, Offering, and Market phases, and can have any number of Favour cards in hand.

When playing Favour cards, pay attention to these 4 rules:

1. You can only play Favour cards on your **own turn**.
2. You can only play each type of Favour card during its **corresponding phase** in each round. Scheme cards can only be played during the Province scoring at the end of each age. Cards are coloured to match the phases that they can be used in.
3. You **cannot** play 2 Favour cards with the same effect during a single phase or scoring, although you can keep duplicate cards to play later.
4. At any time, you can discard any number of Favour cards from your hand to **earn 1 gold** for each card.

Place discarded Favour cards face up next to the Favour deck to form a discard pile.

If the Favour deck is empty and you want to draw Favour cards, reshuffle the discard pile to form a new Favour deck.



Theft: The Theft card is special. You cannot discard it to earn 1 gold, and you do not discard it after it is played. It is playable during the Offering phase. If you play it, it always returns it to your hand.

PHASE 1: AUCTION

Draw 1 card from the Province deck for each player, and place each card face up on the board in its matching province. These provinces will be auctioned this round, and each player will eventually claim exactly 1 of them.

BIDDING

In turn order, players bid on the provinces in the auction. Each player will use exactly 1 Scribe to make bids during each Auction phase. Continue to take turns in order until each Province card has exactly 1 Scribe on it.

On your turn, you must do 1 of the following:

Y If you have not yet placed a Scribe, you must make a bid.

To bid, place your Scribe on any auction space on any province card. Your bid must be higher than all other Scribes in the province you choose, but does not have to be the next-highest bid.

— or —

Y If your existing bid has been beaten by 1 or more other players, you must make a new bid on a different available province.

Your new bid must be higher than all other Scribes in the new province you choose, but does not have to be the next-highest bid.

Note: If you are outbid in a second province, you can choose to return to the first province when making a new bid.

— or —

Y If your existing bid is still the winning bid in that province, you must pass.

You cannot choose to change your bid or make a new bid in another province.

The value of each bid, in gold, is shown on the bidding space. Bids of values between those on the bidding spaces, and negative bids, are not possible.

Bids higher than 36 gold are possible (the number of spaces on each Province card is not intended to be a limit). The possible bid values above 36 gold are as follows: 45 gold (an additional 9 gold), 55 gold (an additional 10 gold), and so on.

You can never make a bid higher than the maximum value of your hand. Remember that Favour cards can be discarded for 1 gold each, so each Favour card in your hand contributes 1 gold to the value of your maximum bid.

Publisher suggestion for new players: To prevent making a bid higher than the maximum value of your hand, always place cards from your hand, equal to the value of your bid, face down in front of you.



During the Auction phase, you can play a maximum of 1 *Bribery* and 1 *Protection* card. You can only play cards on your turn. If you play both, their effects are cumulative, and you can play them on the same or different turns.

After you play either card, **place it face up in front of you**. After the auction has been resolved, put any played *Bribery* and *Protection* cards on the discard pile.



Bribery: If you have been outbid, play *Bribery* to make a new bid in the **same** province. The effect of Bribery persists until the auction is complete, even if you make a bid in a different province, so that each time you are outbid, you can make your next bid in the same province.

Remember: *Without Bribery, each time you are outbid you must make your next bid in a different province.*



Protection: Play *Protection* to block the next-highest bidding space. No player can make this bid (although they can make a higher one). The effect of Protection persists until the auction is complete, so that the bidding space immediately ahead of your Scribe is always blocked, even if you move to a different province.

END OF AUCTION

The auction ends immediately when exactly 1 Scribe is present on each Province card. No player can make any further bids. In turn order, each player resolves their bid as follows:

- Y Pay the value of your final bid in gold from your hand, returning the gold cards to the reserve.
- Y Put the Province card face up by the side of the board to form a discard pile, but leave your Scribe in the province to indicate it is now under your control.
- Y If the province has a blessing (Favour cards, Stones, or Gold), take this from the deck or reserve.

BLESSINGS

Some provinces contain blessings, shown on the board. The player who wins the auction for a province also receives the blessing.

Blessings are received both times a province is auctioned: once during the Old Kingdom and once during the New Kingdom.



1 Favour card (BUTO & EDFU): Draw 1 Favour card.



2 Favour cards (THEBES): Draw 2 Favour cards.



1 Favour card & 12 gold (DAKHLA): Draw 1 Favour card and take Gold cards to the value of 12 from the reserve.



1 Stone (ABYDOS): Take 1 Stone from the reserve and put it in ABYDOS. If there are now 3 Stones in ABYDOS, immediately construct a Pyramid.



2 Stones (MEMPHIS): Take 2 Stones from the reserve and put them in MEMPHIS. If there are now 3 Stones in MEMPHIS, immediately construct a Pyramid.

Note: When DAKHLA is auctioned, the winner only receives the blessing of 12 gold after the winning bid has been paid in full. The blessing cannot be considered a discount on the value of the bid.



FEATURES

All provinces also contain 1 or more permanent features, shown on the board, which are all available for the remainder of the current age to the player who wins the province.

In the New Kingdom, provinces will also contain Pyramids and Stones from the Old Kingdom, all of which survive after the first age.



Favour (all provinces except BUTO & MENDES): The maximum number of Favour cards you can buy during every Market phase is equal to the number of Favour icons in the **single province** you control with the most Favour icons. You cannot add up the Favour icons from multiple provinces.



Temple (AMARNA, EDFU, & DAMANHUR): During every Province scoring, each Temple earns 1-4 points, depending on the position of the Temple of Amun-Re.



Field (all provinces except BERENIKE & DAKHLA): Each field can contain 1 Farmer. You can acquire Farmers during the Market phase or as a reward during the Offering phase. During every Harvest phase, each Farmer earns 1-4 gold, depending on the position of the Temple of Amun-Re.



Mine (ABU & BERENIKE): During every Harvest phase, earn gold equal to the value of the Mine.



Caravan (AVARIS, KHARGA, SAWU): During every Harvest phase, earn gold equal to the value of the Caravan, but only if the Temple of Amun-Re is on position 1 or 2 of the Temple track.



Farmer (BAHARYA): There are 2 Farmers already in place in this Province.

PHASE 2: MARKET

In turn order, each player takes 1 turn and can buy any combination of Favour cards, Farmers, and Stones, or choose not to buy. On your turn, buy the items you want in order: first Favour cards, then Farmers, then Stones.

For each kind of item you buy, the first item costs 1 gold, the second 2 gold, the third 3 gold, and so on. The scale on the board shows the cumulative cost of buying multiple items of a kind.

You can buy more than 7 Farmers or Stones (the scale on the board is not a limit). The cost to buy an 8th item would be an additional 8 gold (a total of 36 gold), the cost to buy a 9th item would be an additional 9 gold (a total of 45 gold), and so on.

1	2	3	4	5	6	7
1	3	6	10	15	21	28

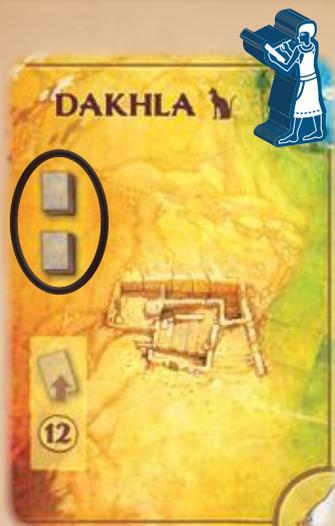
FAVOUR CARDS

If you buy Favour cards, first announce the number you wish to buy, and then draw this number from the deck and add them to your hand. You cannot look at the Favour cards and then decide whether to buy more, but you can look at the Favour cards you've bought before deciding how many Farmers or Stones to buy.

The maximum number of Favour cards you can buy during every Market phase is equal to the number of Favour icons in the **single province** you control with the most Favour icons. You cannot add up the number of icons from multiple provinces. (The maximum number of Favour cards any player can buy is 4, which is possible if they control ABYDOS.)

If you control no provinces with Favour icons, you cannot buy any Favour cards.

You can have any number of Favour cards in hand.



In round 1, you gain control of Dakhla so you are able to buy up to 2 Favour cards during the Market phase.



In round 2, you gain control of Abydos so you are now able to buy up to 4 Favour cards during the Market phase.



FARMERS

If you buy any Farmers, take them from the reserve and place them on empty field spaces in any combination of provinces you control. You cannot buy more Farmers than you can immediately place. If a province has either no field spaces or no empty field spaces, you cannot buy a Farmer to place in that province.

STONES

If you buy Stones, take them from the reserve and place them in any combination of provinces you control. As soon as a province contains 3 Stones, a Pyramid must be immediately constructed and the Stones returned to the reserve. If you buy enough Stones, multiple Pyramids can be constructed in the same turn.

During the Market phase, you can play a maximum of 1 Architect and 1 Cultivation card. You can only play cards on your turn. After you play the card, put it on the discard pile.



Architect: Choose a province you control which has exactly 2 Stones in it. Construct a Pyramid in that province and return the Stones to the reserve.

Note: You cannot play an Architect during any other phase.



Cultivation: After buying any item, take 1 Farmer from the reserve for free, and place it in any province you control, but not on a field space. It can be placed in any province, even a province without field spaces.

PHASE 3: OFFERING

Players simultaneously make and then reveal a personal offering of gold to Amun-Re. The combined values of these offerings is the 'collective offering', which determines the position of the Temple of Amun-Re on the Temple track. The position of the Temple of Amun-Re sets the value of Farmers and Caravans during the Harvest phase, and the value of Temples in provinces during a Province scoring.

MAKE AN OFFERING

Each player must do 1 of the following:

☒ Secretly make a personal offering of 1 or more Gold cards.

— or —

☒ Secretly make a personal offering of the Theft card and no Gold cards.

Remember: You can make change with the reserve at any time, including immediately before you make an offering. You can also discard, at any time, any number of Favour cards for 1 gold each.

Once you have made your offering, cover it with your hand and hold it out in front of you to show you are ready. Once all players are ready, everyone reveals their offerings simultaneously.

MOVE THE TEMPLE OF AMUN-RE

Add the values of all the personal offerings together to find the value of the collective offering. Each *Gold* card played **increases** the value of the collective offering. Each *Theft* card played **reduces** the value by 3 gold.

In turn order, each player who played an *Influence* card must declare whether they want to increase or decrease the value of the collective offering by 3. You cannot ignore the card's effect or change the value by a different amount.

Once the final value of the collective offering has been settled, put the Temple of Amun-Re on the corresponding position of the Temple track. If the value of the collective offering is 0 or negative, put the Temple on position 1.

You can play a maximum of 1 Theft card and 1 Influence card as part of your offering. If multiple players play an Influence card, they are resolved in turn order. After its effect is resolved, put it on the discard pile.



Theft: Reduce the collective offering by 3 gold. Gain 3 gold and then return this card to your hand.



Influence: Before the Temple of Amun-Re is moved, increase or decrease the value of the collective offering by exactly 3 gold. This does not affect the value of your personal offering.



An illustration of an ancient Egyptian scene. In the foreground, a man in ornate golden and red attire sits atop a white horse adorned with a large, golden, feathered headdress. The horse is galloping towards the right. In the background, a large pyramid with a golden top and a red and purple body stands against a blue sky with white clouds. A line of men in white robes stands in the distance, and a city with various buildings is visible behind them.

ESTABLISH NEW TURN ORDER

Rank the players by the value of their personal offering, and then reorder the markers on the turn order track to reflect this ranking. Put the player who made the highest offering in position 1, the player who made the second-highest offering in position 2, and so on. If 2 or more players made offerings of the same value, their relative position on the track does not change (the tied player who was ahead, stays ahead).

Any player who played their Theft card has a personal offering value of 0.

COLLECT GIFTS

In turn order, each player who made an offering of gold receives gifts:

- Y The player who made the greatest offering (and is therefore first in turn order) receives **3 gifts**.
- Y The player who made the second greatest offering (and is therefore second in turn order) receives **2 gifts**.
- Y All other players who made an offering of gold each receive **1 gift**.
- Y Any player who played their *Theft* card cannot receive any gifts, and instead **takes 3 gold** from the reserve and puts the *Theft* card back in their hand.

Your gifts are your choice of any combination of Favour cards, Farmers, and Stones.

- Y **Favour cards:** The number of Favour cards you can take is not limited by the features in the provinces you control (unlike the Market phase), but you must announce the number of Favour cards you are taking before drawing them (as in the Market phase).
- Y **Farmers:** Farmers must be placed in empty fields in provinces you control.
- Y **Stones:** Stones must be placed in provinces you control. If a province now has 3 Stones, immediately construct a Pyramid as normal.
Remember: You cannot play an Architect during the Offering phase.

PHASE 4: HARVEST

In turn order, each player earns gold for the provinces they control.

FARMERS

For each Farmer in provinces you control, earn gold equal to the value shown by the position of the Temple of Amun-Re.

MINE

For each Mine in provinces you control, earn gold equal to its value.

CARAVANS

For each Caravan in provinces you control, earn gold equal to its value, but only if the Temple of Amun-Re is on position 1 or 2 of the Temple track.

During the Harvest phase, you can play a maximum of 1 Treasury and 1 Abundance card. You can only play cards on your turn. After you play the card, put it on the discard pile.



Treasury: Choose a province you control. You do not earn gold for the province's Farmers, Mine, or Caravan. Instead, earn exactly 8 gold.



Abundance: Choose 1 province you control. For each Farmer in that province, earn 1 additional gold.

END OF ROUND & SCORING

The round ends after the Harvest phase.

- ⚔ After each of rounds 1 and 2 (Old Kingdom), immediately begin a new round.
- ⚔ After round 3 (Old Kingdom), perform a Province scoring. Then prepare for the New Kingdom and begin a new round.
- ⚔ After each of rounds 4 and 5 (New Kingdom), immediately begin a new round.
- ⚔ After round 6 (New Kingdom), perform another Province scoring and the final Gold scoring. Then end the game.



PROVINCE SCORING

Province scoring occurs at the end of each age (after round 3 and round 6). Each player scores points as follows. When you score points, move your marker forward on the score track.

Pyramids

Note: When counting Pyramids, 1 Double Pyramid is exactly equivalent to 2 Single Pyramids.

- Y Score 1 point for each Pyramid in provinces you control.
- Y In addition, score 3 points for a set of Pyramids (1 Pyramid in each of your provinces). Each additional set scores 3 points.
- Y Find the province on the east side of the Nile with the most Pyramids. The player who controls this province scores 5 points. Repeat this for the west side. In case of a tie, the tied province which contains the most Stones wins the tie. If still tied, all tied players score 5 points.

Temples

For each Temple in provinces you control, score points equal to the position of the Temple of Amun-Re.

Schemes

Reveal any number of different Scheme cards with conditions that the provinces you control satisfy. For each satisfied Scheme, score 3 points, then discard the card. **Remember:** You cannot play 2 Schemes with the same effect during a single Province scoring. Keep any duplicate or unsatisfied Schemes in hand.



East or West: Score 3 points if the provinces you control are all on the east side of the Nile or all on the west side of the Nile.



Master of Federation: Score 3 points if the provinces you control form a contiguous, edge-to-edge connected region. 2 provinces on the banks of the Nile and directly opposite each other are contiguous.



Upper or Lower: Score 3 points if the provinces you control are all in the Upper Egypt region or all in the Lower Egypt region.



Master of Favours: Score 3 points if the provinces you control contain at least 7 Favour icons (counting both blessings and features).



River or Hinterland: Score 3 points if the provinces you control all border the Nile or none of them do.



Master of Farmers: Score 3 points if the provinces you control contain at least 9 Farmers.

PREPARE FOR THE NEW KINGDOM

After the Province scoring at the end round 3, prepare for the New Kingdom as follows.

- ‡ **Scribes:** Return all Scribes in provinces to their players.
- ‡ **Farmers:** Return all Farmers in provinces to the reserve.
- ‡ **Province cards:** Reshuffle all the Province cards that were auctioned during the Old Kingdom to form a new face down Province deck. Leave any face down Province cards placed during setup on the board. These provinces remain blocked from play.
- ‡ **Pyramids & Stones:** *Do not* remove Pyramids and Stones from provinces. They survive into the New Kingdom, but are not controlled by any player until each province is again won by a player during a future Auction phase.

GOLD SCORING

At the end of the game, all players reveal their remaining Gold cards and announce their combined value. Award points as follows.

- ‡ The player with the highest value scores 6 points.
- ‡ The player with the second-highest value scores 4 points.
- ‡ The player with the third-highest value scores 2 points.
- ‡ Other players score nothing for their remaining gold.

If tied, all tied players score the full points of the award, but the corresponding number of subsequent awards are skipped.

Example: If 2 players are tied for highest value, they each score 6 points and the player with the next-highest value only scores 2 points. If 3 or more players are tied for highest value, they each score 6 points and no other awards are made.

The player with the most points is the winner.

If tied, the tied player with the most Pyramids in the provinces they control wins.

If still tied, the player with the most Stones in the provinces they control wins.

If still tied, all tied players share victory.



OFFICIALS VARIANT

The Pharaoh has given you permission to appoint some officials. Scour the provinces to hire officials and use their abilities to get ahead.

The Officials variant can only be played with 2 or 3 players. It gives players an additional Scribe for bidding. Each round players will bid for 2 provinces, keeping control of just 1 and gaining the Officials card from the other. The Officials cards offer exciting instant bonuses.

The game should be played as described in the base game rules, except in the ways described below.

COMPONENTS



18 OFFICIALS
CARDS



1 ADDITIONAL SCRIBE
FOR EACH PLAYER



4 DELEGATION
FAVOUR CARDS

SETUP

Perform these additional steps as follows.

1. Give each player an additional Scribe in their player colour.
2. Shuffle the 4 Delegation Favour cards into the Favour deck.
3. Shuffle the Officials cards to form a face down deck. Leave space next to this deck to form a discard pile.

Instead of following setup instruction 4 in the base game rules, carry out the following.

4. Shuffle the 15 Province cards. Depending on the number of players, reveal a certain number of Province cards. For each Province card revealed, place it face down in its matching province, blocking that province from play. Then place the remaining Province cards face down beside the board to form the Province deck.

Y 2 players: Block 7 provinces, and make a Province deck of 8 cards.

Y 3 players: Block 3 provinces, and make a Province deck of 12 cards.

GAMEPLAY

PHASE 1: AUCTION

Reveal Province cards until there are twice as many provinces available as there are players in the game. Place an Officials card face up in each available province.

Unlike in the base game rules, in the Officials variant, each player will use 2 Scribes to make bids during each Auction phase.

In turn order, players bid on the available provinces. Each player will use 2 of their Scribes to make bids during each Auction phase. Continue to take turns in order until each Province card has exactly 1 Scribe on it.

On your turn, you must do 1 of the following:

✔ **If you have not yet used both of your Scribes**, you must make a bid with 1 of your unused Scribes.

— or —

✔ **If you have placed both of your Scribes**, and 1 of your existing bids has been beaten by 1 or more other players, you must make a new bid on 1 of the other available provinces that does not already contain 1 of your Scribes.

— or —

✔ **If your existing bid is still the winning bid in both provinces you have bid on**, you must pass.

***Publisher suggestion:** In this variant you are bidding on 2 provinces each, so it is more difficult to keep a track of your total bid. Therefore, to prevent making a bid higher than the maximum value of your hand, we recommend that even experienced players always place cards from their hand, equal to the value of their bids, face down in front of them.*

END OF AUCTION

The auction ends immediately when exactly 1 Scribe is present on each Province card. No player can make any further bids. In turn order, each player resolves their bid as follows:

✔ Pay the total value of your final bid for both provinces in gold, to the reserve.

✔ From your 2 provinces, choose 1 province to keep under your control, discard the Officials card and Province card. Leave your Scribe in the province to indicate it is now under your control. If this province has a blessing (Favour cards, Stones, or Gold), take this from the deck or reserve.

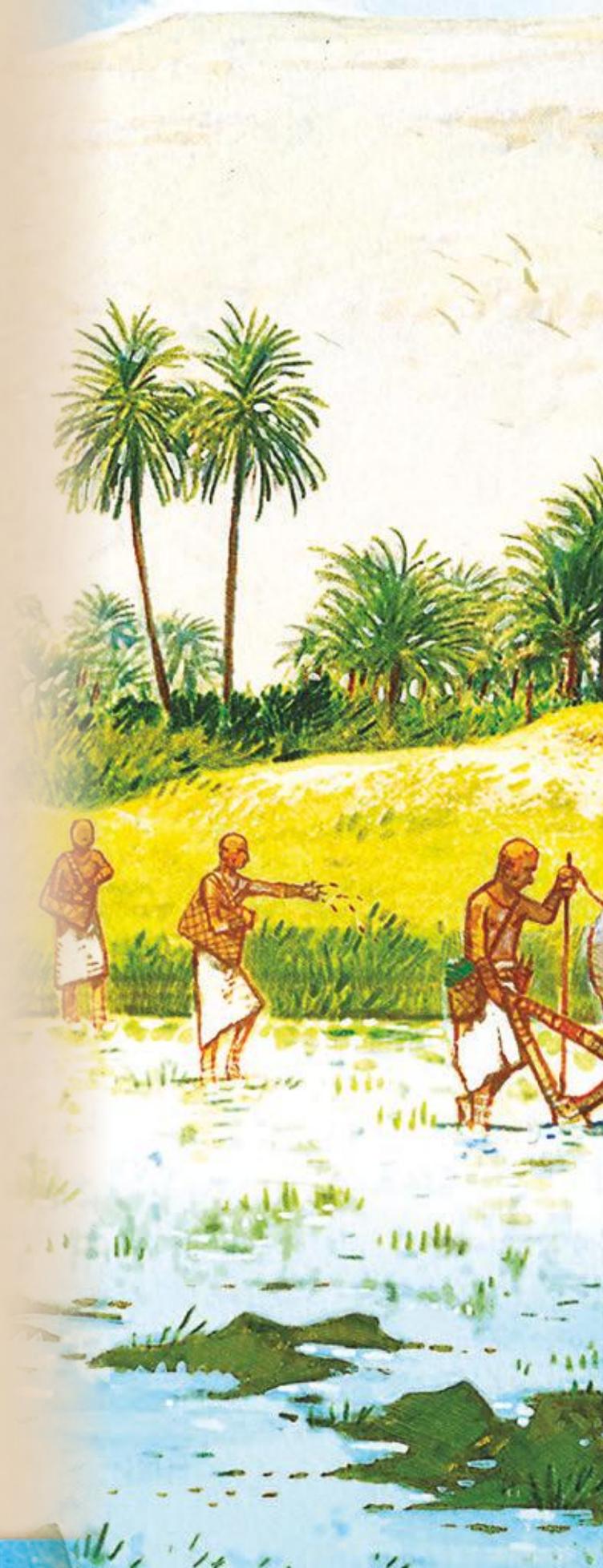
✔ In your other province, resolve and discard the Officials card. In that province, remove your Scribe but leave the Province card face up. If this is round 1 or 2 (Old Kingdom), or round 3 or 4 (New Kingdom) it will be auctioned again next round.

Officials cards give a variety of benefits such as; Favour cards, Farmers, Stones, gold, and points. These are gained immediately and cannot be resolved later.

When resolving your bid, you can play a maximum of 1 Delegation card. After you play the card, put it on the discard pile.



Delegation: After paying for both provinces, you may swap the position of your 2 Officials cards.



PHASE 3: OFFERING PHASE

In a 2 player game, when taking gifts, the following rules apply:

- Y The player who made the greatest offering (and is therefore first in turn order) receives 3 gifts.
- Y The player who made the second greatest offering (and is therefore second in turn order) receives 2 gifts **only if** they contributed at least half of the value of the first player's offering rounded up. Otherwise the second player receives 1 gift.
- Y Any player who played their Theft card cannot receive any gifts, and instead **takes 3 gold** from the reserve and puts the Theft card back in their hand.

PREPARE FOR THE NEW KINGDOM

- Y **Officials cards:** Reshuffle all the Officials cards to form a new face-down Officials deck.
- Y **Province cards:** Move any face up Province cards remaining on the board to the discard pile. Reshuffle all the Province cards that were auctioned during the Old Kingdom to form a new face down Province deck. Leave any face down Province cards placed during setup on the board. These provinces remain blocked from play.

GOLD SCORING

At the end of the game, all players reveal their remaining Gold cards and announce their combined value. In a 2 player game, award points as follows:

- Y The player with the highest value scores 6 points.
- Y The player with the second-highest value scores 4 points **only if** their value is at least half the value of the first player, rounded up. Otherwise, the second player scores 2 points.

CREDITS

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Reiner Knizia thanks all the playtesters who contributed to the development of Amun-Re, in particular Iain Adams, Sebastian Bleasdale, Chris Bowyer, Martin Higham, Ross Inglis, Kevin Jacklin, Chris Lawson, Karl-Heinz Schmiel, Hannes Wildner, and Schorsch.



AMUN-RE

EXPANSIONS

The following promotional content is part of the Expanded edition of Amun-Re. This content can be purchased directly from www.alleycatgames.com.

All expansions and variants in Amun-Re are designed to be played separately or combined together.



AFTERLIFE EXPANSION

Preparing for the afterlife is important for any respectable vizier. In life, your tomb will prove your status and yield benefits. In death, if built and designed properly, your tomb will grant you eternal life and ensure you are remembered for all of history.

The Afterlife expansion adds a 4th item you can buy in the market phase - Tomb tiles. Each tile has a reward icon on it. When you build a Tomb tile, you will collect rewards depending on where it is placed.

The game should be played as described in the base game rules, except in the ways described below.

COMPONENTS



60 TOMB TILES

(12 of each bonus: 1 point, 1 Farmer, 1 Stone, 1 Favour, 2 gold)



4 AFTERLIFE FAVOUR CARDS

SETUP

Perform these additional steps as follows.

1. Shuffle the Tomb tiles and place them face down into a stack.
2. Shuffle the 4 Afterlife favour cards into the Favour deck.



GAMEPLAY

PHASE 2: MARKET

During the Market phase, before buying Favour cards, Farmers, or Stones, each player on their turn may buy Tomb tiles using the normal price scale (see base game rules, page 12). Draw these tiles from the stack and keep them face down in a collection in front of you. You may look at them at any time.

During the Market phase, you can play a maximum of 1 Afterlife card. You can only play cards on your turn. After you play the card, put it on the discard pile.

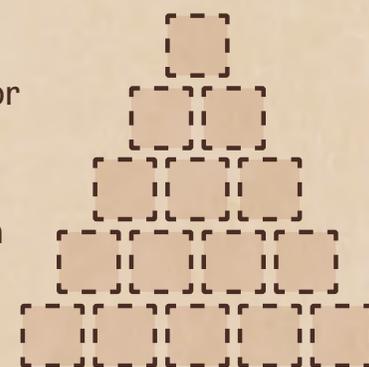


Afterlife: Draw a Tomb tile into your collection or place a Tomb tile from your collection into your tomb.

PHASE 3: OFFERING

When collecting a gift, in addition to choosing a Favour card, Farmer, or Stone, you have the option of placing a Tomb tile from your collection into your tomb.

Your tomb consists of a pyramid shape with a base row of 5 tiles. Each tile in the second row must be placed on top of 2 adjacent base row tiles. Third row tiles must be placed on top of 2 adjacent second row tiles, and so on.



You may also place additional tiles from your collection into your tomb by discarding 2 Favour cards from your hand or Tomb tiles from your collection (in any combination) for each tile you wish to place. Place discarded Tomb tiles face up next to the stack of Tomb tiles to form a discard pile.

When placing a tile, collect the reward pictured on it (1 Favour, 1 Farmer, 1 Stone, 1 point, 2 gold). Collect that reward again for each **matching** tile that appears in a contiguous group of supporting tiles below the newly placed tile.



Example: a player chooses to place a Stone Tomb tile here. They gain 3 Stones as a reward, 1 from the tile itself and 2 from the 2 contiguous supporting tiles below it.

AFTERLIFE SCORING

After round 6 (New Kingdom), after Province scoring and the final Gold scoring, perform Afterlife scoring before ending the game.

Score 3 points for each completed row of your Tomb. To be considered complete, the base row requires 5 tiles, the second row requires 4 tiles, the third row requires 3 tiles, and so on.



STATUES EXPANSION

The Statues expansion adds Statues, each of which has a unique ability that may be used by the player who controls the province the Statue is in.

The game should be played as described in the base game rules, except in the ways described below.

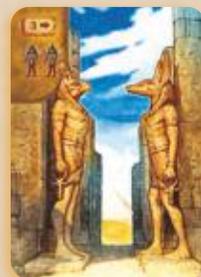
COMPONENTS



8 STATUES



8 STATUE CARDS



2 TRIBUTE
SCHEME CARDS

SETUP

Perform these additional steps as follows.

1. Place the Statues beside the board.
2. Shuffle the 8 Statue cards to form a face down deck.
3. Shuffle the 2 Tribute Scheme cards into the Favour deck.

GAMEPLAY

PHASE 1: AUCTION

In the Old Kingdom only:

In a 2-3 player game, draw a Statue card from the top of the deck and place it by the side of the board. Place the matching Statue in the first province to be drawn this round.

In a 4-5 player game, draw a second Statue card and place it by the side of the board. Place the matching Statue in the second province to be drawn this round.

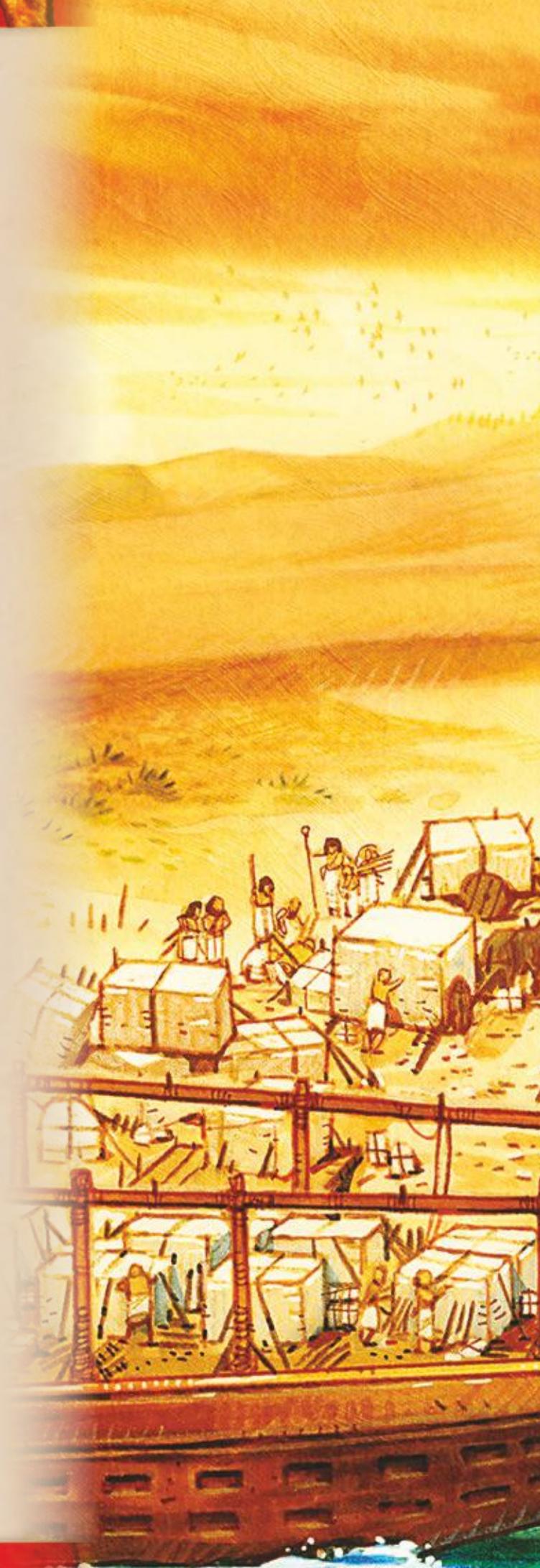
Statues placed during the Old Kingdom remain until the end of the game. No Statues are added in the New Kingdom.

The player who gains control of a province containing a Statue takes the matching Statue card and places it in front of them. That player now has the ability shown on the Statue card for the remainder of the age.

OFFICIALS VARIANT

When playing with the Officials variant, players only take the Statue card if they choose to take control of the province containing the Statue.

If a player chooses the Officials card from the province containing the Statue, the Statue remains in the province for the New Kingdom and the Statue card remains by the side of the board. New Statues are still placed, as described above, in the next round.



PROVINCE SCORING

Schemes



Tribute: Score 3 points if you have 2 or more Statues.

PREPARE FOR THE NEW KINGDOM

Y Statues: Do not remove Statues from provinces. They survive into the New Kingdom, but are not controlled by any player until each province is again controlled by a player during a future Auction phase. Return all of the Statue cards to the side of the board.

STATUE CARDS



Horus: Your pyramids in this and adjacent provinces may be constructed with 2 Stones and 1 gold.



Bastet: Gain 3 gold at the start of every Market phase.



Osiris: Collect +1 gold for every 2 Farmers you control during the Harvest phase.



Set: Gain +1 gift in the Offering phase, even if you play a Theft card.



Isis: This Statue acts as a Temple in Province scoring.



Sobek: Score 4 points from Schemes, instead of 3, in Province scoring.



Thoth: When you buy Favour cards, draw +1, then discard 1 Favour card.



Phat: Once per round in the Market phase, you may purchase from 1 item kind a second time (thus reducing the cumulative cost).

Phat Example: To purchase a total of 5 items of one kind, you may purchase 2 items of that kind, and then 3 items of that kind, for a cost of $3 + 6 = 9$ gold.

AMUN-RE

PROMOS



This content can be purchased directly from www.alleycatgames.com.

PHARAOH MINI-EXPANSION

The Pharaoh has travelled to inspect the work of his viziers. Impress him and you will gain his approval and the gifts that come with his praise. The Pharaoh's attention is fleeting, however, and he will only reward the vizier who impresses him the most.

The game should be played as described in the base game rules, except in the ways described below.

COMPONENTS



3 PHARAOH TOKENS



1 PHARAOH



2 PHARAOH'S BLESSING
SCHEME CARDS

SETUP

Perform these additional steps as follows.

1. Place the Pharaoh and Pharaoh tokens next to the board in a reserve.
2. Shuffle the Pharaoh's Blessing Scheme cards into the Favour deck.

GAMEPLAY

PHASE 1: AUCTION

Anytime a player outbids another player in a province auction, move the Pharaoh to that province. At the end of the Auction phase, the player who controls the province with the Pharaoh in it gains a Pharaoh token.

PHASE 3: OFFERING

When collecting gifts, each Pharaoh token allows you to take 1 additional gift of your choice, providing you did not play a Theft card.

END OF ROUND & SCORING

At the end of each round, return the Pharaoh to the reserve.

PROVINCE SCORING



Pharaoh's Blessing: Score 3 points if you have 2 or more Pharaoh tokens.

PREPARE FOR THE NEW KINGDOM

All Pharaoh tokens are returned to the reserve.

PROMO FAVOUR CARDS

COMPONENTS



8 PROMO FAVOUR CARDS
(2 Glory, 2 Greed, 2 Popularity, 2 Export)

SETUP

Perform these additional steps as follows.

1. Shuffle the Promo Favour cards into the Favour deck.

GAMEPLAY

The Promo Favour cards are used in the same way as the regular Favour cards. Their effects are described below.

PHASE 2: MARKET

During the Market phase, you can play a maximum of 1 Glory card. You can only play cards on your turn. After you play the card, put it on the discard pile.



Glory: After completing any regular purchases, you may buy 1, 2, or 3 points for 1, 3, or 6 gold.

PHASE 3: OFFERING

You can play a maximum of 1 Greed card as part of your offering. After its effect is resolved, put it on the discard pile.



Greed: Play with the Theft card as part of your offering. Gain 1 gift (1 Favour card, Farmer, or Stone).

PHASE 4: HARVEST

During the Harvest phase, you can play a maximum of 1 Popularity and 1 Export card. You can only play cards on your turn. After you play the card, put it on the discard pile.



Popularity: Choose a province you control. You do not earn gold for the province's Farmers, Mine, or Caravan. Instead, draw 3 Favour cards.



Export: Choose a province you control. You do not earn gold for the province's Farmers, Mine, or Caravan. Instead, treat this province as if it has a 10 gold Caravan.

QUICK REFERENCE

PLAYER SETUP



PROVINCES

Base Game

- Y **3 players:** Block 6 provinces.
- Y **4 players:** Block 3 provinces.
- Y **5 players:** Block 0 provinces.

Officials Variant

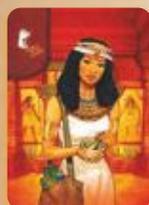
- Y **2 players:** Block 7 provinces.
- Y **3 players:** Block 3 provinces.

CARD REFERENCE

PHASE 1: AUCTION

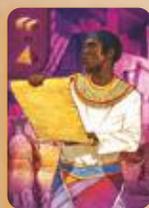


Bribery: If you have been outbid, play *Bribery* to make a new bid in the same province.



Protection: Play *Protection* to block the next-highest bidding space.

PHASE 2: MARKET



Architect: Choose a province you control which has exactly 2 Stones in it. Construct a Pyramid in that province and return the Stones to the reserve.



Cultivation: Take 1 Farmer from the reserve for free, and place it in any province you control, but not on a field space.

PHASE 3: OFFERING



Influence: Increase or decrease the value of the collective offering by exactly 3 gold.



Theft: Reduce the collective offering by 3 gold. Gain 3 gold and then return this card to your hand.

PHASE 4: HARVEST



Treasury: Choose a province you control. You do not earn gold for the province's Farmers, Mine, or Caravan. Instead, earn exactly 8 gold.



Abundance: Choose 1 province you control. For each Farmer in that province, earn 1 additional gold.

SCORING

Scoring

Y Pyramids

- Y Score 1 point for each Pyramid.
- Y Score 3 points for each set of Pyramids (1 Pyramid in each of your provinces).
- Y Score 5 points for the province with the most Pyramids on each side of the Nile.

Y **For each Temple in provinces you control, score points equal to the position of the Temple of Amun-Re.**

Y **For each satisfied Scheme, score 3 points**

End of Game Gold Scoring

- Y The player with the highest total value scores 6 points.
- Y The player with the second-highest total value scores 4 points.
- Y The player with the third-highest total value scores 2 points.
- Y Other players score nothing for their remaining gold.



East or West:

Score 3 points if the provinces you control are all on the east side of the Nile or all on the west side of the Nile.



Upper or Lower:

Score 3 points if the provinces you control are all in the Upper Egypt region or all in the Lower Egypt region.



River or Hinterland:

Score 3 points if the provinces you control all border the Nile or none of them do.



Master of Federation:

Score 3 points if the provinces you control form a contiguous, edge-to-edge connected region. 2 provinces on the banks of the Nile and directly opposite each other are contiguous.



Master of Favours:

Score 3 points if the provinces you control contain at least 7 Favour icons (counting both blessings and features).



Master of Farmers:

Score 3 points if the provinces you control contain at least 9 Farmers.