

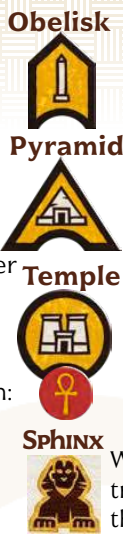


ANKH

GODS OF EGYPT
GAMEPLAY

GODS OF EGYPT - ANKH

MONUMENTS



ADJACENCY

Figures and Monuments are adjacent to each other if they occupy spaces that **share a hex border** and are **both in the same region**. Spaces divided by a river or camel are not adjacent.

DEVOTION

If a god reaches the **top space on the Devotion track**, they **immediately win the game**. On the other hand, any god who fails to earn enough Devotion by the end of the fourth Conflict event will be **forgotten** and eliminated from the game.

EVENTS

When an Action marker reaches the rightmost space in its track, after resolving the action, an event is triggered. Move the Event marker to the next space in the Event track, then resolve the event depicted on that space. There are two types of event spaces: **individual events** (round spaces) and **conflicts** (square spaces). Individual events only involve the player that triggered the event. Conflicts, on the other hand, will involve all players.

After the event is resolved, the Action marker resets to the space matching the number of players that started the game.

CONTROL MONUMENT

When a player triggers a Control Monument event, they can gain control of **one neutral Monument** of their choice, as long as they have **at least one figure adjacent** to that Monument.

If there are **no neutral Monuments left** on the board when this event is triggered, the player can gain control of an adjacent Monument controlled by another player.

Expansion: At the end of the event the Palace is resolved:

Check majority for each Palace Room (1 to 4).

The player with the most wins. **Ties are won by lower Devotion.**

The **winner returns only their own priests from that room and resolves the room effect.**

Then draw new **political cards** and refill the slots again.

CAMEL CARAVAN

The player that triggered the Camel Caravan event can place a line of **up to 6 camels**, from the general supply, onto the board. Camels are placed on the lines that separate the spaces - 1 Camel per hexagon side - connecting two of the following features on the game board: Rivers, Water, Camels, or map borders. **Both new regions created must be at least 6 spaces** in size. After splitting the player chooses one region to keep the Conflict Order token. The **new region** gains the **Conflict Order token with the lowest number**.

Finally, the player may swap the new Conflict Order token just placed with any Conflict Order token already on the board.

CONFLICT

Conflict is a global event that affects all regions and involves all players. The Battle **Tiebreaker** token is claimed at the start of each Conflict event **by the player who triggered the event**. It can be used to win one tied Battle during the event.

When a Conflict event is triggered, **each region is resolved in order from lowest to highest:**

- Regions with no figures are ignored.
- **If a region has figures belonging to only one player**, that player Dominates that region and gains 1 Devotion. Then, they gain 1 Devotion for each Monument majority they have. You need to control more Monuments of a specific type in the region than any opponent (page 22).
- **If a region has figures belonging to two or more players**, a Battle is fought.

Ankh is played clockwise in turns. During their turn, a player performs 1 or 2 actions. After fully resolving the player's action(s) and the event (if one was triggered), the current player's turn ends and the next player takes their turn.

There are 4 possible actions a player can take during their turn:

- **Move Figures**
- **Summon Figure**
- **Gain Followers**
- **Unlock Ankh Power**



To choose an action, the player slides the corresponding Action marker one space to the right on its track. A player is allowed to choose an Action even if they cannot resolve it. **If a Action marker reaches the rightmost space, an event is triggered.** First, resolve the action then resolve the event. After resolving the event, return the Action marker to its starting position on its track (page 19).

Important: **If a player triggers an event with their first action, they are not allowed to take a second action.**

The **2nd action must be in a lower line** than the 1st action.

MOVE FIGURES

The player may move each of their figures on the board 0-3 spaces. Figures can move across occupied spaces, across Water, or across Rivers and Camel Caravans, but end movement in an empty space that is not Water. **Each space can only be occupied by 1 figure or 1 Monument** at a time.

Additionally the player can move **each priest to an adjacent room**.

SUMMON FIGURE

The Summon Figure action allows a player to choose 1 figure from their pool (Warrior or Guardian) and place it on the game board. The figure must be placed in an empty non-Water space, **adjacent to one of that player's figures**, or **adjacent to a Monument that player controls**. (remember: in the same region).

Additionally the player summons **1 priest to any room** in the Palace.

GAIN FOLLOWERS

When performing a Gain Followers action, the player gains a number of **Followers equal to the number of Monuments (theirs or neutral) they have any figures adjacent to**. They take that number of Follower tokens from the general supply and add them to you pool.

UNLOCK ANKH POWERS

At most, each god may unlock **2 Ankh powers in each level**. Each time a player performs an Unlock Ankh Power action, they move the leftmost Ankh token in this bottom row up to the Ankh power of their choice within the same column. Two Level 1 Ankh powers must be unlocked before a Level 2 power can be unlocked, and so on.

Each time an Ankh power is unlocked, the player must **sacrifice Followers** from their pool **equal to the level of the Ankh power they are unlocking**.

Note: Different Ankh powers affecting the same thing stack.

When a player uncovers a **Guardian symbol** on the bottom column of their dashboard, they gain control of 1 figure from that Level Guardian and adds it to their pool. If there are no more figures available on that Guardian card, the player gains nothing.





BATTLE

During a Conflict, a Battle takes place in each region where at least two players each have at least one figure present.

1. Select and Reveal Cards

Each player secretly chooses 1 of their Battle cards from their hand. All chosen cards are revealed simultaneously.

2. Build Monument

Resolve all revealed *Build Monument* Battle cards in ascending order on the Devotion track starting with the player with the least Devotion.

3. Resolve Plague

Resolve all revealed *Plague of Locusts* Battle cards.

4. Monument Majority

First, determine which players have Monument majorities for each type of Monument. To have a majority, they need to control more Monuments of a specific type in the region than any opponents. Then, award to each player (in reverse Devotion order) 1 Devotion per majority they have.

5. Battle Resolution

All players calculate their total strength in the Battle. Each Battle cards bonus strength value is added too. The player with the highest total strength wins the Battle. They **gain 1 Devotion and kill all enemy Warriors and Guardians in the region.**

If 2 or more players **tie for the highest total strength** and one of the tied players holds the Battle Tiebreaker token faceup, that player **may use it to break the tie** and win the battle. If the Tiebreaker is not used, **all players lose** the battle. All figures in the region are killed.

Killed figures are returned to their players' pools.

Each figure has a basic strength of 1.

All used Battle cards must remain faceup.

Battle cards are fully explained on **page 29.**

GODS CAN NEVER BE KILLED!

BATTLE CARDS

Each player uses their own set of 7 Battle cards. These cards are used during Conflict events and provide a bonus to a player's battle strength along with a special effect. The players don't get back their used Battle cards automatically, **they remain faceup on the table**, for all players to see, so choosing the right card at the right moment is pivotal.

All **Battle cards** are fully explained on **page 29.**

Player's followers are **open knowledge** throughout the game. The only exception is during the Plague of Locusts bid.

SPHINX

A Sphinx can only be built via the War Room in the Palace. She counts **as all other types of Monument** at all times, **except when resolving Monument Majority**, when it counts as its own type.

POLITICAL CARDS

Once per action, a player may play 1 Political card from their hand - before or after the action! Used Political cards stay on the table and are picked up again in the same manner as used Battle cards.

Unused Political cards (in hand) are still **open information!**

VICTORY

- Reach the top space of the Devotion track.
- Only god in play after fourth Conflict event.
- Highest Devotion after fifth Conflict event.

MERGING GODS

Only in a game **with 3 or more players**, at the end of the third Conflict, the two gods with the least Devotion merge. The players controlling these two gods now play as a team for the rest of the game, winning or losing together.

After the third Conflict perform the following steps:

1. Destroy all Monuments controlled by the lower-merging god. Also remove it's God figure, Warriors, Battle cards, and Ankh tokens. Give it's Followers to the higher-merging god. The higher-merging god may gain control of any Guardians. **Expansion:** And discard Political cards and remove priests.
2. The higher-merging god's Devotion goes on the lower one's.
3. The lower-merging god adjusts their Ankh powers to match those of the higher-merging god.
4. The Merged god has the special god abilities of both gods. Both players controlling the merged god share the pool of Warriors, Guardians, and Followers that originally belonged to the higher god.

Merged God Gameplay

Each Merged God player takes only 1 action on it's turn, however the two players will get 1 turn each. They may choose any action, even the same action or a higher action as their teammate chose. 2 consecutive Events, 1 on each turn, triggered by a Merged god is a possibility.

They now share and control the same common pool of figures, Follower tokens, and Ankh tokens.

Decisions during Battles are made by both players. If there is a disagreement between the two players, the higher god player decides. Both players will either win or lose together.

The merged god also uses both god abilities

FORGOTTEN GODS

Towards the end of the game, at the end of the 4th Conflict event, any gods with their Ankh token still in the red section of the Devotion track are eliminated from the game.

Remove from the game the forgotten gods' figures (God, Warriors, and Guardians), all of their Ankh tokens on Monuments and return all of their Followers to the supply.

SETUP

- 1 Each player takes the following components:
 - God **figure** and **Warriors**
 - God **dashboard**
 - **Ankh** tokens
 - Set of 7 **Battle cards**
 - 1 **Follower**
- 2 Randomly determine a **first player**.
- 3 In reverse player order, each player places one Ankh token on the bottom space of the **Devotion track** forming a stack.
- 4 Place the **4 Action markers** on the Action tracks.
- 5 Place the **Event marker** on the first space it's track.
- 6 Choose and set up a **scenario** from the scenario booklet.
- 7 Choose one Level 1, one Level 2 and one Level 3 **Guardian** card. Then, place a number of their Guardian figures on the card according to the number of players:
 - **2 Players:** Use 1 Guardian figure of each type
 - **3 Players:** Use 2 Guardian figures of each type
 - **4+ or 5 Players:** Use all available Guardian figures.
- 8 **Pharaoh-Expansion**
Choose 1 **Pharaoh card** to use. Shuffle and draw **3 political cards**. Each Player gets 1 **Priest** in the **Chamber of Law**.

You're ready to play!

