



KEMET

REVISED EDITION

A GAME BY JACQUES BARIOT AND GUILLAUME MONTIAGE,
ILLUSTRATED BY DIMITRI BIELAK, EMILE DENIS, AND NICOLAS FRUCTUS.
FOR 2 TO 5 PLAYERS, AGES 13 AND UP. GAME DURATION: 60 MINUTES.

In the mythical age of ancient Egypt, powerful gods deploy their forces into battles for dominance of the land! Deep in the vast desert and in the shadow of enormous temples, they use their many powers to build their armies, summon mythological creatures, and fight to gain control over Kemet!

1 GOAL OF THE GAME

Each player takes control of an Egyptian divinity's faction to gain the most victory points (VP) before the End of game is triggered.

THE BOARD

The game board has two sides. One side is for games with 3 or 5 players, the other for games with 2 or 4 players.

Note: In 2 or 3 player games the East bank is not used.



(Without the Sanctuary of All Gods)
2 players 4 players



(With the Sanctuary of All Gods)
3 players 5 players

The board is made of desert spaces and special spaces: City Districts, Temples, and the Sanctuary of All Gods.



CITIES:

Each City consists of 3 spaces called Districts. Each District is surrounded by a Wall, which limits opponents' Troops movements.



TEMPLES:

Temples are circled with a yellow line. During the Night Phase, players controlling Temples gain Temple VP and Prayer points (☪) in Night Phase.



SANCTUARY OF ALL GODS:

Circled with a blue line, it is not a Temple. In Night Phase, the player controlling it may remove 2 Units from this space to gain 1 Sanctuary VP.



OBELISKS:

Each Temple, the Sanctuary of All Gods, and some desert spaces include an Obelisk.



HARBORS:

Harbors allow the crossing of the Nile; they don't form a separate space.

Components:

- game board
- 48 Power tiles (16 ruby, 16 sapphire, and 16 diamond)
- 7 Creature miniatures
- 35 Divine Intervention cards
- 2 special Battle cards
- 53 Victory Point tokens
- 3 silver, and 1 gold Action tokens
- 1 Player aid sheet for Divine Intervention cards and Power tiles

For each player (5 colors):

- 12 Unit miniatures
- 5 Action tokens
- 1 Prayer marker
- 1 individual board
- 1 Order marker
- 6 Battle cards
- 3 Pyramids

1 ruby 1 sapphire 1 diamond



Gaining permanent VP:

(square shaped VP, they cannot be lost)

By winning Battles as attacker:
Battle VP



By buying Power tiles

Domination Power tiles:
Domination VP (max 1 per player)



Sphinx Power tile: Sphinx VP



During Night Phases

By controlling at least
2 Temples: Control VP



By removing 2 of your Units from
the Sanctuary of All Gods:
Sanctuary VP



Gaining temporary VP:

(round shaped VP, they may be lost if the condition granting them is no longer true)

By controlling level 4 Pyramids:
Pyramid VP



By controlling Temples:
Temple VP



2 SETUP

2.1 - Shared setup

- 1) Place the board in the center of the play area. Choose the side corresponding to the number of players. **1**
- 2) Place all the Power tiles face up next to the board in level ascending order and by color. **2**
- 3) Place the 2 special Battle cards near the Power tiles on top of the board. **2**
- 4) Place each Creature on their specific Power tile. **2**
- 5) Place the Domination VP and Sphinx VP tokens on their specific Power tiles. **2**
- 6) Place the silver Action tokens, and the gold Action token on their specific Power tiles. **2**
- 7) Place 1 Temple VP on each Temple in play. **3**
- 8) Place the Pyramid VP in the general supply. **4**
- 9) Place the following VP tokens in the general supply: Control/Battle VP, and Sanctuary VP. **5**
- 10) Shuffle and place face down the Divine Intervention cards (DI) next to the board to create the DI deck. **6**

ANATOMY OF A POWER TILE

Level: shows the tile level, its color (ruby, sapphire, diamond), and its cost (1 to 4).

Color reminder

Tile effect (see the Summary sheet)

Phase during which the Power is active:



Day Phase



Night Phase



Battle

Some of these Power tiles are Creatures.

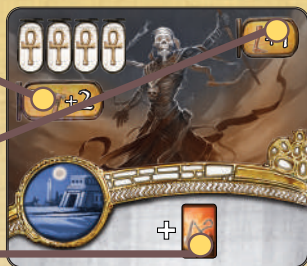
There are 7 Creatures that give upgrades to Troops to which they are tied.

ANATOMY OF A CREATURE TILE

Battle bonus for the tied Troop

Increases the Movement ability of the tied Troop

Tile effect (some Creatures do not have any specific effect)

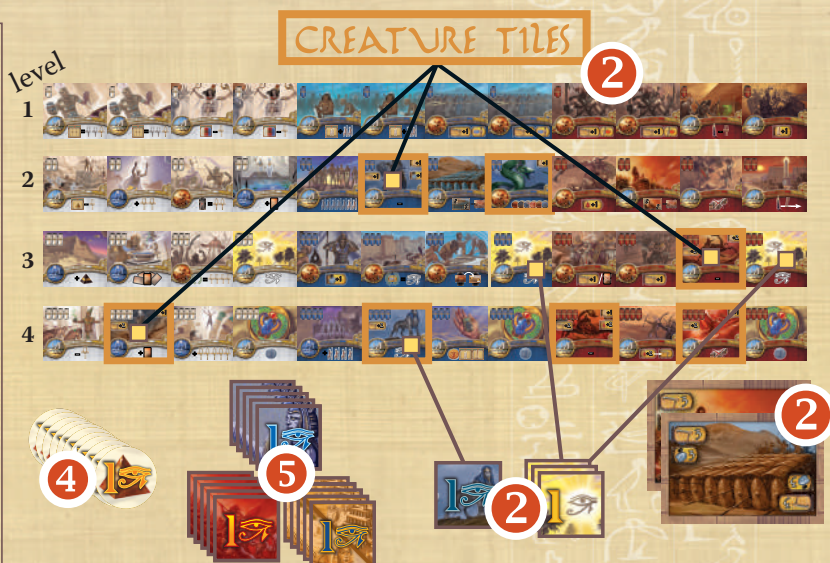


ANATOMY OF A DIVINE INTERVENTION CARD

Potential cost to pay when playing the card (some DI cards are free, others require the player to pay some amount of ⚡ to trigger their effect)

Card effect (see the Player aid sheet)

Phase during which the DI card may be played



2.2 - Individual setup

1) Each player chooses a City which will be their faction's City for the whole game.

2) Each player takes in their color:

- 1 individual board, **7**
- 1 Order marker,
- 1 Prayer marker they place on the "7" space of the Prayer track on top of their individual board, **8**
- 5 Action tokens, **9**
- 12 Unit miniatures, **10**
- 6 Battle cards. **11**

3) Each player draws 2 DI cards. **12**

4) Each player takes 3 Pyramids, 1 of each color: ruby, sapphire, and diamond. **13**

2.3 - Troop placement: Each player chooses 2 Districts from their City and places 5 Units in each, then places the 2 remaining Units in their supply.

2.4 - Game start turn order: Each player randomly places their Order marker from left to right on the Turn order track corresponding to the number of players. The player whose Order marker is on the left will be the 1st player. **14**

2.5 - Pyramid points distribution: In turn order, each player distributes 3 level points between their Pyramids, choosing between these two options: 1/1/1 or 2/1/0. Then, they place each Pyramid that is at least at level 1 in one of their Districts. Any Pyramid that is still at level 0 is placed in their owner's supply. **15**
A Pyramid's level is the number on top of the Pyramid.





3 GAME PLAY

A game of *Kemet* is played over a series of Rounds, and ends when the End of game has been triggered. Each Round consists of one Day Phase (where Battle usually happen), then one Night Phase, and finally one Dawn Phase.

You will find a glossary of important concepts and terms on page 8.

3.1 DAY PHASE (PLAYER ACTIONS) :

- In turn order, each player becomes the active player and plays 1 of their 5 Action tokens.
- Movements and Recruitments may trigger Battle Phases.



3.2 BATTLE

- A Battle only involves the players whose Troops are on the same space.
- Resolve the Battle steps in order.



3.3 NIGHT PHASE (RESOLUTION) :

- The Night Phase is divided into steps which are resolved in order.
- Nocturnal Powers activate, VP and ♀ are awarded, and DI cards are allocated.



3.4 DAWN PHASE (DETERMINATION) :

- If the End of game has been triggered, identify the winner.
- If the End of game has not been triggered, establish turn order for the next Day Phase.



Rules order of precedence:

When two rules contradict each other, the rule with the highest priority (highest number) takes precedence:

4) DI card > 3) Power tile > 2) expansion rules > 1) game rules.

3.1 - DAY PHASE

Day Phase mechanics

In turn order, each player must place 1 Action token on a empty Action space of their individual board. Action token placement is subject to the Equilibrium rule (described below), and a selected action effects are resolved immediately. This continues until each player has placed (and resolved) their 5 Action tokens, at which point the Day Phase is over.

You may play a DI card with a DAY icon before or after any action taken by any player, and just before a Battle Phase.

The Equilibrium rule: At the end of the Day Phase, each player must have at least 1 Action token on each of the 3 levels of the pyramid on their individual board.

Playing silver and gold Action tokens: Play these Action tokens at the same time as an Action token of your color to receive a bonus action. You may choose in which order you resolve your actions but each action must be completely resolved before moving onto the next one.

Note: In the *Kemet* base game, the golden icon on top of the pyramid is only available to the player that owns the *God's Will* Power tile.

Note: In the *Kemet* expansions, some Power tiles may give a gold Action token: you may buy several Power tiles using a gold Action token, but you may only own 1 gold Action token, thus you may only trigger one Power using a gold Action token per Round.

TRIGGERING THE END OF GAME!

If a player has 9 VP (sum of their temporary and permanent VP) before playing one of their Action tokens, they trigger the End of game, which occurs after the following Dawn Phase. This player places a Sanctuary VP from the general supply under their Order token as a reminder.

Available actions on individual boards are detailed below.



3.1.1 PRAY ACTION

Gain 2☸.

3.1.2 RAISE A PYRAMID ACTION

Raise the level of 1 of your Pyramids by any number of levels: spend as much ☸ as the value of each level you wish to raise your Pyramid (raising a Pyramid multiple levels will sum up the cost of each level). If you raise the level of the Pyramid in your supply, place it in your District without a Pyramid.

Raising multiple levels with the same action is a unique cost.

Pyramid effects:

- Each Pyramid allows their controller to buy Power tiles that match its color and are of the same or lower level.
- Each level 4 Pyramid gives 1 Pyramid VP to the player that controls its District.
- Each Pyramid allows Units in its District to be teleported to any space that contains an Obelisk by spending 2☸.

IMPORTANT!

If the Pyramid's District is controlled by an opponent, the original owner no longer gains these benefits, instead the controlling opponent does.

3.1.3 BUY A POWER TILE ACTION

This action allows you to buy a Power tile of the same color as the space you placed your Action token. You may buy only 1 Power tile of a specific color during the same Round.

Buy condition: To buy a Power tile, you must control a Pyramid of the same color which is at least the same level as the Power tile you want to buy. You cannot buy a Power tile that has the same artwork as one you already own.

Power tile effects are immediately active. However, some of them will only trigger during a specific Phase, denoted on each Power tile (eg. Battle Powers, Nocturnal Powers).

Cost: When you buy a Power tile, you have to spend as much ☸ as the level indicated on the Power tile. You own it for the entire game, and it cannot be lost. Place it in front of you so everyone can see it.

(eg. To buy *Shields of Neith*, a level 3 Power tile, you have to control a level 3 or 4 sapphire Pyramid and spend 3☸).

Creatures : Immediately when you acquire a Creature tile or anytime a Creature is in your supply, you may place it in one of your Districts where you have a Troop without a Creature. Otherwise the Creature is placed on its Power tile in your supply. Before playing an Action token, you may exchange Creatures from your supply with Creatures that are in your Districts. When a Creature has no more Troop with it, it goes back to your supply.

A Creature is not a Unit:

- It does not count against the Troop limit (5 Units max), but you may not have more than one Creature in each Troop,
- In Battle, only the Creature's bonuses are added to the tied Troop, it does not add +1 Force (as it is not a Unit inside the Troop).

3.1.4 RECRUIT ACTION

Spend X☸ to recruit X Units: take these Units from your supply and place them in one, two or three Districts of your City.

You may only recruit into the Districts of your own City. Even if you control an opponent's District, you may not recruit in it. If you recruit into one of your Districts controlled by an opponent, it immediately triggers a Battle in which you are the attacker.

IMPORTANT!

In your City, your Troops have +1 Strength.

Example : To raise a level 2 Pyramid to level 3, you need to spend 3☸.

Example : To raise a level 1 Pyramid to level 3, you need to spend 5☸.

(2 to raise to level 2, and 3 to raise to level 3)



3.1.5 MOVEMENT ACTION

Move 1 of your Troops according to their Movement potential. Movement Potential is always calculated at the beginning of a Movement action.

Movement potential for a Troop is a series of 1 Land move and 1 Teleportation. Some Power tiles and DI cards may raise the number of Land moves, Teleportations per Movement action.

During a Movement action you may:

- use each kind of move (Land move and Teleportation),
- move only a part of your Troop to leave some Units behind,
- add Units that are in spaces you pass through when moving your Troop.

IMPORTANT!

When moving, a Troop may temporarily exceed the Troop limit (5 Units) provided the Troop limit is fulfilled at the end of the Movement action for each Troop on the board.

Likewise, more than one Creature may temporarily be on the same space provided the Creature limit (1 Creature per Troop) is fulfilled at the end of the Movement action.

Land move:

Spend 1 Land move to move your Troop to a directly adjacent space or one linked by an arrow between 2 Harbors over the Nile.

Teleportation:

Spend 2 to teleport your Troop from a District with a Pyramid (in your City or an opponent's one) to a space containing an Obelisk.

Note: You do not spend a Land move when you teleport a Troop.

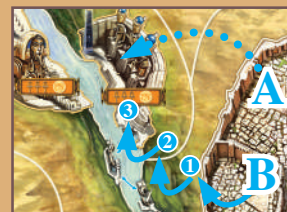
Walls:

Each District is surrounded by Walls. You may only enter an opponents' District if your Troop starts its Movement action in a space adjacent to its Wall (which means you may only move into 1 opponent District during each Movement action).

Battle:

Whenever your Troop enters a space containing an opponent's Troop, your Movement action ends and a Battle is immediately triggered.

Note: At the end of a move (and potentially the Battle that occurred) if you control a Temple or a level 4 Pyramid, you take the corresponding temporary VP, wherever it is. To control a Temple or an opponent's Pyramid, you must have a Troop in its space: if you ever move out of an opponents' space (leaving it empty) after controlling it, then any temporary VP (temple or level 4 pyramid) gets returned to that player.



Example:

Claire would like to move her Troop from her City to the Nile east bank.

She has 2 options:

A- She may teleport her Troop by spending 2 and placing her Troop on the Temple space.

B- She may use only land moves if her Troop is able to do 3 land moves (see diagram). A way to do this is to have the "Celerity" Power of the Desert Snake Creature tied to this Troop, which would save her 2 to move to the same space.

3.2 - BATTLE

The attacker is the player whose move triggers the Battle, their opponent is the defender. Resolve the following steps in order, even if a player has no Troop left at some point:

1) War council

At the start of a Battle, attacker and defender each choose 2 Battle cards from their hand:

- The first one is discarded face down on the table and will never be revealed,
- The second one will be played during the Battle, do not reveal it yet.

2) Preparation

Attacker and defender may add DAY or BATTLE DI cards to their Battle card by hiding them under it: this is the only time you may play DI cards during the Battle. A player may tell their opponent they have played DI cards, but need not be truthful. Players also do not need to admit to playing DI cards, even if asked. Other players may not play DI cards during a Battle Phase.

3) Confrontation

When each player has finished selecting their cards, they simultaneously reveal them. The DI card(s) effects are only taken into account if their owner spends the ♣ required. Beginning with the attacker, each player announces whether they spend ♣ and in which order they resolve their DI cards.

4) Resolution

The player who has the most Strength is the Champion. In case of a tie, the defender is the Champion.

The Strength of each player in the Battle is the sum of:

- The number of Units they have in the Battle,
- The Strength value of their played Battle card,
- The potential Strength bonus given by their Power tiles,
- The potential Strength bonus given by the Creature tied to their Troop in the Battle,
- The potential Strength bonus given by the DI cards they played,
- +1 Strength if the Battle occurs in a Quarter from the City of the player.

5) Casualties

Each Battle card shows a Damage value and/or a Defense value. These values can be modified thanks to DI cards, Powers and Creatures in this Battle.

Each player in the Battle loses as many Units from their Troop as the total Damage value their opponent has, minus their own Defense value.

If the Champion has lost their Troop, they are still considered to be the Champion, even if the loser still has a Troop in the space where the Battle occurred.

6) Reward

If the attacker is the Champion and they still have a Troop on the space where the Battle occurred, they gain 1 Battle VP.

7) Loser's aftermath

The loser has to choose between retreating and recalling their Troop.

If the Champion has no more Troop on the space where the Battle occurred, the loser may also choose to stay on this space instead.

8) Champion's aftermath

The Champion chooses if they recall their Troop or if they stay on the space where the Battle occurred.

Retreating

If the loser retreats, the Champion chooses an adjacent empty space where they move the vanquished Troop. This is not a Movement action. They may not choose a District from a City that is not the loser's. If no space is available, the loser may not retreat and has to recall their Troop.

Recalling a Troop

After battle either player may recall their Troop, removing their entire Troop to gain $X-1$ ♣, where X is the number of Units removed this way.

9) Battle ending

Each player discards the Battle card they played and resolved face up. The one they discarded during the War council step stays face down and should never be revealed.

If a player has discarded all their Battle cards, they immediately take them back all to their hand.

The played DI (used or not) cards are discarded face up near the DI deck.

Resume the Phase where it was interrupted.

Note: Any effect that adds Units in a District controlled by an opponent triggers a Battle in Night Phase (eg. **Reinforcements** Power tile). Resolve these Battles like the ones triggered during a Recruit action.

Example : Jacques moves his Troop to a Temple controlled by Guillaume's Troop.

• Jacques is the attacker.
Troop: 5 Units.

Powers:

• **Charge!** (+1 Strength when attacking)

• **Blades of Neith** (+1 Strength in Battles).

He has 7 Force (5+1+1).

• Guillaume is the defender.
Troop: 4 Units.

Creature: **Ancestral Elephant** (+1 Strength to its tied Troop).

He has 5 Force (4+1).

Both players choose secretly 2 Battle cards: the first one is discarded face down and the other is kept in hand and will be played.

• Jacques plays his Battle card: **3 Strength, and 2 Damage.**

He does not play any DI card.

• Guillaume plays his Battle card:

3 Strength, and 2 Defense.

He adds 2 DI cards which he

hides under his Battle card:

Bronze Wall, and War Fury.

Both players show simultaneously their cards and declare their total Strength value:

• Jacques' Strength: 10 (7+3 from his Battle card),

• Guillaume's Strength: 9 (5+2 from his Battle card + 2 from his DI card, for which he has to spend 1 ♣).

Jacques is the Champion.

Casualties:

• Jacques inflicts 2 Damage to Guillaume's Troop, but he has 3 Defense (his Combat card + **Ancestral Elephant**).

Guillaume does not lose any Unit nor does he inflict any Damage.

As Jacques is the Champion, and was the attacker, and still has a Troop on the space, **he gains 1 Battle VP.**

Guillaume chooses to recall his Troop: he gains 3 ♣ and puts his Creature in his supply.

Jacques could also recall his Troop, but he prefers to leave it on the space where the Battle occurred.

Played cards are put in their respective discard pile.

3.3 - NIGHT PHASE

- 1) **Offering** - The player that controls the Sanctuary of All Gods may remove 2 Units of that Troop to gain 1 Sanctuary VP.
- 2) **Delta control** - The player that controls the delta Temple may remove 1 Unit from that Troop to gain 5 $\frac{1}{2}$.
- 3) **Temples control** - Each player that controls at least 2 Temples gains 1 Control VP.
- 4) **Adoration** - Each player gains the number of $\frac{1}{2}$ shown on the Temples they control (other than the delta Temple).
- 5) **Prayer** - Each player gains 2 $\frac{1}{2}$.
- 7) **Divine intervention** - In turn order, each player draws 1 DI card.
- 8) **Awakening** - Each player takes back their Action tokens and places them into their supply.

Note : For each of the steps described above, Nocturnal Powers are resolved in turn order. If a player owns more than one that trigger during the same step, they choose the order of resolution.

3.4 - DAWN PHASE

1) End of game

If the End of game was triggered during the previous Day Phase (see end of page 4), each player sums up the temporary VP and permanent VP in their possession: the one who has the most VP wins the game (the reminder VP under the Order token is not added).

In case of a tie, if the player who triggered the End of the game is tied, they win the game. Otherwise, the tied player that owns the most Battle VP wins the game. If there is still a tie, the tied player who is leftmost on the Turn order track wins the game.

2) Turn order

Starting with the player that has the least VP, then in growing VP order, each player chooses their position on the Order track by placing their Order token on an empty space. In case of a tie, the tied player who was leftmost on the Order track during the previous round chooses first and so on.

Note: In order to keep the view of the previous turn order, lower the Order tokens under their current spaces. This will help you manage ties.

4 GLOSSARY

Power tiles

Power tiles are divided into 3 families corresponding to the 3 different Pyramid colors. Each family is split into 4 levels, with 4 tiles from each level, meaning 16 Power tiles within each family (Ruby: Strength and Movement, Sapphire: Defense and Recruitment, Diamond: Prayer and DI cards).

Prayer points and Prayer track

The Prayer points icon is an ankh $\frac{1}{2}$, and are the central resource of the game you spend to trigger different actions. For each $\frac{1}{2}$ you gain, move your Prayer token 1 space to the right on your Prayer track.

For each $\frac{1}{2}$ you spend, move your Prayer token 1 space to the left on your Prayer track.

You may never have more than 11 $\frac{1}{2}$.

Controlling a space

A player controls a space other than a District of their City if they have a Troop in it. A player controls a District of their City if there is no opponent Troop in it. Immediately when a player has no Troop on an opponents' level 4 Pyramid District or a Temple, they give back the corresponding temporary VP.

Units and Troops

All of the Units of a player on a single space is called a Troop. A Troop may contain 5 Units at most, this is the Troop limit.

A Creature tied to the Troop does not count towards this limit. When Units are removed from the board, no matter the reason, they go back to their owner's supply.

Cards

Hand size is unlimited. The number of each kind of card in hand is public, but the cards themselves are kept secret.

Revealed Battle cards discard piles and DI cards discard pile are public to any player.

Whenever the DI deck is empty, shuffle the DI discard pile to create a new DI deck.

Playing a DI card is not an action. You may play DI cards before or after any action, or before any Battle.

To play an DI card: spend its $\frac{1}{2}$ cost during the Phase corresponding to its icon (see the Summary sheet), resolve its effect, then discard it.

If more than one player wants to play DI cards at the same time, the active player has precedence, then the other players in turn order, each card being resolved when played.

EXCEPTION! During a Battle, you may play DI cards with either DAY or BATTLE icons.

