



DEITIES OF THE OLD KINGDOM



2-4



12+



60 MIN

A GAME BY TOBIAS OLSSON GRAHN

INTRODUCTION

The heretic pharaoh Akhenaten has abandoned you and the other old gods. He worships only his new Sun God, Aten. The people follow their leader blindly, leaving you weak and crumbling.

By influencing the six Domains of Egypt, you and your rivals will slowly take back some of your powers. Through common spells and mighty enchantments, you will eventually have power enough to bring forth an eclipse powerful enough to stop the Sun God and his favored pharaoh. All while struggling to be the most powerful god by the end.

Deities of the Old Kingdom is a puzzle game for 2-4 players about optimizing your actions and manipulating a dice grid to connect the symbols you need.

OBJECTIVE

The objective of the game is to collect **Domain cards** and unlock **Enchantments** — and in the end summon a powerful **Eclipse** to win the game, bringing an end to Akhenaten and his Sun God.

Each turn, you roll **Domain dice** and may push one or more of them into **The Field**. You collect **Domain cards** depending on how many symbols you connect.

To your aid, there are **Spells** which may manipulate **The Field** or grant you cards. Each **Enchantment** also yields a permanent power to any player who unlocks it.

COMPONENTS

1 Field board (A)

27 Domain dice (B)

1 Blank die (C)

2 Blockers (D)

6×4 Player cubes (E)

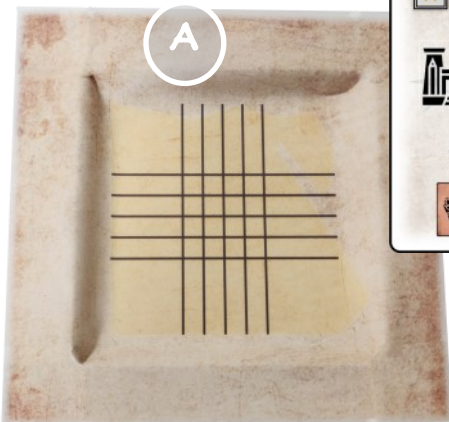
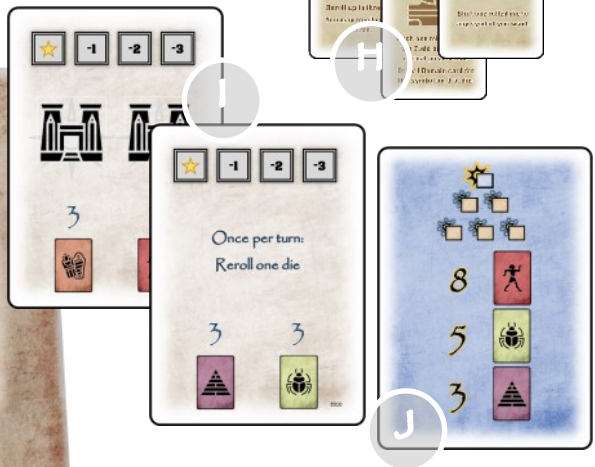
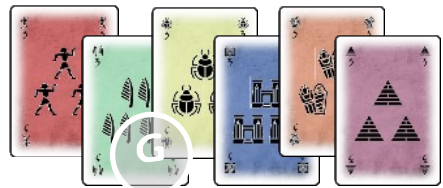
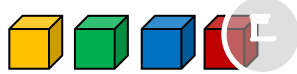
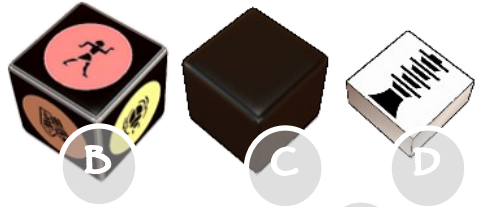
12×6 Domain card singles (F)

6×6 Domain card triples (small cards)(G)

36 Spell cards (small cards) (H)

18 Enchantments (standard size cards), 10 with text and 8 with symbols (I)

6 Eclipse Spells (standard size cards) (J)



SETUP

1. Place the Field board on the table (A).
2. Each player selects a color and takes the six corresponding player cubes (B).
3. Place the blank die in the middle of the Field (A). Roll 24 of the Domain dice and arrange them randomly into a 5 × 5 grid (with the blank die still in the middle) to set up the rest of the Field.
4. Shuffle the 10 Enchantment cards with text and place 5 cards face-up in a row (C). These are Lower Enchantments.
5. Shuffle the 8 Enchantment cards with symbols and place 4 cards face-up in a row above the Lower Enchantments. (D) These are Higher Enchantments.
6. Shuffle the Eclipse Spell cards and deal 1 to each player (B). These are kept hidden from other players.





Field die. In a two-player game, both blockers are placed by the second player.

You are now ready to start the game!

7. The remaining Enchantments and Eclipse Spell cards will not be used and are returned to the box.

8. Shuffle the Spell cards and deal two to each player (B). Place the deck somewhere near the Field and the Domain cards. (E)

9. Place the Domain card singles in six piles, one for each type of domain (F): Worker, Reeds, Scarab, Temple, Sarcophagus and Pyramid. Domain card triples are placed next to the single-symbol cards.

10. Randomly select the starting player. The starting player receives the three Free dice (G).

11. The last player and the next-to-last player places one Blocker (H) each on any

GAMEPLAY

You begin each turn by rolling the 3 Free dice and then performing either **domain influence** or **arcane power**.

Enchantment powers and Spells may be used at any time during your turn unless the card says otherwise. However, Spells may not be used in the same turn they were acquired.

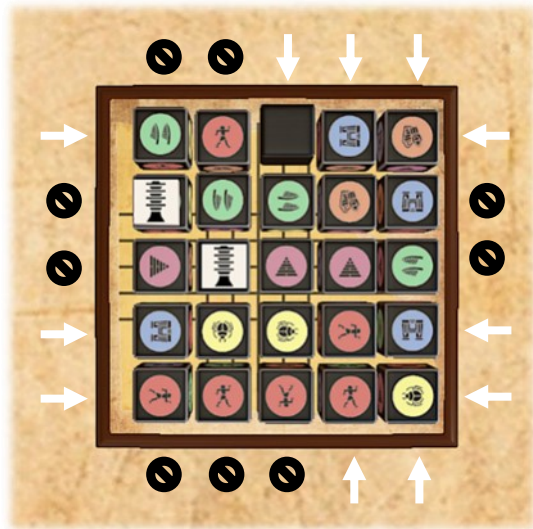


Blue rolled 1 Sarcophagus and 2 Pyramids. Blue may choose to push either the one Sarcophagus die or one or both the Pyramid dice.

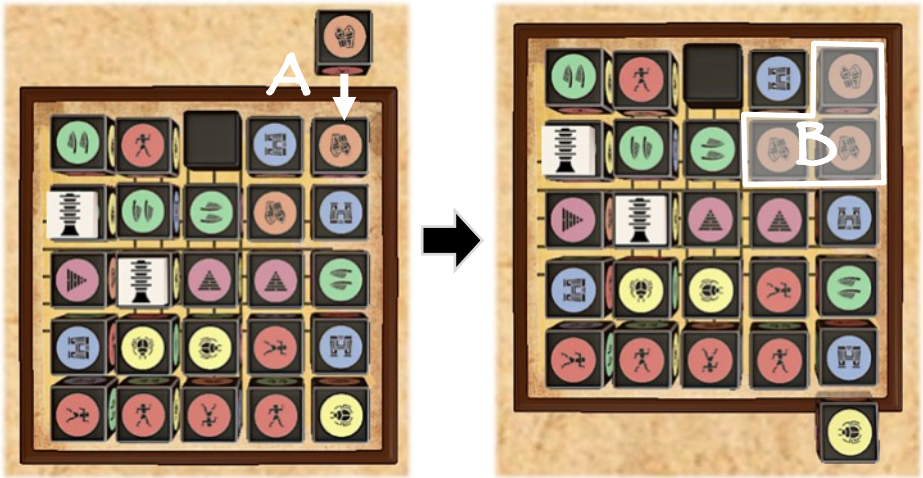
DOMAIN INFLUENCE

1. Push dice into the Field. Choose a Domain you rolled and push one or more of the rolled dice showing that Domain into the Field in any one row. The dice that are pushed out are added to the Free dice.

- ◆ You may not push the dice into a row containing a Blocker.
- ◆ You may push the blank die, but you may not push it outside the Field.
- ◆ All dice you push into the Field must show the same symbol.
- ◆ It is allowed, but rarely beneficial, to not use all rolled dice showing the se-



The white arrows indicate which rows you may currently push dice into.



Pushing the Sarcophagus into the field at the top-right corner (A) creates a connection of three Sarcophagus symbols (B). The player may draw three Sarcophagus Domain cards.

lected domain type.

2. Draw Domain cards. For the selected Domain type above, draw as many cards as the number of Domain symbols you connect orthogonally. (See example in image).

- ◆ Domain cards are limited. Read more on page 11.

3. Move a Blocker. Move one Blocker to any die in the Field.

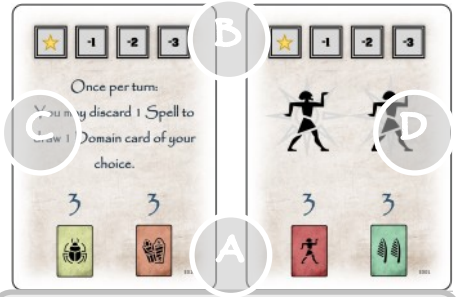
- ◆ You must move one Blocker – it cannot be placed on the die it was taken from or on the same die as the other blocker.

After this the turn goes to the next player in clockwise order.

ARCANE POWER

1. Unlock Enchantment. Unlock one Enchantment or your Eclipse Spell by paying its cost in Domain cards (A).

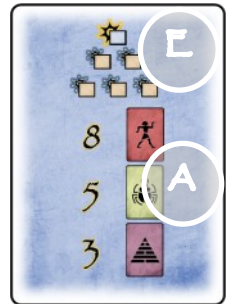
Then place one of your cubes on the first free square on the card (from left to right). (B)



C: Lower Enchantment

D: Higher Enchantment

- ◆ The cost is reduced by 1 Domain card of your choice for each cube already present on the card. (B)
- ◆ Higher Enchantments may only be unlocked if you have unlocked the two Lower Enchantments below it (see example on the opposite page).
- ◆ Your Eclipse Spell may be unlocked if you have unlocked two Higher Enchantments. The easiest way to accomplish this is illustrated on the top of your Eclipse spell card. (E)

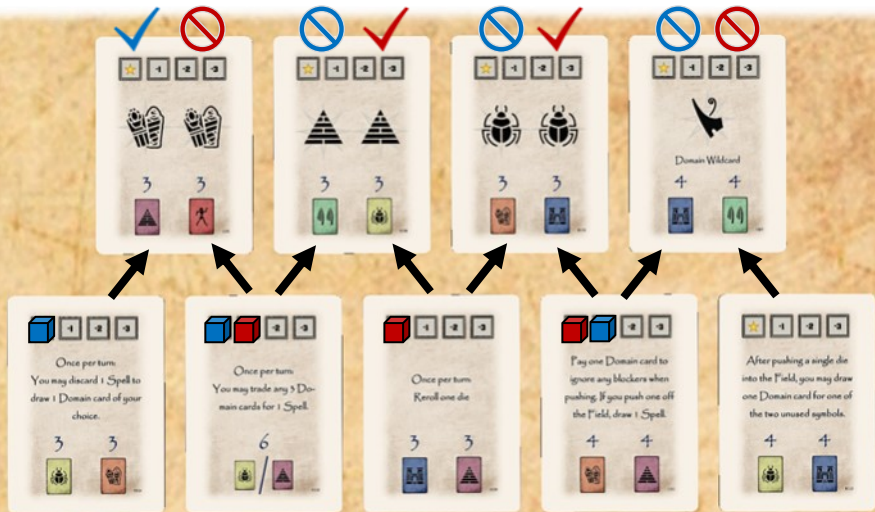


Eclipse spell

2. Draw Spell cards. Draw a number of Spell cards equal to the largest group you rolled. (Three of a kind gives 3 Spells, a pair gives 2 Spells, three different dice gives 1 Spell.)

- ◆ You may not use Spells in the same turn they were acquired.

After this the turn goes to the next player in clockwise order.



The black arrows shows which Lower Enchantments are required for each Higher Enchantment. Blue and Red have different available options for which Enchantments to unlock next.

ENCHANTMENTS AND SPELLS

All Enchantment powers are permanent.

Lower Enchantments (with text) give you access to special powers. Some come at a cost, others may only be used once per turn, and a few give you a bonus at special occasions. (C)

Higher Enchantments (with symbols) give you permanent Domain symbols which will reduce costs for other Enchantments and your Eclipse spell (D).

Spells are used once and then discarded. Spent spell cards are placed in a discard pile next to the Spell deck. When the deck is empty, the discard pile is shuffled to create a new deck.

GAME END

The final round of the game is triggered when a player unlocks their Eclipse Spell. Each other player gets one more turn before the game ends. The player triggering the final round does not get another turn.

During the final round, players may unlock one extra Enchantment or Eclipse spell after their regular Domain Influence or Arcane Power action.

When the final round has ended, the player who unlocked their Eclipse Spell wins and becomes the new ruling deity!

If more than one player has managed this, the positions on Enchantment cards are tie breakers, and the player with the most cubes on the first squares wins. Further ties are broken by counting the cubes on the second squares of Enchantments, and so on. If players are tied all the way, they share the victory.

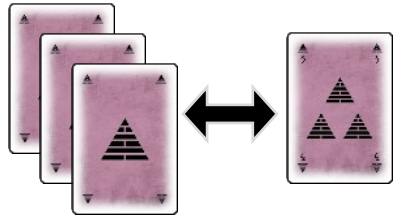
DOMAIN CARDS

The Domain card triples are of course worth three single symbol cards. You may exchange your cards with the same symbol freely when cards are available.

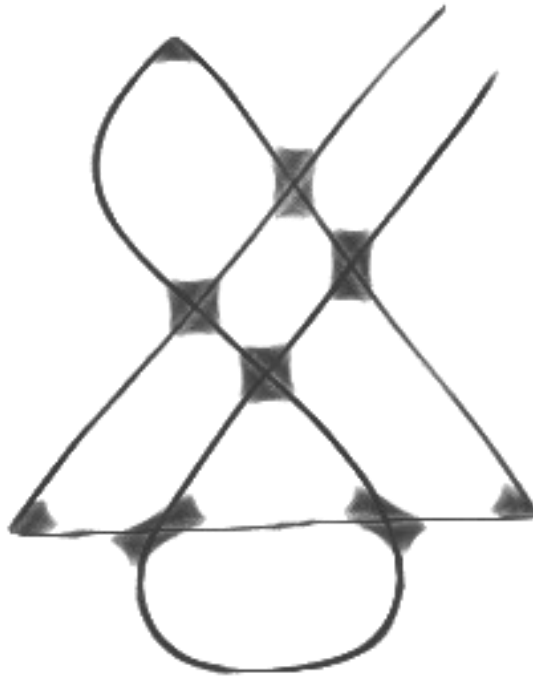
Domain cards are limited.

If there are no available cards of a Domain, you can not gain more cards of that Domain until someone spends their cards.

If only the singles cards run out, all players must exchange their singles of that Domain into triples, if able.



The player holding three single pyramid cards may exchange them for a triple pyramid card whenever they want to, and vice versa.



**THIS GAME WAS MADE BY ME, TOBIAS OLSSON GRAHN.
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