











PHAROAH'S BEST FRIEND

collect the highest-valued **pharaoh** card from the supply.



ANUBIS UNLEASHED

MOVE YOUR CURRENT BID TO THE **CORNER PYRAMID**.





BLESSINGS OF THE DOG STAR

promote the current god to **pharaoh's favorite**, whether you win this god's favor or not.





NOSE OF THE JACKAL

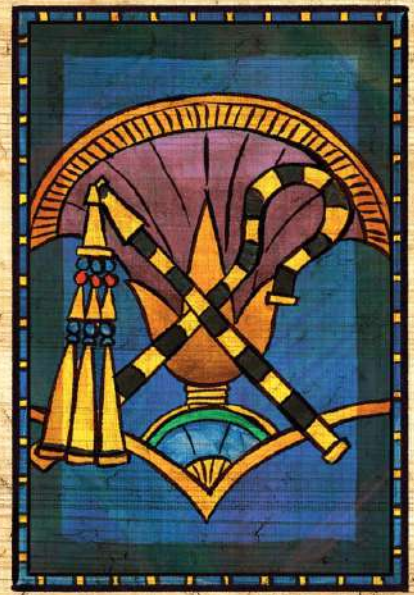
Reveal your opponent's bid. you may now change your own bid if you choose.



ANIMAL LOGIC

Exchange your bid with that of your opponent.





BARK OF ANUBIS

Add one point to your bid and win all ties this turn.



ANUBIS ROLLS OVER

This turn, the lower bid wins.



LAP OF LUXURY

collect the highest-valued **pharaoh card** from the supply.



STEALTH OF THE CAT

MOVE YOUR CURRENT BID TO THE **CORNER PYRAMID**.



PICK OF THE LITTER

Promote the current god to **pharaoh's favorite**, whether you win this god's favor or not.



CAT'S EYE

Reveal your opponent's bid. you may now change your own bid if you choose.



ANIMAL LOGIC

Exchange your bid with that of your opponent.



HISS OF BAST

Add one point to your bid and win all ties this turn.



WAY OF THE KITTEN

This turn, the lower bid wins.





1
SESHAT

GODDESS OF SURVEYING



Action Phase: Place monument token/standee on the board



monument may touch other monuments

2



GEB & NUT

EARTH GOD & SKY GODDESS

Action Phase: Aim and flip monument token to claim it



may move monument one space

3
PTAHI

GOD OF STONECRAFT



Action Phase: claim the active monument card (+1/3/5/7 pts.)



may exchange card for another (face-up)

4
RA

SUN GOD



Action Phase: Add player disc to active sun (+1 pt.)



Flip this disc to double its value (+2 pts.)

5



WADJET

GODDESS OF DIVINE PROTECTION

Action Phase: draw one animal magic card. (Last: 2 pts.)



draw three cards and claim one

6
PHARAOH

DIVINITY ENTHRONED



Bidding Phase: move the pharaoh to the corner pyramid and bid secretly

Action Phase: score only when the active sun shows pyramid construction

7
THOTH

CALENDAR GOD



Bidding Phase: Award to the player with fewer god cards

Action Phase: see other side



OBELISK



OBELISK



THOTH

- 1) Exchange used bidding cards with those played by your opponent
- 2) move the sun marker clockwise to the next sun
- 3) choose new monument card, standee, and token
- 4) summon gods to the palace: shuffle god cards and stack them face down on top of the Thoth card
- 5) mark the new pharaoh's favorite: flip over the top god card and mark it with the Ankh

A new round now begins



OBELISK



OBELISK



SHRINE



SHRINE



SHRINE



SHRINE



SUN TEMPLE



SUN TEMPLE



SUN TEMPLE



ACTION PHASE

Players perform the actions of all gods, **in numerical order**, starting with number 1 and finishing with number 7. (Players should alternate actions as required.)

END OF GAME

The game ends **immediately** when the Sun Marker completes one full circle of the board, returning to the Sun by Ra.

FINAL SCORING

- 1) **Animal Magic cards in hand.** 1 pt. each.
- 2) **Suns on the Board.** Players each receive a bonus of double the value of their strongest unbroken chain.
- 3) **Pyramid.** 7 points to the player controlling more Pyramid Platform Tiles. *Award ties to the player controlling the top tile.*
- 4) **Monument Tokens.** Score alignments all the way to the edge of the board: A) if you point at the Pyramid, score the value of your own Monument Standee, B) if you point at other Monuments, score **their** value. (Shrine = 1 pt. Sun Temple = 2 pts. Obelisk = 3 pts.)

ACTION PHASE

Players perform the actions of all gods, **in numerical order**, starting with number 1 and finishing with number 7. (Players should alternate actions as required.)

END OF GAME

The game ends **immediately** when the Sun Marker completes one full circle of the board, returning to the Sun by Ra.

FINAL SCORING

- 1) **Animal Magic cards in hand.** 1 pt. each.
- 2) **Suns on the Board.** Players each receive a bonus of double the value of their strongest unbroken chain.
- 3) **Pyramid.** 7 points to the player controlling more Pyramid Platform Tiles. *Award ties to the player controlling the top tile.*
- 4) **Monument Tokens.** Score alignments all the way to the edge of the board: A) if you point at the Pyramid, score the value of your own Monument Standee, B) if you point at other Monuments, score **their** value. (Shrine = 1 pt. Sun Temple = 2 pts. Obelisk = 3 pts.)

HEIR TO THE PHAROAH

PLAYER REFERENCE CARD

BIDDING PHASE

- 1) **Summon gods to the Palace:** Shuffle all God Cards and stack them face down on top of the Thoth card. Flip over the top God Card and mark it with the wooden Ankh Token to show that it is the *Pharaoh's Favorite* this turn.
- 2) **Players bid on each God Card, one god at a time.** Award each God Card to the player with the higher bid. *Important: Do NOT perform any actions with God Cards yet!*
- 3) When **Thoth** is the only card remaining, **do not bid on it.** Instead, award it to the player with fewer God Cards this round. *Then proceed to the Action Phase (see other side).*

HEIR TO THE PHAROAH

PLAYER REFERENCE CARD

BIDDING PHASE

- 1) **Summon gods to the Palace:** Shuffle all God Cards and stack them face down on top of the Thoth card. Flip over the top God Card and mark it with the wooden Ankh Token to show that it is the *Pharaoh's Favorite* this turn.
- 2) **Players bid on each God Card, one god at a time.** Award each God Card to the player with the higher bid. *Important: Do NOT perform any actions with God Cards yet!*
- 3) When **Thoth** is the only card remaining, **do not bid on it.** Instead, award it to the player with fewer God Cards this round. *Then proceed to the Action Phase (see other side).*



