

TEKHENU

TIME OF SETH



RULEBOOK

**AN EXPANSION FOR THE STRATEGIC DICE DRAFTING GAME
BY DANIELE TASCINI AND DÁVID TURCZI**

With the power and splendor of Egypt increasing, its influence now reaches far beyond its borders. Seth, the god of conflict, demands that you subdue Canaan, and wage war on the mighty Hittite Empire. Your soldiers are to march on any land that dares defy you or pose a threat to your kingdom. It is the time to muster your armies, gather your priests, claim mighty artifacts and secure the favor of a powerful cult to pave your way into even greater victories.

Tekhenu: Time of Seth adds new layers of interaction and new options to Tekhenu: Obelisk of the Sun. A new board opens up options of conquering neighboring lands to receive in-game benefits, as well as new scoring

opportunities. New dice allow for mustering Soldiers and gathering priests. However, conquest comes with a price, as with more battles fought, balancing one's deeds becomes more complicated than before.

Apart from soldiers needed to take control of lands beyond the borders of Egypt, players also gather priests that allow them to take control of artifacts. These new cards offer new and nuanced ways of planning turns, combining strategic plays and scoring victory points.

Tekhenu: Obelisk of the Sun is a multi-layered strategy game, so it is highly recommended that you play it at least a few times before adding Tekhenu: Time of Seth!

COMPONENTS

GAME BOARD

1 DOUBLE-SIDED SETH BOARD



MAIN BOARD ADDITIONS

OBELISK WHEEL



1 MAIN BOARD OVERLAY

BLOOD TOKENS

24x



CONQUEST TILES

12 CONQUEST TILES



DICE

2x



2x



1x



SOLDIER

1 per player



PRIEST

1 per player



VIZIER



CARDS

40 Cards



4 BLESSING CARDS



5 TECHNOLOGY CARDS



4 DECREE CARDS



12 STARTING CARDS



8 ARTIFACT CARDS

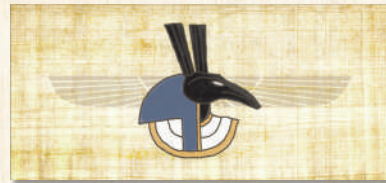


7 CULTIST CARDS

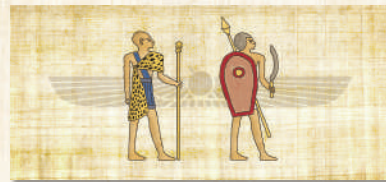


SOLO MODE

BOTANKHAMUN "SETH" ACTION TILE



BOTANKHAMUN "PRIESTS AND SOLDIERS" ACTION TILE

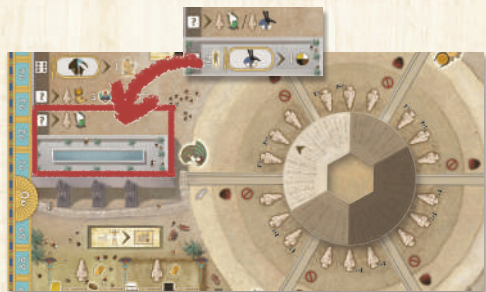


SETUP CHANGES

- Place the Seth board next to the main board, with the correct side up corresponding to the current player count (1-2 players or 3-4 players, as indicated in the top right corner of the board). Each player places their Soldier and Priest on 0 (thus marking that they start with 0 Soldiers and 0 Priests).



- Place the overlay tile on the main board next to the Horus action (place it so that it overlaps the top of the building, as shown in the example below).



- Use the new Obelisk wheel provided with this expansion to replace the original one. Instead of preparing the dice for the Obelisk wheel according to base game rules, add 2 red, 2 blue, and 1 green die to the bag of dice, then:
 - in a 4-player game, return 1 gray die to the box, then take 4 gray dice from the bag, roll and place them on the Seth board.
 - in a 3-player game return 1 black, 1 white, 1 yellow, and 1 brown die to the box, then take 3 gray dice from the bag, roll and place them on the Seth board.

- in a 2-player game: return 1 black, 1 white, 1 yellow, 1 brown, and 3 gray dice to the game box, then take 2 gray dice from the bag, roll and place them on the Seth board.



- Finally, draw dice from the bag and add 3 of them to each section, following base game rules. Red and blue dice are always Tainted (☠️), while the green die is always Pure (🌿).



- Place all Blood tokens near the Seth board.
- Shuffle all Conquest tiles and place them in a stack on their dedicated space on the Seth board. Turn the top tile of the stack face up.

7. Shuffle all Blessings, Technologies, and Decrees from Tekhenu: Time of Seth into their corresponding base game decks.
8. Deal 3 random Decrees to each player. This replaces step 11 of the base game rules.
9. Remove the original Starting cards from the game and use the Starting cards from Tekhenu: Time of Seth instead.
10. During setup, along with the Starting cards, display 3/4/5 Cultist Power cards in games with 2/3/4 players. Then, perform the following procedure, replacing step 12A of the base game rules:
 - A. Beginning with the starting player and proceeding clockwise, each player takes 1 card of their choosing.
 - B. Once each player has 1 card, beginning with the last player and proceeding counterclockwise, each player takes a second card.
 - C. Repeat the first step of this process.

When it is your turn to pick, you can select either a Starting card or a Cultist Power, as long as you end up with exactly 2 Starting cards and 1 Cultist Power. Cultist Powers have no effect during setup.

Remember that there are several changes on these cards and the new Starting cards also provide starting numbers of Soldiers and Priests. Mark those Soldiers and Priests on their respective tracks at the same time you receive any other benefits from your Starting cards.



11. Randomly select 5/6/7 Artifacts in a game with 2/3/4 players, and return the remaining Artifacts to the game box. Display the selected Artifacts next to the Destiny cards, matching their Ankh value with

the Destiny card's Ankh value. (See *Selecting Destiny Cards and Artifacts* on page 9 for new rules governing Destiny card selection.).



12. Finally, players must discard 2 of the 3 Decrees given to them to the bottom of the Decree deck. Unlike in the base game, this selection happens **after** the rest of setup.

KEY CONCEPTS

SOLDIERS AND PRIESTS

When an effect instructs you to gain or spend Soldiers or Priests, increase or decrease your marker on the corresponding track. You may not spend Priests or Soldiers if your corresponding marker would move below 0. Any amount of Priests or Soldiers gained above 10 is lost.



RED DICE AND BLUE DICE

You may select red and blue dice to perform a God Action. Red and blue dice are always Tainted, exactly like gray dice. They cannot be used to Produce Resources.

In addition, when selecting a red die, gain as many Soldiers as the value of the die. When selecting a blue die, gain Priests in the same way. Scribes and similar effects can be used to change the value of a red or blue die as normal. However, because these dice have no 1 or 6 faces (they have a second 3 and 4 instead), their value cannot be changed into a 1 or a 6.



GREEN DIE

You may select the green die to perform a God Action. The green die is always Pure. It cannot be used to Produce Resources. Additionally, **it cannot be taken with an Anubis Action**. Just like the red and blue dice, the green die does not have 1 or 6 faces (it has a second 3 and 4 instead), so its value cannot be changed into a 1 or 6.

CULTIST POWERS

Each Cultist Power lists a condition. Whenever **you** meet that condition, gain the reward listed in the middle of the card. Afterwards, all other players gain the reward depicted at the bottom of the card. Your Cultist Power is never discarded. It can be triggered several times during the game.



CONDITION

YOUR REWARD

REWARD FOR ALL OTHER PLAYERS



GAME PLAY CHANGES

SETH GOD ACTION—NEW ACTION

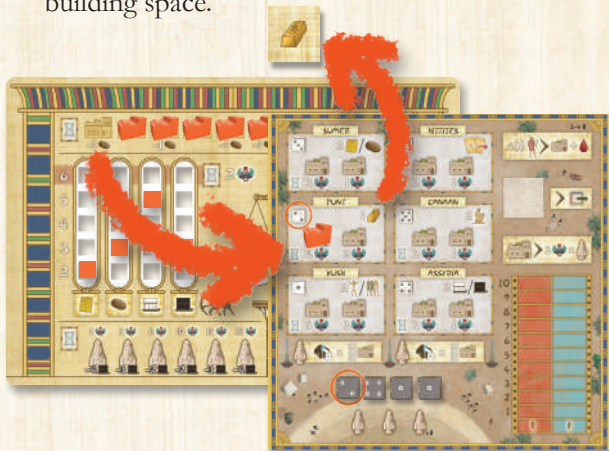


To perform a Seth God Action, select one (gray) die from the Seth board instead of taking a die from around the Obelisk Wheel. You may use Scribes to change the die value as usual. All dice on the Seth board are Tainted. After taking a die from the Seth board:

1. Select the region on the Seth board corresponding to the value of the die.
2. Take the leftmost Building from your player board and place it in that region, paying the corresponding cost. The first Building in a region costs 4 Soldiers to build. The second Building in that region costs 3 Soldiers (3-4 players) or 5 Soldiers (1-2 players) to build.

You may not place a second Building in a region where you already have a Building.

3. Immediately receive the depicted reward for that region, but not the Victory Points associated to that building space.



4. The six regions are divided into two columns consisting of three regions each. If there is a Statue in the same column where the Building is placed,

regardless of its ownership, receive 3 Victory Points.

5. Since sending your people to foreign lands is not a peaceful affair, place a Blood token on the Tainted side of your scales.



6. Take the top Conquest tile and place it on any empty space of the Temple Complex (covering up the previous benefit with a new one, printed on the tile). Turn the next Conquest tile in the stack face up.

You do not gain the benefits of the covered space. You simply replace the pre-printed benefit with a new reward. Any space containing a Conquest tile is still considered empty for purposes of the Ra God Action.

HORUS GOD ACTION—CHANGES



You may use the Horus God Action to build a Statue on the Seth board, paying the usual Granite cost. You may build a Statue:

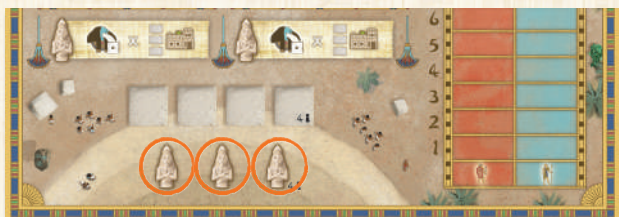
- for the people (below a column of three regions), using any die. Immediately perform a Thoth God Action of value 1 for each of the three regions that contain at least 1 Building, regardless of that Building's ownership. This means you will receive 0-3 cards for free.





- in honor of a god (on one of the dedicated spaces at the bottom of the Seth board), using any die and paying 2 Priests in addition to the Granite cost. From now on, every time another player performs the Seth God Action you will receive the bonus depicted on the overlay placed on the main board (1 Resource of your choice).
 - In a 3-player game, also receive this bonus immediately after building the Statue.
 - In a 2-player game, also receive this bonus when you perform the Seth God Action yourself (but **not** immediately after building it).

*Building a second Statue to Seth does **not** provide any additional reward.*



ANUBIS ACTION—CHANGES



When using an Anubis Action to perform a God Action immediately choose which color the die should represent. This way, you generate Soldiers (by treating it as a red die)

or Priests (by treating it as a blue die) equal to its value. The die is still placed below the scales on your player board as normal.

The Anubis Action may be used to perform a Seth God Action. If you choose to treat the die as red, you may even spend the Soldiers you just gained. Even though the die is placed below your scales, you must still place a Blood token on the Tainted side of your scales.

*The green die may **never** be taken with an Anubis Action.*

HATHOR GOD ACTION—CHANGES



When a Conquest tile is part of a row or column where a Building is constructed, the owner of the Building receives:

- exactly 1 of each different Resource depicted on the Conquest tiles, if any.
- 1 card, drawn from the top of the corresponding deck, if applicable.
- no reward, if the Conquest tile shows an action. Such Conquest tiles show a crossed-out Hathor icon in the top-right corner as a reminder.

(See in the *Appendix* on page 15 for a detailed description of all Conquest tiles.)

RA GOD ACTION—CHANGES



Any space containing a Conquest tile is still considered empty for purposes of the Ra God Action.

When a Pillar is raised on top of a Conquest tile, gain the depicted reward. (See in the *Appendix* on page 15 for a detailed description of all Conquest tiles.)

ROTATION—CHANGES

During Step 3 of the Rotation, if there are fewer than 2/3/4 dice on the Seth board (in a 2/3/4 player game), after drawing dice for the **first Shaded section** (clockwise from the arrow on the Obelisk Wheel), before rolling the dice, do the following:

1. If you drew any gray dice, roll exactly one of them and place it on the Seth board.
2. Roll the remaining dice and add them to the Shaded section as normal.

*The above procedure is performed only **once** each Rotation, and only for the **first Shaded section** (clockwise from the arrow on the Obelisk Wheel). This may result in one fewer die being added to the first Shaded section. If you drew no gray dice for the first Section, the Seth board will not be replenished during this Rotation.*

MAAT PHASE—CHANGES

BLOOD TOKENS

Blood tokens count as permanent Taint. Each Blood token is worth 1 Taint. Blood tokens are **not** returned to the general supply during Step 7 of the Maat phase.

SELECTING DESTINY CARDS AND ARTIFACTS

When it is your turn to select a Destiny card (including during initial setup, Step 12C), you may either:

- select an available Destiny card and receive its benefits normally
- OR
- select an available Artifact **by paying its cost in Priests** (while also taking the Destiny card of the same Ankh value).

*You may **not** select an Artifact if the corresponding Destiny card is no longer available.*

If you select an Artifact, you do **not** receive any benefits printed on the accompanying Destiny card. It only counts for its Ankh value. Keep the Artifact face up in your player area. You may use its effect once during the game, and only during your turn. Once used, the Artifact is permanently removed from the game (return it to the game box).

You may have multiple Artifacts, and you may use multiple Artifacts during the same turn.

TRIGGERED EFFECTS—RULE CHANGE

Any effect, bonus, or benefit related to a player performing a particular action can only be triggered at most once during that player's turn.

Please read the following examples to have a clear understanding of this rule:

Example 1:

*In a 4-player game, John has a Technology that gives him 2 Victory Points whenever he performs a Thoth God Action. Jane has a Statue in the Thoth God Action area and the corresponding Horus Bonus would give her a Scribe whenever another player performs the Thoth God Action. Additionally, Jane has a Statue in the Horus God Action area, with the Horus Bonus giving her 1 Gold whenever another player performs the Horus God Action. John takes a die from the Horus area and decides to perform the corresponding God Action. After paying for the Statue, John decides to build the Statue for the people on the Seth board, receiving two "Thoth 1" actions due to Buildings being present in two of the regions. John immediately performs both Thoth actions (for each action, taking 1 card for free, potentially from different Market segments, since those are two separate actions). Afterwards, John receives 2 Victory Points from his Technology (**only once, even though he performed the Thoth God Action twice**). Jane receives 1 Gold and 1 Scribe, since both the Horus and Thoth God Actions were performed at least once.*

Example 2:

*In a 2-player game, Vivian has a Statue in the Osiris God Action area, with the corresponding Horus bonus giving her 2 Happiness. She has 1 Happiness at the beginning of her turn. She takes a die from the Ra area, and raises a Pillar which grants her an Osiris God Action. She happens to be raising this Pillar on top of a Conquest tile (placed as a result of an earlier Seth God Action) which grants her another Osiris God Action. After scoring her Victory Points for the Pillar, Vivian takes her first Osiris God Action (going down to 0 Happiness **first**, followed by gaining 2 Happiness from her Statue). She now performs her second Osiris God Action (going down to 1 Happiness). The Statue does not provide its bonus a second time.*

SCORING

During scoring, each player receives Victory Points for all their Buildings on the Seth board. The number of Victory Points provided are printed next to each Building space.

VIZIER'S CHALLENGE

ADVANCED RULES FOR 2-PLAYER GAMES

You can use the Vizier's Challenge rules *with* or *without* the rest of the Time of Seth expansion. For this variant you need to use the Vizier figure.

RULE CHANGES

When selecting Destiny cards (including during initial setup), the first player takes one Destiny card (or Artifact, if playing with the rest of this expansion), then discards a Destiny card. The discarded Destiny card is not available to choose from for the second player during this round. However, it will be available again during the next Maat phase.

After the second player has selected a Destiny card (or an Artifact), the first player moves the Vizier figure to one of the six God Actions (or seven, if Seth is in play). At the beginning of the game, they may place it on any of the Actions, but after each Maat phase the Vizier must be moved to a different action area.

If the second player **takes a die from the area with the Vizier** (even for producing resources or for an Anubis Action), the first player gains 2 VP. The Vizier has no effect on the first player.



The Vizier is not supported nor needed in solo plays against Botankhamun.

BOTHANKAMUN—CHANGES

SOLO MODE COMPONENTS

BOTANKHAMUN "SETH" ACTION TILE



BOTANKHAMUN "PRIESTS AND SOLDIERS" ACTION TILE



SETUP

Set up the game as you would play the base game, implementing the following changes:

Choose between drawing either 3 random Starting cards and 1 random Cultist Power; or drawing 2 random Starting cards and 2 random Cultist Powers. From these, choose 2 Starting cards and 1 Cultist Power for yourself. For more control in the matter, draw 3 Starting cards and 2 Cultist Powers to pick from.

Randomly select 3 Artifacts. Return the rest of the Artifacts to the box. You may increase or decrease the difficulty level by selecting one fewer or one more Artifact instead. For rules concerning picking Destiny cards during setup, see Selecting Destiny cards and Artifacts further in the rules.

ADDITIONAL SETUP

When preparing Botankhamun Action Tiles:

- Shuffle all 6 God Action tiles from the base game, and remove one of them from the game, returning it to the box.
- Then, shuffle all 4 Resource tiles from the base game, and remove one of them from the game, returning it to the box.
- Take the Priests and Soldiers Action tile and Seth Botankhamun Action tile and shuffle them together with the remaining tiles, creating a stack of 10 tiles.
- Place those 10 tiles face up in a pyramid pattern, following normal base game rules.

ADJUSTING THE DIFFICULTY LEVEL

For **medium difficulty**, Botankhamun begins the game with a Building in a randomly selected region on the Seth board (it does not receive the reward). Roll a die to determine the region.

For **hard difficulty**, in addition to the benefits associated with medium difficulty (above), Botankhamun begins the game with one more Building in a randomly selected region on the Seth board (ignoring the reward as well). Roll a die to determine the region, remembering all the restrictions.

Once you have tried out the expansion, consider adding a **second set** of Buildings (of a different color) to Botankhamun's supply (essentially giving it up to 20 Buildings to construct). This will make Botankhamun's score more "even", but sometimes a little higher.

All difficulty adjustments (additional Buildings in the Osiris area, additional Pillar within the Temple Complex and an additional Statue) listed in the base game rules can still be applied.



BOTANKHAMUN'S TURN—CHANGES

Botankhamun never gains or spends Priests or Soldiers.



EVALUATING DICE—CHANGES

For purposes of determining the highest die Botankhamun takes, red and blue dice are considered **one value higher**, thus more preferred, than every other Tainted die of that value. They are still Tainted, so if given the choice between a Pure 6, a Blue 5, and a Tainted 6, its preference will be, in order: Pure 6, then Blue 5, and then a Tainted 6.

For purposes of determining the highest die Botankhamun takes, green dice are considered better than every other Pure die of the same value.

SETH ACTION TILE



Botankhamun takes the highest valued die from the Seth board and constructs a Building in the corresponding region. If that region already contains one of its Buildings, it places the Building in the region of value one higher, looping around from 6 to 1 if necessary. Regardless of the region, Botankhamun immediately scores 2 Victory Points (in place of the benefits normally granted by that region). If there is a Statue below the column it just placed a Building in, it receives an additional 3 Victory Points (for a total of 5 Victory Points). Then, place the top Conquest tile in the space where Botankhamun would score the most during a hypothetical Ra God Action. In case of a tie, pick randomly.

Botankhamun does not have to pay any Soldiers when constructing a Building on the Seth board, nor does Botankhamun receive any Blood tokens when doing so.

If there are no dice available on the Seth board, Botankhamun takes a Horus God action instead. If Horus God action is also not available, continuing to the next section counterclockwise from there (as explained in the base game solo rules).

If dice are available on the Seth board, but Bothankhamun has no Buildings left, it scores 3 VP and does nothing else.

PRIESTS AND SOLDIERS TILE

Botankhamun takes the highest-value red or blue die, using all the procedures and tiebreakers explained under “Resource Tile” rules of the base game (p. 23 in the base game rulebook). If there are no red or blue die available, it takes the highest Pure die instead.

HORUS GOD ACTION—CHANGES



The following replaces Botankhamun’s priorities for Horus God Action from the base game:

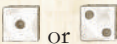
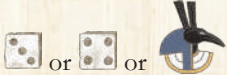
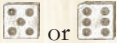
If Botankhamun can build a Statue for the people on the Seth board that would give it 2 or 3 Thoth God Actions, it does so. For each, take the rightmost card Botankhamun has access to.

Otherwise, it builds a Statue in honor of a God (corresponding to the value of the die, as in the base game).

If the corresponding Statue space is already occupied, it builds a Statue for Seth, on the Seth board.

If the space for the Statue for Seth is already occupied, it builds a Statue for the people using the procedure explained in the base game rules.

If Botankhamun triggers a Horus Statue Bonus on the Seth board (by placing a Building in any region), it receives 1 Victory Point.

	1 Scribe
	1 Victory Point
	1 Scribe and 1 Victory Point

RA GOD ACTION—CHANGES



If Botankhamun builds a Pillar on top of a Conquest

tile, it scores **2 additional Victory Points**. These points are included when calculating which space is the most advantageous for it to build on.

MAAT PHASE—CHANGES

SELECTING DESTINY CARDS AND ARTIFACTS

If Botankhamun is first in Turn Order, it picks the lowest Ankh valued **Destiny card** that corresponds to an Artifact (making that Artifact unavailable to you), or randomly picks between the Gold and the Scribe Destiny card if no Artifact remains. Botankhamun never takes an Artifact itself, only a corresponding Destiny card.

Otherwise (including in the last step of setup), you may choose any of the four Destiny cards or available Artifacts (paying its Priest cost) together with their corresponding Destiny cards.

Unless this was the fourth and final Maat phase of the game, shuffle all 10 Botankhamun Action tiles that you selected during setup and create a new pyramid.

SCORING

Botankhamun scores Victory Points for its Buildings on the Seth board the same way as you do. Other scoring rules remain unchanged from the base game.



APPENDIX

BLESSING CARDS



Card ID	Effect
BX01, BX02	Gain a total of 5 Priests and Soldiers, in any combination.
BX03, BX04	Move one of your Buildings from the Osiris area to the Seth board (or vice versa), paying the associated cost in Soldiers (or Happiness) and gaining corresponding benefits. The Building must remain on the same dice number.

TECHNOLOGY CARDS



Card ID	Effect
TX01	Whenever you perform a Seth God Action: Score 2 Victory Points and gain 2 Priests.
TX02	Anytime you must spend a Soldier, you may spend a Faith token instead (it is allowed to pay the cost in Soldiers partially or completely with Faith). During the Maat phase: You may convert unused Faith tokens into Priests instead of returning them to the supply.
TX03	During the Maat phase: You do not lose any Victory Points for excess Taint.
TX04	During the Maat phase: You gain 1 Victory Point for each Blood token on your player board.

Card ID	Effect
TX05	Whenever you perform a Thoth God Action: You are permitted to select cards from any combination of Market segments you have access to AND may select up to 1 card from a Market segment one higher than the ones you have access to. <i>For example, if normally you could select from EITHER the yellow OR the red Market segments, using this Technology you may select cards from the red AND the yellow Market segments, in any combination, plus at most one card from the green segment.</i>

CULTIST CARDS



Card ID	Effect
Cult01	Whenever you place a Statue for the people, you gain 1 Scribe and every other player gains 1 Priest.
Cult02	Whenever you place a Statue for the Gods, you gain 2 Happiness and every other player gains 1 Population.
Cult03	Whenever your Happiness marker reaches a ▲ space for the first time, you gain 1 Gold and every other player gains 1 Soldier.
Cult04	Whenever you place a Building on the Seth board, you gain 2 Population and every other player gains 1 Bread.
Cult05	Whenever you build a Pillar in a way that there is no other Pillar of yours in its row OR its column you gain 3 Priests and every other player may convert any 1 Resource into 1 Gold.
Cult06	Whenever you build a Quarry or a Workshop, you gain 3 Soldiers and every other player gains 2 Faith tokens.
Cult07	Whenever you build a Pillar adjacent to an edge of the Temple Complex, you gain 1 Resource of your choice (except Gold) and every other player may convert any 1 Resource into 1 Scribe.

ARTIFACT CARDS



Card ID	Effect
Art01	Cost: 6 Priests. Ankh value: 0. Remove this card from the game to immediately draw 2 Decree cards. Keep one of them and shuffle the other card back into its deck.
Art02	Cost: 7 Priests. Ankh value: 0. Remove this card from the game to immediately take an action as if you had chosen a die with a value of 3 or 4 (do not take an actual die though).
Art03	Cost: 6 Priests. Ankh value: 1. Remove this card from the game and pay 1 Scribe to immediately score the Temple Complex, following regular scoring rules.
Art04	Cost: 5 Priests. Ankh value: 1. Remove this card from the game to immediately increase your production of each resource by 1.
Art05	Cost: 5 Priests. Ankh value: 2. Remove this card from the game to immediately draw 2 Technology cards. Keep one of them and place the other at the bottom of the Technologies deck.
Art06	Cost: 4 Priests. Ankh value: 2. Remove this card from the game and pay 1 Scribe to immediately gain 5 Happiness.
Art07	Cost: 4 Priests. Ankh value: 3. Remove this card from the game to immediately take a Seth God action, as if you draft a die of the value of your choosing.
Art08	Cost: 3 Priests. Ankh value: 3. Remove this card from the game to immediately gain 2 Gold.

DECREE CARDS



Card ID	Symbol	Effect
DX01		Score 2 Victory Points per pair of leftover Priest and Soldier.

Card ID	Symbol	Effect
DX02		Score 3 Victory Points per Building on the Seth board.
DX03		Score 2 Victory Points per Statue and 2 Victory Points per Building on the Seth board.
DX04		Score 4 Victory Points per Production marker at 5 or 6.

NEW STARTING CARDS



Card ID	Effect
SX01	Initiative Value: 1. Perform an Osiris God Action to construct one Building as if you had taken a die with value 5. You do not suffer any loss of Happiness. Gain 2 Soldiers.
SX02	Initiative Value: 2. Perform an Osiris God Action to construct one Building (Limestone or Granite Quarry only) as if you had taken a die with value 3. You must pay 1 Happiness. Gain a total of 4 Soldiers and Priests in any combination.
SX03	Initiative Value: 3. Perform an Osiris God Action to construct one Building (Papyrus or Bread Workshop only) as if you had taken a die with value 3. You must pay 1 Happiness. Gain a total of 4 Soldiers and Priests in any combination.
SX04	Initiative Value: 4. Gain any 5 Resources (excluding Gold). Gain 1 Soldier or 1 Priest.
SX05	Initiative Value: 5. Gain 2 Scribes, 4 Priests, and 4 Soldiers.
SX06	Initiative Value: 6. Draw 2 Technology cards from the top of the deck. Select one to keep, and shuffle the other card back into the deck. Gain 3 Priests.
SX07	Initiative Value: 7. Draw 2 Blessing cards from the top of the deck. Select one to keep, and shuffle the other card back into the deck. Gain 3 Soldiers.

Card ID	Effect
SX08	Initiative Value: 8. Gain 1 Papyrus, 1 Bread, 1 Limestone, 1 Granite, 2 Soldiers, and 2 Priests.
SX09	Initiative Value: 9. Gain a total of 3 Limestone and Granite, in any combination. Gain a total of 3 Soldiers and Priests in any combination.
SX10	Initiative Value: 10. Gain a total of 3 Bread and Papyrus, in any combination. Gain a total of 3 Soldiers and Priests in any combination.
SX11	Initiative Value: 11. Gain 3 Population, 2 Happiness and 4 Soldiers.
SX12	Initiative Value: 12. Gain 2 Gold and 4 Priests.

CONQUEST TILES

Tile ID	Effect
A05	Gain 3 identical resources (except Gold).
A06	Draw 2 Technology cards from the top of the deck. Select one to keep, and shuffle the other card back into the deck.
A07	Draw 3 Blessing cards from the top of the deck. Select one to keep, and shuffle the remaining two cards back into the deck.
A08	Perform a Thoth God action as if you took a die of value 1. This tile yields no reward with a Hathor God action.
A09	Perform an Osiris God action as if you took a die of value 5. This tile yields no reward with a Hathor God action.

CREDITS

Tekhenu: Time of Seth

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SOLO PLAYER AID

If you are playing with Time of Seth expansion, remove one base game God Action at random and one Resource Action tile before playing. Replace them with the Seth Action tile and the Priests and Soldiers Action tile.

BOTANKHAMUN'S TURN

1. Move the Progress Marker to another Action Tile. Flip the Deben Token and move Marker top-right OR right .
2. Take the highest-value die from the section indicated by the God Action Tile (in case of Seth God Action, take it from the Seth board). Botankhamun considers red and blue dice one value higher. Botankhamun prefers Pure dice over Tainted dice (and the green die over other Pure dice). If tied, pick randomly. If no die is available, select the next section counter-clockwise.
3. Perform the corresponding God Action
 - Botankhamun NEVER pays any action costs.
 - Botankhamun NEVER gains any Resources, Priests, Soldiers, Blood, or Faith tokens, only Scribes.
 - Botankhamun NEVER performs the Produce Resources action.

MAAT PHASE

4. Determine new Turn Order. Botankhamun has a pre-set Balance: 1st/2nd/3rd/4th Maat phase: 3/2/1/1 and an Ankh Value of 4, for resolving ties.
5. If Botankhamun becomes 1st player:
 - with the Time of Seth expansion: It picks the lowest Ankh valued Destiny card (ignoring reward) that has an available Artifact.
 - if playing without the expansion or if no Artifact is available: it randomly picks the 1-Gold or 1-Scribe Destiny card (ignoring rewards)
6. Shuffle all 10 Action Tiles, rebuild the pyramid, reset markers (as per setup).

STATUE BONUSES

Bonuses are awarded as if this was a regular 2-player game.

SCORING

Score using normal rules, with the following exceptions:

- Botankhamun does not have a player board and therefore does NOT:
 - Score revealed on the Buildings track
 - Have to pay
 - Score for its Production tracks

Botankhamun's special scoring:

- 2 for each Blessing (discard Blessings after scoring them)
- for each Technology

Additionally, during Final Scoring:

- Botankhamun scores 4 per Decree (ignoring their effect and symbol restrictions)
- Botankhamun scores 1 for every 2 scribes

ACTION TILES

RESOURCE TILE and PRIESTS & SOLDIERS tile

- Botankhamun takes the highest-value die of the color of the **first** resource shown on the tile, in **any** section. In case of the Priests & Soldiers tile, it takes the highest-valued red or blue die instead
 - If tied, it takes a die from a section where it has a Statue (break further ties in favor of the highest value Horus bonus)
 - If still tied, choose at random
 - If no such die is available, repeat the process for the next resource on the tile. If only Gray dice are available, it picks a Gray die.
- Then, it performs the God Action of that section as explained below.

HORUS TILE

If Botankhamun can build a Statue for the People on the Seth board so that it gains at least 2 Thoth actions, it does so.

Otherwise (or if playing without the expansion) it builds a Statue in honor of a God, according to die value:

- If that God's statue space is already occupied, it builds a statue for Seth.
- If that is also occupied (or playing without the expansion), it builds a Statue for the People on Workshop/Quarry, where it would gain more [VP icon] (if tied, pick randomly).
- If those spaces are also occupied, or no extra VP would be gained, it builds in the Temple complex, scoring for its pillars (preferring higher score if both are available).
- If those spaces are also occupied, it scores 3 .

RA TILE

- Botankhamun chooses a Pillar tile according to normal rules.
- Without changing the tile's orientation, it places the tile where it would score most with the following rules adjustments:
 - Gain 1 per "touching" edge instead of "matching color"
 - Gain 2 if the tile covers a Conquest tile.
 - If tied, it chooses a row/column with the most of its own Buildings, if still tied it chooses a space not adjacent to Temple complex edge, if still tied, it chooses at random.
- Botankhamun ignores the printed bonus or ability.

HATHOR TILE

- Botankhamun places a Building in the Temple complex where it would score the most . If tied, choose randomly.
- It scores and gains Population, but it does gain any other benefits (such as resources or Faith tokens).
- If Botankhamun cannot place a Building, it scores 3 instead.

BASTET TILE

- Botankhamun places a Building in the Temple complex where it would score the most . If tied, choose randomly.
- It scores and gains Population, but it does gain any other benefits (such as resources or Faith tokens).
- If Botankhamun cannot place a Building, it scores 3 instead.

THOTH TILE

- Botankhamun takes 1/2/3 cards according to die value, from the right-most segment it may, according to its Happiness level. It chooses: Decree cards > Technology cards > Blessing cards . If tied, it picks the left-most card.
- Botankhamun ignores all effects of cards, simply keeping them in a pile.

OSIRIS TILE

- Botankhamun builds a Workshop or Quarry, it does not pay Happiness, and ignores all resource or production gains. The value of the die value determines the row, while the die color determines the column:
 - Yellow = ; Brown = ; White = ; Black = . Any other color = Column with fewest total Buildings (if tied, it chooses the leftmost column).
 - If the selected space is occupied, choose the next free space by moving first to the right (loop around the edge if needed) and then moving one row up repeating the procedure.
- If it cannot build, it gains 3 instead.

SETH TILE

- Botankhamun chooses the highest valued die from the Seth board and constructs a Building in the corresponding region. If that region is unavailable, it places the Building in the region of value one higher (loop from 6 to 1 if necessary). If it cannot build, it scores 3 instead.
- If it builds, it scores exactly 2 , and, if there is a Statue beneath that region, it scores an additional 3 .
- It places a Conquest tile on the space where Botankhamun would score the most during a Ra God Action. In case of a tie, pick randomly.
- If there are no dice on the Seth board, Botankhamun takes a Horus action instead.