

Everything that the North once knew is about to change. The sun beats down, god-like, on the golden sand, and the magnificent pyramids rise up to greet it. These mysterious structures stand steady, but what others here have turned to dust? Who built them and how? The people of the Nile have harnessed its seasons and turned the resources toward infinite wonder and wealth. It's time for the Empires of the North to set sail up the great river, to its most wondrous gift—Egypt!

Imperial Settlers: Empires of the North - Egyptian Kings is an expansion that allows you to take on the role of 2 Clan leaders that belong to a new Faction—the Egyptians!

COMPONENTS

- > 3 Nearby Island cards
- > 2 Distant Island cards
- > 33 Hatshepsut Clan cards
- > 34 Amenhotep Clan cards
- > 2 Clan score markers
- > 5 Clan Ship tokens
- > 1 Special Clan action pawn
- > 1 sticker

GAME SETUP

- > Shuffle the new Distant Island cards into the appropriate deck.
- > Shuffle the new Nearby Island cards into the appropriate deck.
- > Players may choose a Clan from the new ones.
- > Follow any special Setup instructions for the chosen Clans.




HATSHEPSUT CLAN

The great, life-giving river provides Hatshepsut with boundless potential, and harnessing its flow produces more than common resources. Known for her largesse, the well-paid workers tend the crops and smile for the fortunes she provides. Born to be king, Hatshepsut uses her knowledge of administration to build workshops and unlock vast achievements. No king ever bore sweeter fruits than her. So come, be fed, bask in the glory, and remember her name.







SETUP

When playing the Hatshepsut Clan, you start the game with the following changes:

- > When drawing your initial 5 cards and choosing 3 to keep, attach the 2 that are not chosen by placing them beneath 2 of your  face down so that the Soil icon on the back of the card is visible. The attached cards placed beneath Fields are called Soils, and are described below.
- > Assign 1 Worker from the general supply to a chosen  in your Empire. The abilities of Workers assigned to  are described below.

LOOKOUT PHASE

During the Lookout phase, you attach unchosen cards beneath your . You may never place more than one card beneath a  each Lookout phase. If you decide to discard more cards from the Lookout phase than you have , place one card beneath each  that you have and discard the rest.



For example: Kate draws 4 cards and decides to keep Ra Dial (♀488) and Cyphernubis' Plan (♀491) by spending 2 🧑. She must now place the remaining 2 cards beneath different 🍷, so she places Offering to Hapi (♀493) beneath Palm Alley (♀479) with its 🌳 icon showing, and Cleo, the Daughter of Ra (♀503) beneath the Camel Station (♀481) with its 🐪 icon showing.

OR COSTS

Most of the Hatshepsut Clan's 🍷 have a new type of cost. When paying this cost to Build, you may choose to either spend the stated Resource(s) or 🧑.

SOILS

Soils are the face down 🍷 beneath your 🍷. There are 2 types of Soils: 🌳 and 🐪. When the card effect states "Attach 🍷" place it face down beneath a 🍷, so its Soil icon (either 🌳 or 🐪) is visible.

- 🌳 provide 🍷
- 🐪 provide 🍷

How Soils provide Resources is explained in the next section: ASSIGNED WORKERS.






ASSIGNED WORKERS








The 🍷 in the Hatshepsut Clan deck can have 🧑 assigned to them. Cards that may have 🧑 assigned to them are marked with a space located on the upper right-hand corner of the card 🍷. When a 🍷 that has an assigned 🧑 is Harvested, you gain the Goods from the Field and must also gain the Resources from ALL of its attached Soils. When this happens, all Soils are discarded from beneath the 🍷. This is required, and you cannot choose to not Harvest the Soil cards when the 🍷 they are attached to, with an assigned 🧑, is Harvested.




NOTE: If you Harvest from a Field without an assigned 🧑 you do not discard the attached Soils, nor gain Resources from them.









For example: Sarah wants to Harvest from Tilapia of Nile (♀480) so she gains 2 🐟 and since she has a 🧑 assigned to that 🍷 she also gains 1 🍷 and 1 🍷. She then discards the 2 Soils. If she Harvested from Palm Alley (♀479), she would gain 2 🍷, and since she doesn't have a 🧑 assigned to Palm Alley, she wouldn't gain any extra Resources from the Soils attached to it nor would she discard them.

The  in this deck can have  assigned to them. When you resolve an action from a  that has an assigned , you also activate its “if a  is assigned” section.


For example: Kevin activates *Minions of Neper* (♀506) on which he has an assigned . He spends 1  and since he has 2  with  and at least 1 Soil he gains 2 . Then since he has a  assigned, he draws 1  and decides to keep it in hand.




NOTE:  assigned to  will remain assigned to cards for the rest of the game and may never be removed. The assigned  will only ever move among cards due to card effects.





MOVE

This effect allows you to move an assigned  from one  to another . When a card states to move a  you must move one, if possible. Some effects state you may move a , which indicates you have a choice to move the . Some effects specify the type of card it must be moved to.

HATSHEPSUT CLAN CARD EXPLANATIONS

OVERFLOWING NILE (♀505): This card is a choice upgrade. When you Build this upgrade  you may attach it to any Field with a matching Resource. You only receive the Resource of the type of Field in which it is attached.

RA DIAL (♀488-490): When moving the 2 , they must move to cards that were empty previous to the resolution of the action. You may not move 1  to an empty card, and then move the second to the card where the first  began.


FELUCCA FLEET (♀458-459): You cannot choose to take a combination of  and . Remember that you count other player's  as well.  do not count.

AMENHOTEP CLAN


Amenhotep is a king destined to be a god. His hands grasp the secrets of time, and his mind unravels the mysteries of the afterlife. Once you're able to control time, the moments are yours to let meander or fade. Priests, doctors, and scientists of his reign calculate perfect solutions to the world around him. You want to know about the rumors of Amenhotep's contact with the Clans from far above the clouds? Well, you'll have to ask him yourself.






SETUP

When playing the Amenhotep Clan you start the game with 4 Basic cards instead of 3. Set the Special Clan pawn nearby—you will be able to gain it with the *Alien Technology* (♀449-451) card effect. Place the 3rd  aside—you will be able to gain it with the *Tunnel Master* (♀474) Boost Effect.





LOCATIONS WITH BOOSTS

The Location cards in the Amenhotep Clan deck may be used alternatively as Boost cards in the same way you play a normal Boost card. You may still only play 1 Boost  during each action.


For example: Sarah declares the *Sail* action and she decides to play *Bast In Her Glory* (♀473) as a Boost, so she gains 1 , and then she places her  on the Expedition board with the  she just recieved.


BOOST EFFECT

Some cards in the Amenhotep Clan deck refer to the Boost effects of other cards. When you resolve the Boost effect of a card, you gain the reward of the Boost without having to fulfill the action to gain it.






For example: Mick activates **Illegal Aliens** (♀477). He spends 1  and discards 1  from his hand, and then chooses **March of the Priests** (♀476) in his Empire. He does not SAIL, but gains the 2 different Resources: 1  and 1 .


SUSTAIN COST


Locations in the Amenhotep Clan's Empire are discarded at the end of every round, during the Cleanup phase, unless they have the indicated Resource assigned to Sustain them. Each Location has a Sustain space on upper right-hand side of the card in which Resources will be placed to Sustain them. Various card effects, including the Basic card, **Preservation Techniques** (♀448), allow you to assign Resources to cards in order to Sustain them—you may not assign Resource without taking these actions. Once assigned, the Resource cannot be removed from the card.  may never be assigned as an indicated Resource to Sustain a card.



For example: Steve has **De-Nile** (♀452) in his Empire. He doesn't want to discard it during the Cleanup phase so during his turn he activates **King of Gods** (♀468) to assign 1  from his supply to the De-Nile Sustain space, thus Sustaining it.

AMENHOTEP CLAN CARD EXPLANATIONS

ALIEN TECHNOLOGY (♀449-451): If you already have the Special Clan action pawn, spend 1  and 1  to gain 3 . If you do not have the Special Clan action pawn, spend 1  and 1  to gain the Special Clan action pawn.

BAST IN HER GLORY (♀473): When you draw the 2 cards, check the action indicated on their Boost effect. Their Boost effect requires a specific action such as SAIL, EXPLORE, etc., in which you must have a Clan action pawn on the matching Action tile to allow you to resolve the Boost effect of the card. If you are unable to resolve the Boost effect on either card, you retrieve 1 . Once this is resolved both drawn cards are discarded.

PILLAGED VAULT (♀460-461): You cannot choose Islands with only  in Pillage field.

DE-NILE (♀452-454): When you resolve its Boost effect you may resolve either Pillage, or (if you have an  assigned) Conquer the Island card. The  you resolve returns to your supply.

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Ben, Kirdy, Robert, Paweł, Pako, Marek - thank you for your support!

Special thanks to Damian Mazur for pouring into the Amenhotep's deck concept of elapsing.