

SA
RE



Prologue



The sunset was shining upon the smooth surface of the Nile's water. At this time, hundreds of workers were flowing out of the construction site of the harbor, like water from a pierced bucket. Golden lights were gleaming in the river of workers flowing to their resting camp. Many tents appeared out of nowhere, organized around collective canteens, for the evening meal. On the river banks, large pieces of cloth were offering some privacy, so that workers could rest and have a wash: men on one side, women on the other. People came from all around the country, looking for work. They all wanted to build the monumental city of Pharaoh. Among them, nkharra, a young woman from a family of farmers of the valley. Looking for independence, she had accepted to work as a textile worker, a craft that she inherited from her grandmother.

Sitting on a bench in the eastern wing of the resting camp, a place known for its hustle and bustle, nkharra was waiting for her bowl of lentil stew. Next to her, a hooded figure remained silent.

- Just arrived here, heh, brother? nkharra asked.

Without a word, the man looked up, his emerald eyes meeting nkharra's. The young woman remembered how it was when she herself arrived in the camp.

- Have no fear. If you do what they say, you'll avoid the whip. That stew here - always the same. Don't be late for the morning call, though, or you'll end up with nothing but stale bread.

Cheerful laughs punctuated her sentence.

At the table, other workers started talking about their foremen, far from their ears. Working conditions were indeed a regular topic during the evening meal, when workers didn't talk about the food itself.

nkharra did not hesitate to mimic the foremen, speaking like an actress from a Greek tragedy:

- Work faster! The break is over! Go fetch some water!

Each order was answered by the clear voices of the other workers. Right here, in this very moments, all workers realized that they could achieve something together, united around simple claims.

- nkharra is right. We should be allowed to sleep more. We need a full day off, each week. We need a separate tent for our basic needs, not just some river bank.... and clean water at hand, when we want to drink something. Otherwise, we'll stop working.

The green-eyed stranger stood up silently, stepped out of the lights, and disappeared into the darkness.

The next morning, nkharra did not see the stranger at the call. After the call, all workers gathered at the entrance of the construction site, where the main supervisor announced the progression of the various projects. He was standing on a tall wooden dais, calling trades one by one, as well as their objectives for the week.

- Textile workers: you have three days to complete the veil of the covered market. Everyone, get to work. Except for you, nkharra. Come with me.

nkharra followed the man to a richly decorated tent, embroidered with colored frescos. Inside, she was surprised to discover gold cups and baskets of fresh fruit on a long wooden table. Someone was waiting at the other end of the table, but nkharra could see nothing but their back. They sent off the supervisor with a word; then, with a bunch of grapes in their hand, they slowly turned to nkharra, and fixed an emerald gaze on her.

- Let's talk business, shall we?

The young woman was speechless, as she now understood that the green-eyed stranger was no one else than the younger son of Pharaoh himself, a possible heir to the throne, who was now right in front of her eyes.

- Inciting workers to revolt is punishable by death, he said, having a grape burst in his mouth. Yet I have other projects for you, woman of the people. Make sure to smother the sparks of rebellion among my workers, and I'll name you supervisor of the textile workers. nkharra clenched her fists and lowered her eyes. The future Pharaoh could be in front of her, and stirring his anger up was not a good idea. However, she was torn between her loyalty to her comrades, and a visceral survival instinct.

- Meet me here tomorrow and let me know what you decided: either eternal glory, or the torments of the desert.

Aslaug - Forgotten Memories

Game Components

Inside the box:

- 4 Construction Sites (1 per player)
- 1 Building Board (indicating the costs of each building)
- 4 Obelisks
- 1 Dealing Shoe
- 28 Season Cards
- 40 Building Cards
- 60 Building Tiles
- 100 Resource Tokens:
- 25 Gold, Stone, Wood and Wild
- 16 Cubes

Revolt Track

Caravan Area



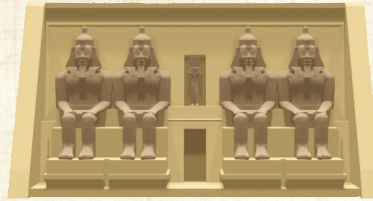
4 Construction Sites (1 per player)



1 Building Board



4 Obelisks (to assemble)



1 Dealing Shoe (to assemble)



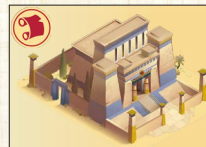
28 Season Cards



40 cartes Batiment



100 Resource Tokens (25x Wood, 25x Gold, 25x Stone and 25x Wild)



60 Building Tiles (28 Production Buildings, 24 Administrative Buildings, 8 Main Buildings)



16 Cubes (8x black, 8x red, 8x yellow)

Player Board (Construction Site)

Starting Buildings (Master Builder and Warehouse) - Starting Warehouse: place 1 Gold, 1 Stone and 1 Wood on it.

Revolt Track

Place the red cube here.

Caravan Area. When you have a Market, place a golden cube on the lowest space (with a caravan). Each time that you load a caravan, move the golden cube one space up.

Nile. Note the 6 Building Spaces that are adjacent to the river.



Building Spaces (12 available spaces), represented by a tree stump.



Production Buildings (5 types)

Building Board

At the beginning of the game, for each illustrated spot, place as many Building Tiles of the matching type as there are players.

Illustration of the different buildings

Main Buildings (Harbor and pyramid)

Building Costs (Resource Tokens: Stone, Wood and Gold).
Note: The cost of Pyramid Tiles does not appear because each Pyramid Tile has a different cost (check the matching Building Tiles).

Administrative Buildings (6 types)

Season Cards



Front



Produced Resources
(here: 1 Wood + 1 Stone)

When you complete a building, you get the indicated card as a reminder. The Library here allows you to use a specific effect on each turn. Once you've used the effect, the card is flipped face down (Night). It will be refreshed at the beginning of the next turn.

Administrative Building Cards



Production Building Cards



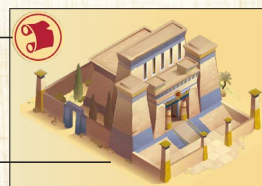
This (double-sided) card is a Stonemason, which produces 1x Stone on each turn. This type of card also exists for the Carpenter (for Wood) and the Goldsmith (for Gold).

Stone Symbol

Note: There are no cards for the Master Builder, Warehouse and Market Buildings.

Building Tiles

Front



Library Icon

Building Illustration, once completed (here, a Library)

Back (Project)



Library Icon

Resource Costs

Goal of the Game

Choose one of the four game modes (Scribe, Priest, Pharaoh or Deity - see the end of this booklet) and build a monumental city to please the gods! Each game mode requires specific buildings that you must erect to win the game.

Setting Up the Game

Place the Building Board in the middle of the table. Place the Building Tiles on the matching spots. On each spot, there must be as many buildings as there are players. If you play with less than 4 players, leave the extra buildings in the box. Do the same for the building cards.

Form a pile with the Pyramid Tiles: place the #4 at the bottom, the #3 above it, and so on. Place the Resource Tokens and the golden and black cubes next to the Building Board.

Take a Construction Site, a Warehouse Tile and a Master Builder Tile. The Warehouse and the Master Builder are your two starting Production Buildings: you may place them on two different spots of your Construction Site (there are 12 spots available on each Site), or both on the same spot. You're free to decide where you want to put these Tiles.

Place three Resource Tokens (Wood, Stone and Gold) in your Warehouse.

Place an Obelisk next to your board. Place a red cube on the first space (the lowest one) of your Revolt Track.

The older player is the Mummy. They'll be the first player of the first turn

The Game Phases

Un tour de jeu comporte 3 phases principales :

- 1° Project Selection
- 2° Production Season
- 3° Building Phase

Phase 1

Project Selection

Starting from the first player and proceeding clockwise, each player selects the projects that they want to build.

Each Master Builder may start a project normally, or even two projects at once - however, in this case, they must move their Revolt Marker (red cube) one space up on the Revolt Track. If two Master Builders start two projects at once, move the red cube two spaces up.

You only have one Master Builder at the beginning of the game, which means you can only start one or two projects.

To do so, choose one or two Building Tiles among the available tiles and place them on your Construction Site, on their Project side (as opposed to their completed side).

There are three types of buildings:

1° Production Buildings: Master Builder, Warehouse, Goldsmith, Stonemason and Carpenter.

You can build two production buildings on the same place.

2° Administrative Buildings: Barracks, Temple, Garden, Palace, Library and Market.

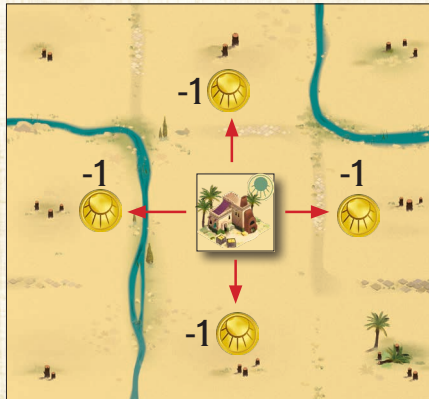
3° Main Buildings: Harbor and Pyramid.

Each building features a Resource Cost and offers a specific advantage. For instance, the Carpenter gives you 1 Wood per turn; a second Master Builder allows you to start two projects at once; etc.

Check the Building Appendix at the end of these rules to learn the details of each building. Production Buildings generate a resource on each turn and decrease the

building costs of any building placed on an orthogonally (not diagonally) adjacent space: this is the Production Building's **Area of Influence**. The same space can be part of several Areas of Influence (and benefit from several discounts). For this reason, you should place your Production Buildings carefully.

The discount offered by a Production Building depends on its type.



With a Goldsmith, for instance, you'll pay 1 less Gold for every adjacent building. With a Carpenter, you'll pay 1 less Wood, etc.

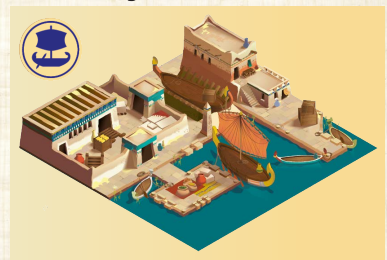
Production Buildings



Administrative Buildings



Main Buildings



The Harbor is a Main Building and a Production Building, as it generates one (Wild) resource of your choice on each turn; it

also decreases the building costs of any building that is adjacent to the Nile by 1 resource of your choice.

The Harbor itself, of course, must be built on a space adjacent to the Nile.

You can move or replace a current project on your Construction Site. In this case, when you take a new Project Tile, place it on your Construction Site and remove the older tile. You can even destroy an existing project if needed.

When a given type of building is no longer available on the Building Board, you can no longer build it.

You cannot build two identical Administrative Buildings, two Harbors, or two Pyramids. Also, you cannot start two identical Production Buildings during the same turn. You may have several identical Building Productions on your Construction Site, provided you do not start building them during the same turn.

Phase 2

Production Season

During this phase, you will produce most of the resources that you need to erect your buildings, using a Push Your Luck mechanism through random cards that will cause your Revolt Marker to move up. You can voluntarily end your Production Season when you want, or push your luck further and further until you trigger a revolt on your Construction Site (see Open Revolt).

In turn order, each player resolves a Work Sequence. When you resolve your Work Sequence, ask the first player to give you a card (sometimes, several cards) from the Dealing Shoe.

When you end your Production Season, lay down your Obelisk.

Work Sequence

The first player takes the deck of Season Cards, shuffles it and discards the top card without looking at it. Then, they place the rest of the cards face up in the Dealing Shoe.

The first player goes first. They resolve their very first Work Sequence by taking the first card of the deck and resolving its effect.

Several situations may occur:



1° Simple Resource Production Card. You may take the card and place it face up next to your Construction Site (refusing a Re-

source Production card should be rare). Your Work Sequence is now over. The next player (clockwise) starts their Work Sequence.



trigger a Wind of Revolt and all players must move their Revolt Marker one space up.

Important: In both cases, when a player draws a (Simple or Double) Resource Production Card, it ends their Work Sequence, but NEVER their Production Season.

3° Unrest Card. Workers refuse to work. The foremen crack their whip! You now have 2 options:

A. You may end your Production Season (you decide to satisfy the workers' demands) and lay your Obelisk down. The card is proposed to the next player (clockwise).

B. Or you may have the foremen repress the workers. In that case, move your Revolt Marker one space up (or two if this is a Double Unrest Card), take the card,



and continue your Work Sequence if you want, until you get a Resource Production Card. You may also decide to stop there, without laying your Obelisk down, and let the next player play their turn.

Taking an Unrest Card allows you to end your Work Sequence without laying your Obelisk down, which means that you did not end your Production Season (yet).

Important : When a player draws two Unrest Cards during the same Work Sequence (ignoring any previous Work Sequences), they may decide to give the second card to any opponent, who must then apply it immediately. However, they cannot give several cards to the same opponent that way. Also, they cannot give the card to an opponent if this would cause an Open Revolt. If you still have Unrest Cards to deal, but cannot give them to anyone without breaking these rules (more frequent with many players), then you simply discard them.

4° Choice of Horus

Card. You must decide whether you take the card or not. If you don't, you must lay down your Obelisk and end your Production Season. If you do, you must take the next two cards. If there is no Resource Production card among these two cards, you must apply those cards' effects and your Work Sequence isn't over. For each Choice of Horus Card, you must either draw two new cards or lay down your Obelisk.



Reminder: When a player draws a Resource Production Card, it ends their Work Sequence. Note that the Work Sequence effectively ends only after all cards' effects have been resolved. If the next two cards that you draw are two Choice of Horus Cards, you must draw 4 new cards.

End of the Production Season

Continue resolving Work Sequences until all Obelisks have been laid down.

If the deck runs out, the Production Season ends. If all players but one have laid their Obelisk down, the last player plays a last Work Sequence, then the Production Season ends.

Important : You may lay your Obelisk down each time that you move your Revolt Marker one space up (even if it's not on your turn, for instance because of a Wind of Revolt). If an opponent triggers two simultaneous Winds of Revolt because of a Choice of Horus, your Revolt Markers moves two spaces up before you can take that choice. During your Work Sequence, the only moments when you can lay your Obelisk down are:

- 1- Before drawing your first card
- 2- If your Revolt Marker moves up (Unrest) while you still did not produce anything.

5^o Hoshekh, the 9th Plague of Egypt: Darkness

When this card appears, flip the card deck without discarding the Darkness Card. Work Sequences now occur in the darkness, and players decide if they draw a card (or not) without knowing in advance the card that they draw. If Hoshekh appears among the 2 cards drawn because of a Choice of Horus, flip the



Open Revolt

If your Revolt Marker reaches the last space of your Revolt Track, you suffer an Open Revolt of your Workers, which must be violently repressed. Immediately lay your Obelisk down. You lose your production this turn, and you skip the coming Building Phase. See Season without construction below.

If the Open Revolt occurs while you still have to draw cards (because of a Choice of Horus Card), your Work Sequence ends immediately and the next player plays their turn.

Phase 3

Building Phase

During this phase, players use the resources that they produced, as well as the extra resources that they have in their Granaries, production Buildings and Caravans, if any, to complete their projects and erect new buildings.

It is possible to regroup several cards to reach the required amount of resources.

You cannot split the resources from a card to dispatch them to several places, such as a Project and a Warehouse.

You can use the resources from your

card deck, then the player draws a second card (they must have their two cards, in addition to the Choice of Horus).

Granaries or your Caravans as you wish (see below) if necessary. Choose how you want to spend your resources and organize your cards according to your needs and your strategies. For instance, you can add one or several resources from your Granaries on one card to erect a building or load a Caravan (provided you have a Market - see below).



Any resources that you did not use and that could not be loaded on a Caravan or placed in a Warehouse are lost: place them back to the supply. You cannot keep resources on a project: the building must be fully completed (except for Pyramids that can be built over several turns).

Pyramids are the only buildings that require several steps to be built. When you start such a project, you take the matching tile AND the Building Card: place it in your gaming area, Project side up. The card features 2 to 3 mandatory building steps. You cannot complete several steps during the same turn, and a step can only be completed if you spend the required amount of resources.

See your Pyramid as several buildings that you have to complete to achieve the full construction. Once a step is complete, take a Resource Token of your choice from the supply and place it on the appropriate spot of the card.

When a player erects a building (other than the Pyramid, the Granary or the Master Builder), they take the matching Building Card and place it in their playing area. Each of these buildings offers a specific effect once per season. The Carpenter, the Goldsmith and the Stonemason generate one resource per season: Wood, Gold and Stone. Place a unit of the matching resource on these cards. These resources can be used upon the next turn, but they cannot be stacked on the card: if you don't use them during the Building Phase for your buildings, and if you're unable to store them, they are lost. They belong to the player who placed them and that player retains them as long as the building is not destroyed (which is quite rare).

Administrative Buildings also offer specific effects. Most of them apply during the Work Sequence of their owner. As soon as a player uses such an effect, they flip the matching card on its opposite (Night) side to mark the card as used. At the end of the season, flip the card back on its Day side and place a Resource of the buildings that produce them, if their Resources have been used.

Area of Influence of Production Buildings (Goldsmith, Carpenter, Stonemason) and of the Harbor:

When you erect such buildings, place a Resource Token of the proper type on its

-1 side on every orthogonally adjacent space as a reminder of the discount offered by the area of influence. Reminder: the Harbor generates a (Wild) resource of your choice on each turn. Place a Resource Token of this type on its -1 side on every unbuilt space adjacent to the Nile, and on the Harbor Card itself. The Production Buildings and the Harbor are very useful to complete your projects.

Attention: Resources placed on the board as reminders cannot be stored, nor loaded onto a Caravan (see below). Also, they cannot be used to erect a building outside of the matching Area of Influence.

Season without construction

This can happen in two instances:

You've suffered an Open Revolt: keep a Production Card that you've acquired during this turn for the next turn. The other cards are lost and placed back in the Dealing Shoe. Resources generated by your Production Buildings, however, may be placed in your warehouses or loaded onto caravans.

You voluntarily ended your Work Sequence and you still have unused Production Cards: keep two of your Production Cards. (If you erected at least one building, you cannot keep any card).

Loading Caravans

Once all of your resources have been assigned to your projects, and provided you have a Market, any extra resources may be loaded onto Caravans instead of being discarded. To load a Caravan, you must use 2 resources of your choice. You can take them from your Production Cards



or from your Warehouses and Production Buildings.

You cannot have more than 3 loaded Caravans. Each loaded Caravan will provide you with one resource of your choice during a future Building Phase (you receive one resource in exchange of the two that you sent).

You cannot load a Caravan and immediately use its resource during the same turn. When you use a Caravan to get a resource, move the Caravan Marker one space down. You can use several Caravans during the same Building Phase.

Reminder: You cannot split resources from a Production Card between two different projects.

City Development

Your City will develop during the following events:

1° When you build your first Main Building (Harbor or Pyramid)

2° When a second Administrative Building has been built.

Regardless in which order these 3 steps are completed, for each step, you must place a black cube on the first free space of your Revolt Track. This black cube is never removed and decreases the size of your Revolt Track. The more the city develops, the faster it can revolt.

Important: There cannot be more than two black cubes on a Revolt Track, even if you complete the three steps of City Development.

New turn

Once all players have completed their Building Phase, the first player gives the Dealing Shoe to the next player (clockwise): that player becomes the new first player. Each player now puts their Obelisk back upright, moves their Revolt Marker at the bottom of the track, and flips back the Building Cards that they used during this turn. Don't forget to place a resource on your Production Cards if you used them (Stone, Wood, Gold, Wild).

Play Phase 1 - Project Selection, then the first player gathers all Season Cards (including those that have been set aside at

the beginning of the turn), shuffles them, discards a card, and places the deck face up in the Dealing Shoe. The new Season can begin.

End of the Game

The game ends at the end of the Building Phase, as soon as a player meets the requirements defined by the game mode (Chosen at game start).

The player who first met the requirements that triggered the end of the game wins. In the case of a tie, the player with the most Administrative Buildings is the winner.

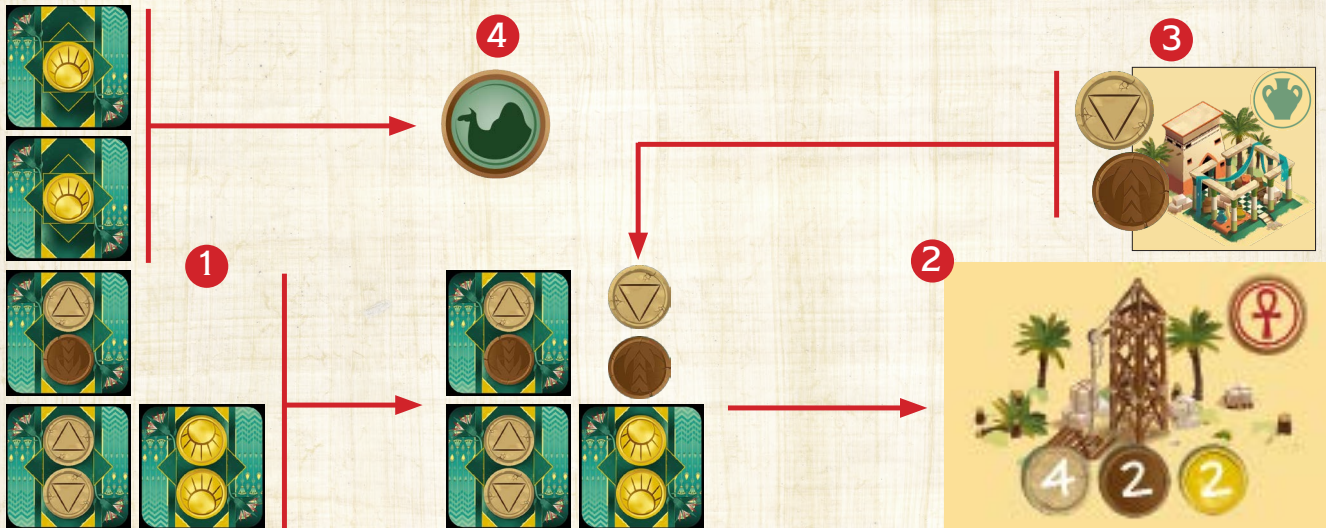
If players are still tied, the winner is the

player who used the most resources for their Pyramid (the higher the number, the less resources it takes to build a Pyramid).

The Priest Mode allows you to win without having built any Pyramid, because it is not part of the end game requirements. If there is a tie for Administrative Buildings and if no Pyramid has been built, the player that built the more steps of their Pyramid wins. If players are still tied, the winner is the player who used the most resources for their Pyramid (even if it not complete).

Example of a Building Phase:

Claire completed her Production Phase and has 5 cards with Resources (1). She want to build a Temple (2) and has 1 Stone and 1 Wood in her Warehouse (3). She decides to assign her 3 biggest cards to the project and add Resources from her Warehouse to complete her production. With the rest of her cards, she loads a Caravan (4) because she has a Market (she could also transform the 2 cards into Gold Tokens to store them, but apparently, she doesn't need Gold for now).



Pharaoh's Commands (Game Modes)



Scribe

The game ends as soon as a player completes their Pyramid.

Priest

The game ends as soon as a player has filled the 12 spaces of their Construction Site and started their Pyramid Project.

Pharaoh

The game ends as soon as a player completes their two Main Buildings and at least four Administrative Buildings.

Deity

The game ends as soon as a player completes their Harbor, their Pyramid, and their six Administrative Buildings.

Sa-Re - Work Sequence Golden Rules

Golden Rule #1

My Work Sequence ends as soon as I draw a card that produces resources. Otherwise, it continues. I cannot lay my Obelisk down during my own Work Sequence if I produce at least one Resource.

Golden Rule #2

If I refuse to take a card at the beginning of a Work Sequence, I must lay my Obelisk down and can no longer play during this Production Season.

Golden Rule #3

If I took at least one card during my Work Sequence without gaining any Resource Card, then I can refuse the next one. I can decide not to lay my Obelisk down, and I keep playing during this season.

The card that I refused is proposed to the next player.

Example: I draw a Simple Unrest Card, the next one is a Choice of Horus Card: I can leave it to my neighbor.

Golden Rule #4

When my Revolt Marker goes up because of a Wind of Revolt triggered by an opponent, or because an Unrest Card that was given to me, I may decide to lay my Obelisk down after moving my Revolt Marker.

Golden Rule #5

Receiving a Double Resource Card causes a Wind of Revolt: all players must move their Revolt Marker one space up. Rule #4 applies here, except for the one who triggered the Wind of Revolt, because they already produced resources (Rule #1).

Golden Rule #6

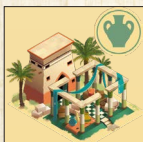
After drawing an Unrest Card during my Work Sequence, I can give the next one(s) to any opponent(s).

Appendix - Buildings

Administrative Buildings

The powers of your Administrative Buildings have to be used during your Work Sequence (except for the Market). Each building can only be used once per Production Season, but you can use the powers of several buildings during the same Production Season.

Production Buildings



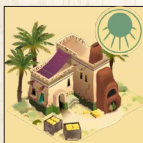
Warehouse

Allows you to store three resources (even in the turn in which you build it).



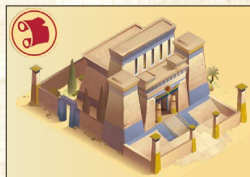
Master Builder

Each Master Builder allows you to start one or two projects.



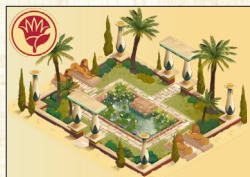
Goldsmith, Stonemason and Carpenter

These buildings generate the matching resource once per turn, and decrease the costs of the buildings that you place in their Area of Influence.



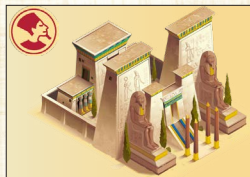
Library

Allows to turn a Simple Unrest Card into a (Wild) resource of your choice. Place a Wild Token on the card to use it as a resource of your choice during the Building Phase.



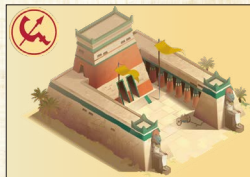
Garden

Allows to turn a Double Unrest Card into a Simple Unrest Card. Your Revolt Marker moves one space up instead of two. Note: You may use the Garden, then the Library, to turn a Double Unrest Card into a resource of your choice.



Palace

If the Production Card at the top of the Dealing Shoe does not suit you, use the power of the Temple to discard that card and take the next one. Which might be a worse card, though...



Barracks

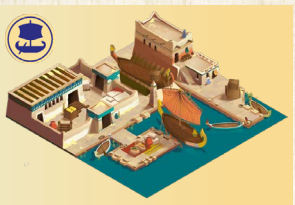
You can move your Revolt Marker one space down and choose an opponent. That opponent must move their Revolt Marker one space up (unless this causes an Open Revolt, in which case you have to choose another opponent).

Main Buildings



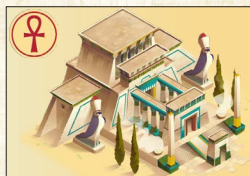
Pyramid

Breaks ties at the end of the game.



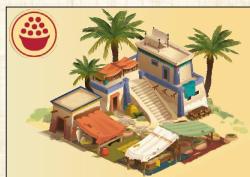
Harbor

Generates a Wild Resource on each turn and decrease the building costs on all building spaces that are adjacent to the river.



Temple: At the beginning of the Work Sequence, draw two cards, choose the card that suits you best, and place the second card on the top of the deck.

Example: The first card is a Choice of Horus Card, but since your Revolt Marker is already high, you don't want to take chances. If the second card is a Resource Production Card, you'd better take the second card and leave the Choice of Horus to the next player.



Market: Gives access to the Caravans.

Important: While the Administrative Buildings' effects can only be used during your Work Sequence, the Market effects applies during the Building Phase (even if you've just built the Market this turn). There is no card associated to this building - instead, use a cube.