



TODD SANDERS



LudiCreations



1-4



30-45



12+



Dynasties of Ancient Egypt rise and fall.
Will your rule be strong enough to survive?
Feed your citizens, protect them from invaders,
and secure their place in the afterlife.

COMPONENTS

55 cards (45 Citizen cards, 9 Afterlife cards
and 1 Reference card)



Citizen
cards



Afterlife
cards

20 tokens, each representing 1 Deben



20 tokens, each representing 3 Debens



20 tokens representing bread loaves



3 four-sided (d4) dice



correct orientation to read
the die number

For solo game rules, please refer to the separate sheet provided or visit ludicreations.com

GOAL OF THE GAME

In IUNU (pronounced uh-wah-nu), each player is the head of a dynasty, scheming to bring the citizens of ancient Egypt under their influence, growing their power, and securing their place in the afterlife. Citizens are represented by cards, from the grand Pharaoh at the top, all the way down to the humble farmers.

Each Citizen card awards victory points at the end of the game, as does controlling more Citizens of each class than any other player.

Bread given to Citizens keeps them loyal, which generates even more influence (and therefore VP).

Afterlife cards may also increase your influence, since being in a position to promise rewards in the next world can be the source of significant power (and even more VP).

SETUP

1. Shuffle the Citizen cards and place them face down in the middle of the playing area as the Citizen deck.
2. Shuffle the Afterlife cards and deal out 5 of them. Place these face down as the Afterlife deck next to the Citizen deck. Return the rest of the Afterlife cards to the box; they will not be needed in this game.
3. Distribute 3 Debens to each player. Place all other Deben tokens as well as the Bread tokens within easy reach of all the players.
4. From the Citizen deck, deal an initial hand of 4 cards to each player, which must be kept secret. Reveal the top 5 cards and place them face up near the Citizen deck to form the Forum.
5. The player who can achieve the most Sphinx-like expression becomes the Starting Player. Alternatively, the players may use any other method to determine the Starting Player. This player rolls the 3 dice.

GAMEPLAY

The game is played over a series of rounds. Each round of the game begins with the Starting Player rolling the dice, which represent the favor of the gods, expressed through the flow of the Nile and the wealth it brings.

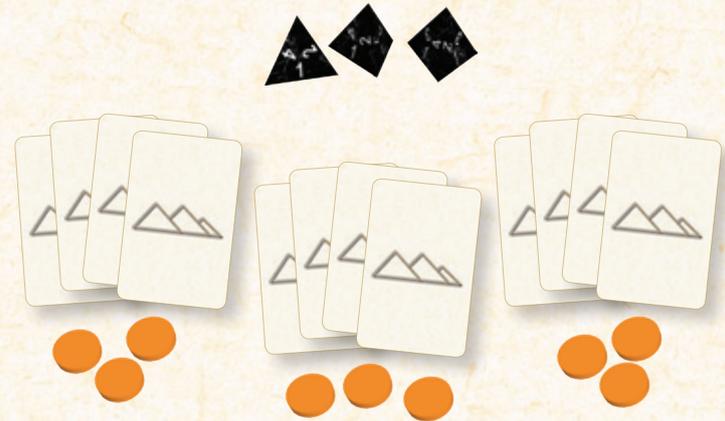
Then, each player in turn order will take a turn consisting of a Dynasty Phase, where they will play 1 or 2 cards from their hand, followed by a Rejuvenation Phase, where they will draw more cards.

The dice are used with some card abilities and are not rolled again until the start of the next round. The value of each die may change throughout the round, and if it is reduced below 1, it is removed from play until the next round.

EXAMPLE GAME SETUP FOR 3 PLAYERS



Forum



4 cards and 3 Debens per player

DYNASTY PHASE

In the first Phase of their turn, the active player **must** play **1** Citizen card in front of them.

That player **may** then also play exactly **1** additional card **of the same type**. To do so, they must first pay 1 Deben back to the common supply.

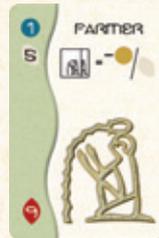
It is recommended that each player stacks each type of Citizen card in a slightly overlapping column so it is clear how many cards of each type each player has played.



An example of Citizen card stacking in overlapping columns

After playing 1 or 2 cards, the active player **may** then use the Special Ability of the card type as applicable. Note that **the Special Ability is only triggered once**, regardless of whether 1 or 2 cards were played.

Citizen cards have 3 numbered icons on their left-hand side:



- Citizen VP that this card will be worth at the end of the game.
- Bread VP added to the value of the card if a Bread token has been placed on it.
- ◆ Majority VP that may be scored if a player has more cards of a Citizen type than any other player by the end of the game. Players tied for most cards do not receive any such VP. These VP may be further multiplied by some Afterlife Cards. This number **also** represents the total number of cards of that type in the deck.

Each Citizen card also has an ability indicated by the iconography in the upper right part of each card. For a list of these abilities, see page 8 of this rulebook.

REJUVENATION PHASE

1. After resolving any Citizen abilities, the active player places 2 of their remaining cards in hand face up into the Forum. Then they take 3 **other** cards from those previously available in the Forum (which can **not** be any of the ones just placed there), and adds them to their hand.
2. If at this point the active player has fewer than 4 cards in hand, they draw cards from the Citizen deck until they reach 4 cards in hand.
3. Reveal the top card of the Citizen deck and add it to the Forum.

Note: When drawing cards during this Phase, the hand limit for each player is 4 cards. If a player already has 4 cards in hand, no more cards may be drawn.

Note: If the Citizen deck runs out of cards during this Phase, no further cards may be drawn.

END OF THE ROUND

After each player has taken a turn, the next player clockwise from the current Starting Player rolls all 3 dice and begins a new round as the new Starting Player.

GAME END

The end of the game is triggered when the Citizen deck is empty at the beginning of a player's turn. The current round is played to its end, with all players that have not taken a turn in the current round taking a final turn, during which they may only perform the Dynasty Phase of their turn; the Rejuvenation Phase is skipped in these final turns.

Then the players count Victory Points to determine the winner:

- Add up the total number of Victory Points listed on each player's Citizen cards.
- Add up the Bread bonus of every card with a Bread token on it.
- Determine which player has the most Citizen cards of each type, and award Majority VP to the player with the most cards of that type. Players tied for most cards do not receive any such VP. These VP may later be multiplied by any Afterlife cards that affect them.
- If any player has fulfilled the bonus condition of their Afterlife card, they earn VP accordingly.
- Every 3 Debens are worth one VP.

In case of a tie, the tied player with the most Debens wins. In case of a further tie, all tied players share the victory.

VARIANTS FOR IUNU WITH 2 PLAYERS

With thanks to Richard Ham for inspiring them.



The Rise of Aten - Forum Variant

Akhenaten has proclaimed the worship of Aten, the deified sun disk, as the new religion of the state. New temples are constructed out of the ruins of the recently destroyed ones, scriptures are rewritten, and even a new capital is built. As the society is changing, those who refuse to change with it are proscribed, destined to disappear in the glory of the sun....

Starting the round: After the Starting Player rolls the dice, their values are each reduced by 1. Any dice with a value of 0 are temporarily removed from the game as in normal play.

Rejuvenation Phase: When placing cards into the Forum, always place them in a row, with the newest card to the right of all the others.



At the end of this Phase, instead of drawing a new card to add to the Forum, remove the card in the leftmost position in the row (the oldest remaining one), and draw 2 new cards to replace it, adding them to the right of the Forum row.



Memphis and Thebes - Dummy Player Variant

With each of ancient Egypt's many dynasties also came many changes. Some dynasties introduced new religions, and others caused social unrest, while some brought prosperity to the kingdom. Much of the turmoil ebbed and flowed between Memphis and Thebes, the most important cities in Egypt, with Heliopolis (the Ptolemaic Greek name for Iunu) caught in the middle...

Setup: Deal 4 Citizen cards, face up, which will belong to a neutral Heliopolis player. Place these to the side of the players' playing area, to form the beginning of the Heliopolis dynasty, with any cards of the same type being stacked to form columns. The players each act for Memphis and Thebes, representing the political, social, and economic struggle between Lower and Upper Egypt.

There are special rules for the neutral Heliopolis player, who:

- receives no Debens during the game.
- cannot have any Farmers taken by another player.
- does not use any Citizen abilities when cards are added to its play area.
- always "takes a turn" last in the round, after both human players have done so.

Starting the round: After the Starting Player rolls the dice, their values are each reduced by 1. Any dice with a value of 0 are temporarily removed from the game as in normal play.

Heliopolis Dynasty Phase: A card is taken from the Forum and added, face up, to the Heliopolis play area.

Heliopolis will always choose to take a card matching a type it already controls. If there are several possible such cards, it will always choose the one matching the type of Citizen it already controls the most of.

If Heliopolis controls the same number of cards for several Citizen types, and there are cards in the Forum matching all of those types, the card with the highest Citizen VP value is chosen.

If no Citizen cards in the Forum match those controlled by Heliopolis, the card with the highest Citizen VP value is chosen.

Heliopolis Rejuvenation Phase: No cards are taken from Heliopolis and added to the Forum, and none are taken from the Forum.

However, a card is drawn from the Citizen deck and added to the Forum.

End of the game: Take 2 Bread tokens for each Baker controlled by Heliopolis, and place one each on the cards in its play area, starting with the cards having the highest Bread VP, and proceeding in order of descending value until all Bread tokens have been placed, or until there are no more available cards. If Heliopolis controls any Priests, draw 1 card from the Afterlife deck and place it next to its play area, face up, to be scored if applicable. Finally, the Heliopolis player receives a bonus of +1VP per controlled Merchant card.

CITIZEN ABILITIES

Note: If any ability causes the value of a die to drop below 1, that die is temporarily removed from the game until the beginning of the next round. It is rolled again along with the other dice by the new Starting Player.



PHARAOH - *The living god and ruler of Egypt.*

No effect when played. For the rest of the game, you may roll one of the dice again at the start of your turn, before you play any cards. You may not roll any die that has been temporarily removed.



SCRIBE - *The real power rests in the bureaucracy that is run by these few literate citizens.*

Pay 1 Deben to choose **1 card** from your hand and place it under the Scribe card. You may look at the card at any time during the game. Then draw 1 card from the Citizen deck, placing it in your hand. At the end of the game, each card under a Scribe card is revealed and added to the matching column of Citizen cards.



NOBLE - *The aristocratic class, which depends on the masses for tax income.*

Gain Debens equal to the total value of all dice in play, then reduce the value of each die by 1.



PRIEST - *They control access to the Afterlife for rich and poor alike.*

Choose one die and draw a number of cards from the Afterlife deck equal to its value (and up to the number of cards available), paying the value of the die in Debens. Choose one of the drawn cards and place it face down under your Priest stack. Shuffle the remaining cards back into the Afterlife deck, then reduce the value of that die by 1.

If another Priest is played on a subsequent turn, when resolving the Priest's ability, you may choose a new Afterlife card to replace the previously chosen one. You may look at the new cards before deciding whether to replace the old one or not. Any replaced card and all unselected cards are then shuffled back into the Afterlife deck.

Note: You can only have 1 Afterlife card at any time, no matter how many Priests you have played.



ARTISAN - *The arts attract citizens, and material goods give them something to strive for.*

No effect when played. During the Rejuvenation phase, for each Artisan you have, you may pay 1 Deben to place one fewer card in the Forum.

For example, if you have 2 Artisans, you may pay 0 / 1 / 2 Deben to place 2 / 1 / 0 cards into the Forum.

Then take 1 more card from the Forum than the number of cards you placed there.



SOLDIER - *Necessary to keep the other citizens in line, especially those masses that produce Egypt's food.*

You may steal 1 Farmer (without a Bread token on it) from another player.

That player may pay a tribute of 1 Deben to you in order to avoid this. In addition, for the rest of the game each 1 of your Soldiers protects 2 of your Farmers from being stolen.



BAKER - *A hungry people are a restless people.*

You may buy up to **3 Bread** tokens to feed your Citizens by placing the tokens on their cards.

For each Bread, pay Deben equal to the highest die value showing on the dice. The minimum price for bread is 1 Deben.

A maximum of 1 Bread token may be placed on each Citizen. After baking bread, rotate the die with the value that was used down by one value.

Bread scores extra Victory Points at game end.



MERCHANT - *While not highly regarded, merchants keep trade in the Kingdom going.*

Choose the die with the highest value and gain Debens equal to its value +1 per Merchant you control, including the one(s) just played. Reduce the value of the die used by 1.



FARMER - *Setting your farmers to work improves the farmland.*

No effect when played. For every 2 Farmers in your Dynasty you pay 1 less Deben for each Bread token you bake when using the Baker.

Reminder: When more than 1 card is played in a player's turn, the Special Ability only happens once. Even if you play 2 Priest cards together in one turn, you only look at the Afterlife deck once.

AFTERLIFE CARDS



PERET, THE SEASON OF EMERGENCE

Receive 2x the Majority VP of one of the Citizen types of which you have more cards than any other players.



AKHET, THE SEASON OF INUNDATION

Receive 2x the Majority VP of one of the Citizen types of which you have more cards than any other players.



SHEMU, THE SEASON OF HARVEST

Receive 2x the Majority VP of one of the Citizen types of which you have more cards than any other players.



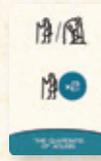
THE DYNASTY OF HATSHEPSUT

For each set of 1 Scribe, 1 Noble, and 1 Priest in your Dynasty, gain 6 VP.



THE DYNASTY OF AMENHOTEP I

For each set of 1 Baker, 1 Merchant, and 1 Farmer in your Dynasty, gain 4 VP.



THE GUARDIANS OF ANUBIS

If you have at least 1 Soldier for each Farmer in your Dynasty, score Citizen VP a second time for every one of your Soldiers.



THE JUDGMENT OF OSIRIS

You receive 1VP for each 1 Deben instead of 1 for each 3.



BIRTH OF NEPHTHYS

Gain 5 VP if you have fed more Citizens with Bread than any other player.



THE GLORY OF KHUFU

Gain 7 VP if you have more different types of Citizens than any other player.



PLAYER REFERENCE

Each round of the game begins with the Starting Player rolling all 3 dice which represent the favor of the gods, the flow of the Nile and the wealth it brings.

• DYNASTY PHASE

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After playing 1 or 2 cards, the active player **may** then use the Special Ability of the card type as applicable. Note that **the Special Ability is only triggered once**, regardless of whether 1 or 2 cards were played.

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• END OF THE ROUND

After each player has taken a turn, the next player clockwise from the current Starting Player rolls all 3 dice and begins a new round as the new Starting Player.

ACKNOWLEDGMENTS

The designer would like to thank all his history teachers through the years and Kylie Prymus for playtesting.

Game design: Todd Sanders

Development: LudiCreations and David Turczi

Illustration & Graphic design: Todd Sanders

Tabletopia implementation & project management: Alvin Chen

Rulebook editing: Paul Grogan, Alvin Chen, and David Turczi

With special thanks to Viktor Csete, Chris Marling, the Litsa Board Game Club and the Cardboard & Sun 2016 crew.

The publisher would like to thank Anniina I, first of her name, Queen of the Holy River, Lady of the Draisine Road, and Keeper of Nutella Ramen!

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