

# Pharaon Conflicts

An expansion for Pharaon by Sylvain "Sylas" Lasjuilliaras and Henri "Pym" Molliné,  
illustrated by Christine Alcouffe - March 2021 - Catch Up Games


Egyptian treasures are highly coveted. Hittites, Assyrians, Nubians, Greeks, Romans... many neighboring nations dare seeking open conflict with the Pharaoh. Here are costful problems to solve, yet opportunities for you to assert your authority over mortals and gods.

## Expansion overview

This expansion introduces a brand new mechanism of conflicts, and a special resource: Sword tokens. Each round some Conflict tiles appear on spots on the Wheel, raising their Access Cost. But thanks to the Sword tokens earned through resolving conflicts, players can benefit from new Bonus actions. *Conflicts* also adds new Nobles, Artisans and Offering tokens, plus 2 alternative Pharaoh tokens, enhancing strategic depth and allowing for every new play to feel even more different.

## Components

- |                    |                         |
|--------------------|-------------------------|
| 5 Area Bonus tiles | 12 Artisan cards        |
| 25 Conflict tiles  | 10 Royal Bonus cards    |
| 25 Sword tokens    | 10 Civil Bonus cards    |
| 6 Offering tokens  | 2 Pharaoh tokens        |
| 7 Noble cards      | 1 Alternative Nile tile |

**Note:** all cards from this expansion feature a  icon.

## Setup

In addition to all of the base game's setup rules, take all the following instructions into account for including the elements from this expansion.

### Noble cards, Artisan cards and Offering tokens

Before completing the Areas, add the new Noble and Artisan cards into their respective draw pile, and the new Offering tokens into the bag.



### Alternative Nile tile

Place whichever side of the alternative Nile tile on the Nile Area, so that it covers the corresponding spot.

**Note:** even if we recommend that you use this tile when you play with this expansion, it is also possible to play some games without it, for more variety. This will make the Sword tokens rarer in those games.



### Sword tokens

Place all Sword tokens next to the other Resource tokens from the base game.



## Conflict tiles

Shuffle all the Conflict tiles and divide them into as many face down draw piles as there are available spots on each segment of the Wheel of Actions for this game: 3 in a two or three player game, 4 in a four or five player game.



Reveal the first tile of each draw pile. Carefully place each of these tiles directly below their pile. Now place all of these revealed tiles on the first (leftmost) available spot of the Wheel of actions, that matches the color shown on top of its draw pile. Arrange the position of the central hole of these tiles, so that the color of the occupied spot remains visible.



**Example:** the 1st face up Conflict tile on the left must be placed on a spot of the yellow section on the Wheel. The next one on a black spot. The 3rd one on a yellow spot, again.

**Note:** with less than 4 players, the 4th spot in each Wheel section remains unavailable, so no Conflict tile can ever be placed on it.

Then, reveal a new Conflict tile from each draw pile. These tiles will be added on the Wheel at the end of the round.

## Area Bonus tiles

Choose or randomly select one of the two sides to be used for each of the 5 Area Bonus tiles, then place each of them just above their matching Area. Read about the face up Bonuses, that will be available for this game (see page 5). Some imply that you set up some additional elements right now already.



## Pharaoh tokens

Add the two new Pharaoh tokens to the first one from the base game and randomly draw one that you will use for this game. You can put the two remaining tokens back into the box.



## Before the start of the game

In addition to their starting Noble, Jar and 2 Silver tokens, each player also takes 1 Sword token from the pool.



# Game flow

The game proceeds as normal, with two additional rules.

## Conflict tiles

The spots on the Wheel of Actions on which there is a Conflict tile are spots available for the players to access the corresponding action. It is never mandatory that a player uses a spot occupied by a Conflict tile instead of another spot, but if they choose to do so, they **must** resolve this conflict:

**1** In addition to the resource indicated on the wheel, that remains visible through the hole in the tile, the player has to pay the additional resource(s) indicated on this Conflict tile. All these resources are considered as the Access Cost for this spot. Consequently, all these resources can be deducted from the Action Cost.

**2** The player takes the Conflict tile that they just resolved and keeps it in front of them. They replace it on the Wheel with the resource requested for this spot, to indicate that this spot is no more available.

As a reward, they also earn as many Sword tokens as there were additional resources depicted on this Conflict tile.

**3** The player then pays the Action Cost for this Area as usual, deducting all the resources already paid for the Access Cost.



**Example:** Henri wants to perform the action from the Noble Area, and he takes the opportunity to resolve a Conflict. So, his Access Cost is 2 black (Justice) tokens and 1 blue (Trade) token. He takes the Conflict tile in front of him and earns 2 Sword tokens. He places 1 black token on this spot on the Wheel and also pays the one black and one blue additional requested tokens.




Henri then pays the Action Cost, consisting of 5 different resources. He deduces 1 blue and 1 black that he already paid for Access and adds 1 red, 1 green and 1 yellow. So, this action cost him 6 resources in total. Henri could also have chosen another spot of the Wheel instead, to avoid this Conflict.

## Area Bonus

After resolving the action from an Area, the player **additionally** has the opportunity to spend Sword tokens in order to benefit from the ability depicted on the Bonus tile that is right above this Area. Using this bonus ability is never mandatory. For paying the cost of the bonus, the player can spend resources that they just earned through the Action itself.

**Important clarification:** a player can use the Area Bonus even if they did not resolve a Conflict tile while accessing the action of this Area.



**Example:** after resolving the action from the Noble Area, Henri can benefit from this Area's Bonus (whether he just resolved a Conflict or not). Here, he can choose one of the 2 available  cards. He decides to spend 3 Sword tokens to immediately move one step forward on the Burial Chamber construction track. Then his turn is over.

## End of the round

In addition to usual rules, add the face up Conflict tiles (that lay next to their draw piles) on spots of the Wheel, exactly as you did during initial setup, depending on the back currently visible on top of their pile. Previously placed Conflict tiles that have not been resolved yet remain in place on the Wheel of Actions. If there is no remaining available spot where a new Conflict tile should be added, place this tile on the next segment of the Wheel with available spots, following the direction indicated by the Direction token.



**Example:** the first Conflict tile goes to the green segment of the Wheel, occupying the last available spot here. The 2nd Conflict tile should also be placed on a green spot. As there is no more available and the Wheel goes clockwise, this tile is placed on the blue segment instead. The last tile also goes on the blue segment, as set by the color appearing on top of its draw pile.

## Remaining Jar and Conflict tiles

With two players or in Solo mode, at the end of the round you must place the resources depicted on the remaining Jar on the Wheel before adding new Conflict tiles. As much as possible, place them on spots on which there are no Conflict tiles. If there is no such available spot, discard the first, leftmost Conflict tile of this segment, and replace it by the resource from the Jar. Those spots that are occupied by a resource are not available during this end of round phase for placing a new Conflict tile.



### The Area Bonus tiles in detail

**Important:** each of these Bonus abilities can only be used **once**, each time that the player performs the main action to which this Bonus action is associated.



The player can spend 3 Sword tokens to earn a Jar.



During setup, shuffle the cards with  back and the cards with  back into two distinct draw piles. Reveal 2 cards from the corresponding draw pile above each Area that shows either of these two card icons as a Bonus.


**Note:** only form one draw pile per type, even if two Area Bonus tiles show the same card icon.

The player can pay the amount of Sword tokens indicated on the left of either of the two cards available above their Area, to earn the bonus depicted on the right of this card. Discard the used card face up next to its corresponding draw pile and reveal a new card from this draw pile to replace it. Whenever a draw pile is empty when you need to reveal a new card from it, shuffle the corresponding discard pile to re-form this draw pile, then reveal a card from this pile.



The player can spend 1 "Action" Offering token (depicting one of the five actions in the game), plus as many Sword tokens as this action costs resources in total. This allows them to immediately perform the action depicted on the Offering token that they spent.



**Example:** Sylvain spends his  token to benefit from this Bonus. He spends 3 additional Sword tokens because the cost of his next Burial Chamber's step is 3 resources. He performs the Burial Chamber's action.



The player can directly move one step further on the Burial Chamber's track, in addition to the step just obtained through the main action of this Area. This requires them to spend as many Sword tokens as this new step costs resources, plus one additional Sword token.



**Example:** Henri just performed the Burial Chamber's Action. He can now spend 4 Sword tokens to directly move one additional step forward. 4 because this step indicates a cost of 3 resources, plus 1 additional Sword token.



The player can spend 1 Sword token to take 1 Offering token, either from the Bonus Zone or randomly out of the bag.



During setup, reveal an additional pool of 5 Nobles above the Noble Area. After paying the Noble cost, the player can spend 1 Sword token to be allowed to choose their Noble from this additional pool of 5, instead of picking one of the 3 currently available on the Area itself. Immediately replace the card picked with a new Noble card from the draw pile, so that there are always 5 available Nobles there.



The player can spend 2 Sword tokens to move one square up on the Nile track of their choice.

## New Pharaoh tokens



The first player to both **total 12 or more PP of Artisan cards** in front of them and to have reached **the third construction step of the Burial Chamber** becomes the new Pharaoh. They take the Pharaoh token in front of them, which earns them 7 Prestige Points at the end of the game.



The first player to both have **3 resolved Conflict tiles** in front of them and to have reached **the third construction step of the Burial Chamber** becomes the new Pharaoh. They take the Pharaoh token in front of them, which earns them 7 Prestige Points at the end of the game.

## About Symbols



Pay 1 Sword token.



Earn 1 Sword token.



This token can be spent at any time to replace 1 Sword token that you have to pay.



This token can be spent at any time to replace 2 Sword tokens that you have to pay.

Clarifications: you can spend this token even if you do not need its value of 2, however the additional Sword is then lost. At the end of the game, this token only counts as one single token.

## Solo mode

In addition to the normal solo rules, proceed with the additional setup of this expansion. Set 3 piles of Conflict tiles up, as in a game with 2 or 3 players. In Solo mode, the two following rules apply in addition to the base game solo rules and to the rules of this expansion, to have the Traitor interact with the Conflict tiles:

**1. Placing a resource on a Conflict tile for the Traitor**

**2. Resolving a Conflict tile for the Traitor.**

### 1. Placing a resource on a Conflict tile for the Traitor

When you place a resource for the Traitor on the Wheel, you can choose on which available spot you put it (with or without a Conflict tile), except for 1 situation:

When the Jar that you are resolving for the Traitor features all the resources required as the Access Cost by one or more Conflict tiles in this Area. In this case, you must choose one of these matching Conflict tiles, to replace it with the Traitor's resource.

### 2. Resolving a Conflict tile for the Traitor.

When you place a resource on a Conflict tile for the Traitor, discard this tile to replace it with the resource that you are placing. The Traitor earns as many Sword tokens from the pool as this tile allows to (1 or 2 depending on the amount of resources depicted as an additional cost on this tile).

Each of these Sword tokens will be worth 1 additional PP for the Traitor at the end of the game, as any other token they have.

#### Extreme solo variant

If you want to put an even higher pressure on Conflicts, you can resolve the Conflict tiles taken by the Traitor as follows :

Instead of having them earn Sword tokens, each time that the Traitor takes a spot on the Wheel that contains a Conflict tile, you must add 1 Sword token on the Traitor Tile of your choice.

# Noble cards in details



## Permanent Abilities



### Admiral [27]

**Ability:** each time you resolve a Conflict tile, wherever it is, you can spend any resource in replacement of the one indicated on this segment of the Wheel. This resource counts for its own color instead of the one indicated on the wheel.

Clarifications: you still have to additionally provide all resources depicted on the Conflict tile itself.



## Once per Round



### Army Chief [28]

**Prestige Points:** earn 2 PP. You earn a bonus of 2 additional PP for each Conflict tile that you resolved.

**Ability:** once per round, you can use one of the two indicated resources in replacement of the other, exactly as if it was this other resource.

Clarifications: the resource considered paid for the Access Cost remains the one indicated on the wheel. You can spend an Offering token depicting one of these two resources as if it was the other indicated resource.



### Head of the Arms Depot [29]

**Prestige Points:** earn 8 PP. You earn a bonus of 1 additional PP for each Sword token that you have.

**Ability:** once per round, when you resolve a Conflict tile, you earn one Sword token in addition to the ones normally earned for this tile.



## Instant Abilities



### Medjaÿ Chief [30]

**Prestige Points:** earn 1 PP for each Conflict tile that you resolved.

**Ability:** when you acquire this Noble, you earn one of the four available Artisan cards or you randomly draw one from the pile, but without earning any of the resources or Jars indicated on this Artisan. This ability has no further effect after that.



### Medjaÿ Chief [31]

**Prestige Points:** earn 1 PP for each Conflict tile that you resolved.

**Ability:** when you acquire this Noble, you progress one step forward on the Burial Chamber's path. This ability has no further effect after that.



### Medjaÿ Chief [32]

**Prestige Points:** earn 1 PP for each Conflict tile that you resolved.

**Ability:** when you acquire this Noble, you earn one Sword token and you go two spaces up on the Nile track(s) of your choice. This ability has no further effect after that.



### Medjaÿ Chief [33]

**Prestige Points:** earn 1 PP for each Conflict tile that you resolved.

**Ability:** when you acquire this Noble, you earn one bonus Offering token and three Sword tokens. This ability has no further effect after that. Clarification: the Offering token can be taken either from the Bonus Zone or randomly out of the bag.