



# MEN NEFER

⚙️ GERMÁN P. MILLÁN  
✓ LAURA BEVON



SOLO MODE  
RULEBOOK

**Imhotep is considered the first architect and engineer in known history. During the Third Dynasty, he designed the Step Pyramid of Saqqara among other great achievements. Besides being an architect, he was an astronomer, physician, mathematician, and inventor. Do you dare to face the grandmaster?**

## GAME SETUP

Set up a game for 2 players as described in the rules, including a Personal Board for Imhotep with all its elements, except the Fish and the Ankh since he never obtains or spends these resources during the game. Imhotep will be the starting player and also begins the game with 10 PP. Shuffle his 9 Action Tiles and place them in a face-down Draw Pile, along with the die, near his Board.

## HOW TO PLAY

The game also consists of 3 Eras and follows all the usual phases of the game.



### PHASE 1. FLOOD (AKHET)

This Phase proceeds normally, with the following exceptions:

- Imhotep receives no resources as he never obtains or spends Food or Heka.
- In Eras II and III, Imhotep shuffles his 9 Action Tiles to form a new Draw Pile.



### PHASE 2. SOWING (PERET)

Imhotep's turns are governed exclusively by his 9 Action Tiles, and he alternates his turns with yours in the usual manner. When it's his turn to play, he reveals the top Tile of his Draw Pile, performs the actions of the indicated option, and discards the face-up Tile once his turn is complete (you can check the Discard at any time). If the Tile shows an option he can't carry out, place it at the bottom of the Draw Pile and reveal a new one; repeat this process until he can carry out the option shown on the Tile.

The Sowing Phase ends for Imhotep when he has played his 9 Tiles, that is, 9 turns like yours.

The Action Tiles contain the 3 options described in the rules, which apply to Imhotep with the following details:

#### Visit a House of Life



Imhotep places the Apprentice farthest to the left of his Board on the Sun side of a House of Life and then performs the actions of the Tablet associated with that Apprentice.

Imhotep cannot choose a House of Life where he already has an Apprentice, whether it's on the Sun side or the Moon side, so he will always place his Apprentices in 3 different Houses of Life. When placing his Apprentice, he must respect the following rules:

- If you have Apprentices in Sun spaces, Imhotep will place his Apprentice with yours, choosing from these spaces the one where his Scarab is furthest ahead, starting from the top.
- If you don't have Apprentices in Sun spaces, Imhotep will place his Apprentice in the empty Sun space where his Scarab is furthest ahead, starting from the top; if there are no empty Sun spaces, he will choose an occupied one applying the same criterion.



Once his Apprentice is placed, Imhotep performs the actions of the associated Tablet and, after resolving them, places the Tablet face down in the space. If there are 2 actions separated by /, he always performs the top action.

#### Specialise in a House of Life



Imhotep moves an Apprentice he has on the Sun side to the Moon side of the House of Life where he is located and, after advancing his Scarab, performs the actions of the space he has reached.

When moving his Apprentice, Imhotep must respect the following rules:

- If he has Apprentices in Sun spaces where yours are also located, he will move his Apprentice by choosing from these spaces the one where his Scarab is furthest ahead, starting from the top.
- If all his Apprentices are in Sun spaces where yours are not, he will move his Apprentice by choosing from these spaces the one where his Scarab is furthest ahead, starting from the top.

#### Obtain an Action Tablet



Imhotep chooses the cheapest Tablet (in Food) whose hieroglyph advances his counter, places it in the leftmost empty space on his Board, and performs the action indicated on the Action Tile, according to the position of the Tablet he has obtained; these actions replace the ones printed on the Board for him.

If no Tablet advances his counter, Imhotep will choose the cheapest one that advances your counter; if none advances your counter, Imhotep then chooses the cheapest Tablet.



When Imhotep performs this action, he advances by one step his Scarab which is furthest behind, starting from the top.



## PHASE 3. HARVEST (SHEMU)

This Phase proceeds normally, with the following exceptions:



Imhotep automatically turns over any Contracts he has face up according to the current Era: in Era I, he turns over Contracts of value 1; in Era II, he turns over those of value 1 and 2; and in Era III, he turns over all Contracts. After turning over the Contracts, he scores them in the usual manner.



He scores 4 PP for each Permission of Khufu he has placed, ignoring the scoring elements of the Queens' Pyramids Tiles.

## DIFFICULTY

You can adjust the difficulty of the game by applying the following changes separately or combined:

- Imhotep starts the game with more than 10 PP, but not exceeding 15 PP.
- Imhotep scores 5 PP (instead of 4 PP) for each Permission of Khufu he has placed on the Queens' Pyramids.

## ACTIONS

Imhotep performs the actions as described in the rules, except for those detailed below, which differ from the usual.

### Obtain the Favour of Khufu



When he obtains the Favour of Khufu, Imhotep always chooses to advance his Feather 1 step.

### Transport Limestone



If he has no Permissions of Khufu available, Imhotep advances his Limestone Block on the Great Pyramid Track; otherwise, he advances his Limestone Block on the Queens' Pyramids Track. It could happen that he reaches the end of the Queens' Pyramid Track and has some steps left, in which case he advances his Limestone Block on the Great Pyramid Track with the remaining steps.



When he builds Levels I, II, and III of the Great Pyramid, Imhotep must place the piece preferably in the upper right corner of the Pyramid, and if that's not possible, in the first free corner clockwise. He receives the Favours of the piece he places and the one he covers in the usual way. If he places the Pyramidion, Imhotep chooses to advance his Feather 2 steps.



When he builds the Queens' Pyramids, Imhotep places his Permission of Khufu on the incomplete Pyramid where you have one, starting from the top; if you haven't placed any Permissions, then he chooses the highest incomplete Pyramid.

### Embalm



If Imhotep has a Sarcophagus available and must perform the *Embalm* action, then he performs the *Funerary Rite* action instead.

### Funerary Rite



Imhotep first rolls the die to choose a Mastaba. Then, he places the Sarcophagus in the empty space of that Mastaba whose level is equal to the current Era (ignoring the level of the action). Finally, he gains the Benefits of the space he covers, but he does not activate the Mastaba Tiles.



The sides of the Necropolis show the possible die results to identify the Mastaba that Imhotep must choose. If the space where he should place the Sarcophagus is occupied, he places it in the empty space of the next lower level within the Mastaba; if he still cannot, he rolls the die again until he manages to place it.

If Imhotep does not have a Sarcophagus available and must perform the *Funerary Rite* action, then he performs the *Embalm* action instead.

### Obtain a Papyrus



Imhotep chooses the cheapest Papyrus (in Heka) that allows him to complete a Drawing. If no Papyrus allows him to complete a Drawing, Imhotep will choose the cheapest one that allows you to complete a Drawing; if none allows you to complete a Drawing, Imhotep then chooses the cheapest Papyrus.

### Obtain a Craft



Imhotep chooses the cheapest Craft (in Food) of the type he does not yet have and places it as high as possible on his Board, following the usual placement rules.

If Imhotep has all types of Crafts available in the Market, he will choose the cheapest one of a type you do not have; if you also have all types of Crafts available in the Market, Imhotep then chooses the cheapest Craft.


### Advance Priestesses



Imhotep advances his most advanced Priestess that can cross one or more Rooms (trying to get as high as possible); if he has extra steps, he will advance his next most advanced Priestess, and so on.

### Make an Offering



Imhotep chooses the Craft with a Basket (Offering) located highest and to the left on his Board. He performs the Craft actions as usual and, after resolving them and turning it over, rolls the die to place the Basket in the Room where his most advanced standing Priestess is located and that contains empty spaces; if when moving his Orb up he reaches or exceeds a Deity space , he ignores the Deity action. Imhotep only makes an Offering after advancing all his Priestesses.



The top of the Temple shows the possible die results to identify the spaces that Imhotep must choose. If the space where he should place the Basket is occupied, he rolls the die again until he manages to place it.

If Imhotep does not have Offerings available and must perform the *Make an Offering* action, then he performs the *Obtain an Offering* action instead.

### Advance Boats



Imhotep advances his most advanced Boat on the River to the first City it can enter, following the usual movement rules. If it enters a City and has extra steps, he advances his next most advanced Boat, and so on. If a Boat cannot enter a City, it advances anyway, remaining on the River.

### Activate Boats



Imhotep activates his most advanced Boat that is in a City with available Contracts; if he has 2 activations, he activates his two most advanced Boats in Cities. He gains the Benefit of the City and the highest value Contract located furthest to the left in the City. Finally, he returns the Boat to the River following the usual rules. Imhotep only performs activations after advancing all his Boats.

If Imhotep does not have Boats in Cities or the Cities where he has them have no Contracts available, then he activates his Boats on the River and gains 1 PP for each one he activates.

### Carve a Sphinx



If Imhotep has a Sphinx available and must perform the *Carve a Sphinx* action, then he performs the *Erect a Sphinx* action instead.

### Erect a Sphinx



Imhotep first rolls the die to choose an Avenue of Sphinxes. Within that Avenue, he places the Sphinx on the empty Pedestal whose level is equal to the current Era (ignoring the level of the action). Finally, he gains the Benefits of the Pedestal he covers, except for the activation of Mastaba Tiles granted by the Pedestals in front of the Necropolis.



The top of the Sphinx Avenues shows the possible die results to identify the Avenue that Imhotep must choose. If the Pedestal where he should place the Sphinx is occupied, he places it on the empty Pedestal of the next lower level within the Avenue; if he still cannot, he rolls the die again until he manages to place it.

If Imhotep does not have a Sphinx available and must perform the *Erect a Sphinx* action, then he performs the *Carve a Sphinx* action instead.