AETERNA



KEMET

ETERNITY

01 THE GAME

Only what reaches Eternity remains.

Egypt was born from a river and turned its prosperity into stone. In KEMET, the Nile sustains the kingdom: from it come the resources, people, knowledge and worship needed to raise great works. Building is not enough. Only completed works leave the cycle and reach ETERNITY.

2-3	48	3	6	7+
PLAYERS	CARDS	STARTING HAND	HAND LIMIT	ETERNITY

OBJECTIVE

Raise works and bring them to ETERNITY. Each completed work grants the points shown by its shen ring. When a player reaches 7 or more points, the end of the game is triggered. Finish the round so every player has taken the same number of turns; then the player with the most Eternity points wins.

CORE PRINCIPLE

Everything returns to the Nile. Only what reaches Eternity remains.

02 COMPONENTS

One deck. A constant cycle.

KEMET uses 48 cards.

WORKS	12	6 designs ×2
MATERIAL	15	3 designs ×5
KINGDOM	9	3 designs ×3
WORSHIP	9	3 designs ×3
PHENOMENA	3	Flood Rise · Low Water · Inundation
TOTAL	48	

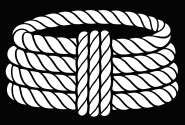
THREE PILLARS

MATERIAL represents the physical resources used to build. KINGDOM represents Egypt's human capacity, knowledge and organization. WORSHIP represents the religious, funerary and ceremonial dimension of the works. Different illustrations within the same category are mechanically equivalent.

03 ICONOGRAPHY

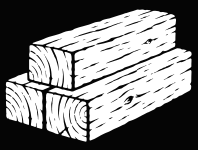
Three pillars.

MATERIAL



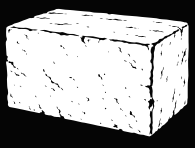
Rope

×5



Wood

×5



Stone

×5

KINGDOM



Surveyor

×3



Transport boat

×3



Scribe

×3

WORSHIP



Offering table

×3



Priest

×3



Canopic jar

×3

04 THE WORKS

Build to endure.

Each WORK card shows its requirements through the MATERIAL, KINGDOM and WORSHIP symbols, and its ETERNITY value through the shen ring. There are two copies of each of the six works.

1 Ω



1		1

Stela

×2
Eternity 1

1 Ω

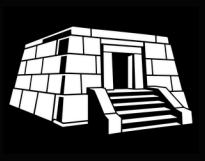


1	1	

Statue

×2
Eternity 1

2 Ω



1	1	1

Mastaba

×2
Eternity 2

2 Ω



2	1	

Obelisk

×2
Eternity 2

3 Ω

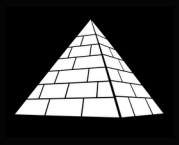


1	1	2

Temple

×2
Eternity 3

4 Ω



3	1	1

Pyramid

×2
Eternity 4

READING A CARD

Each requirement symbol must be satisfied with a card of the corresponding category. Each card satisfies one requirement only. The shen ring indicates the Eternity points granted when the work is completed.

05 THE NILE

The river never stops.

Four face-up cards are always kept in the center of the table, forming an ordered river: I · II · III · IV. I and II show what is coming. III and IV are the only positions available to take.

TAKE IV

The card goes to your hand and the Nile advances one position.

III	→	IV
II	→	III
I	→	II
NEW CARD	→	I

TAKE III

The card goes to your hand. The card in IV returns to the bottom of the deck and the Nile moves faster.

IV	→	BOTTOM OF DECK
II	→	IV
I	→	III
TWO NEW CARDS	→	I AND II

Taking III lets you reach a specific card sooner, but makes the Nile circulate more quickly.

06 SETUP

Before you begin.

01 Temporarily set aside the three PHENOMENON cards: FLOOD RISE, LOW WATER and INUNDATION.

02 Shuffle the other 45 cards.

03 Deal 3 cards to each player.

04 Return the three PHENOMENA to the remaining deck and shuffle again.

05 Reveal four cards and place them in I, II, III and IV.

06 Determine the starting player.

HAND

Each player starts with 3 cards. The hand limit is 6. PHENOMENA can never be held in hand. If a PHENOMENON is in IV during setup, resolve it at the start of the first turn.

07 THE TURN

Take. Build. Let it flow.

1 · NILE — MANDATORY

Take one card from III or IV and move the river accordingly. You cannot take I or II, or a PHENOMENON card. If receiving a card takes you above the hand limit of 6, return enough cards to the bottom of the deck to go back to six; you may even return the card you just took.

2 · BUILD — OPTIONAL

After taking from the Nile, you may play one card from your hand: start a new WORK by placing it in front of you, or satisfy one requirement of an incomplete work with a MATERIAL, KINGDOM or WORSHIP card. Each card satisfies one requirement only. You may have several incomplete works at once.

COMPLETING A WORK

When a work has all its requirements, it is completed immediately. Move the WORK card to your ETERNITY area. The cards used to build it return, in any order, to the bottom of the deck. The WORK never returns to the cycle and its points remain permanently yours.

Everything returns to the Nile. Only what reaches Eternity remains.

08 PHENOMENA OF THE NILE

The Nile changes.

PHENOMENA circulate through the Nile like any other card, but cannot be taken. When one reaches IV, resolve it at the start of the turn, before the NILE phase. It affects all players, starting with the active player and proceeding clockwise. Then it returns to the bottom of the deck, the river advances one position and a new card is revealed in I.



FLOOD RISE

The abundance provided by the Nile.

Each player, starting with the active player and proceeding clockwise, reveals the top two cards of the deck. Each ordinary card revealed goes to that player's hand. If a PHENOMENON appears, resolve it immediately, return it to the bottom of the deck, and count it as one of the two revealed cards. The hand limit remains six cards.



LOW WATER

Scarcity caused by an insufficient Nile level.

Each player returns one MATERIAL, KINGDOM or WORSHIP card from their hand to the bottom of the deck, if able. The player chooses which one. WORK cards cannot be lost to LOW WATER.



INUNDATION

The damage caused when the waters overflow their banks.

Each player returns to the bottom of the deck one MATERIAL, KINGDOM or WORSHIP card already placed on one of their incomplete works, if able. The player chooses which card is lost and from which work. Works that have reached ETERNITY can never be affected.

If a PHENOMENON is revealed directly by another effect, it does not enter a hand: resolve it immediately, it affects all players, and then return it to the bottom of the deck. If another PHENOMENON appears during its resolution, resolve that one as well before continuing.

09 EVERYTHING RETURNS TO THE NILE

A cycle without a discard pile.

KEMET has no permanent discard pile for ordinary cards. A card that leaves IV, a card lost to a PHENOMENON, cards used to complete a work, and the PHENOMENA themselves all return to the bottom of the deck. A WORK that passes through the Nile without being taken also returns to the bottom.

THE EXCEPTION

Only completed WORKS leave the cycle permanently. Once they reach ETERNITY, nothing can alter, damage or remove them.



ETERNIDAD

The shen ring indicates the Eternity points granted by a work when it is completed.

10 END OF THE GAME

Reach Eternity.

When a player reaches 7 or more Eternity points, the end of the game is triggered. Continue the round until every player has taken the same number of turns. Then total the points from all works that have reached ETERNITY. The player with the most points wins.

TIE

The tie-break criterion is not defined in the documentation for this version and remains pending physical playtesting.

TURN SUMMARY

1	Resolve any PHENOMENA in IV.
2	NILE: obligatorily take III or IV.
3	Adjust hand: maximum 6 cards.
4	BUILD: optionally play one card from hand.
5	If you complete a WORK: move it to ETERNITY and return its construction cards to the bottom of the deck.

NILE · HAND · WORKS · ETERNITY

Everything returns to the Nile. Only what reaches Eternity remains.