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Game: **SCARAB LORDS/MINOTAUR LORDS**  
Pub: **Fantasy Flight Games (2002/2004)**

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For best results, print on card, laminate and trim to size.

# SCARAB LORDS



# MINOTAUR LORDS



## Setup

Place the board between the two players. It is divided into 2 **regions** (upper and lower Hekumet in *Scarab Lords*; upper and lower Cresos in *Minotaur Lords*), and each region is divided into 3 **columns** (military, religious and economic).

Players randomly choose either a **red deck** (House Temet in SL and House Miron in ML), or a **blue deck** (House Ankar in SL and House Vess in ML), shuffle their decks and draw 6 cards as an opening hand. Decide randomly who has first turn.

## Turn Sequence

Each player completes his entire turn before play passes to the opponent. Choose one of the following two options:

### Option A: Perform Action Phases

You may perform the following four phases in order:

**Phase 0:** May take any number of *phase 0* actions.

**Phase 1:** May take one *phase 1* action.

**Phase 2:** May take one *phase 2* action.

**Supremacy Phase:** Determine *supremacy* for each column, adjust counters, then exercise your supremacies.

### OR Option B: Refresh Hand

Discard any number of cards then draw back up to 6.

*During your turn, you must always play or discard at least one card from your hand unless you have no cards and choose not to discard.*

### Action Phases

For *one* action, you may do *one* of the 3 following things:

#### Play a Card

#### Activate a Card

#### Uncurse a Card

You may choose to pass during one or more of your action phases and do nothing.

#### Action: Play a Card

You may use one action to put a card from your hand into play on your side of the board. You may only play a card that belongs to the current phase. Most card types also have other restrictions on where and how they are played.

#### First Player Rule

On the first turn, if you are the first player and you choose option A, you must skip 2 phases of your choice. If you choose option B, you refresh as normal.

## Cards

Cards are divided into five types: **Minions, Buildings, Leaders, Gods, and Fate.**

### Minions, Buildings and Leaders

These cards may only be played into columns that correspond to one of their icons. Each is played into one of the 6 columns and has a Power rating.

On **Horde** cards, the Power rating is equal to the number of Horde cards you have in play in that column.

You may only have one Leader Card in each column. You may play a new leader into an occupied column if you discard the first leader.

### God Cards

These cards are played in the center of the board instead of a column, and once played are immediately *activated*.

You may have no more than 3 God cards in play (though you may have more than one copy of the same God). If you play a fourth, you must discard one of those in play.

**Only one player may have God cards in play;** if you play a God card, your opponent must discard all of his God cards from play.

### Fate Cards

These cards take effect immediately and are then discarded.

#### Action: Activate a Card

Special card text that begins with '**Action:**' is *active* text; all other text is *passive*.

Passive text takes effect immediately when its card is played, and stays in effect as long as its card remains in play (and *uncursed*).

Active text takes effect immediately when its card is played, but it only takes effect again when you spend an action to activate it.

You may use one action to activate the effect of one card, but only during that card's phase.

#### Action: Uncurse a Card

You may use one action to remove **one curse counter** from a card. You may only uncurse a card during that card's phase.

#### Cursing and Uncursing

A card that is **cursed** has a 0 Power rating and no text.

Cards may be cursed with additional curse counters and remain cursed until *all* counters are removed.

## Supremacy Phase

### Determine Supremacy

Determine supremacy for each column on the board and adjust supremacy counters.

If you have the most **Power** in a column at the start of your supremacy phase, you achieve **supremacy** there. Place a **supremacy counter** (Pyramid or Bullhead) on that player's side of the board in that column.

If both players' totals are tied, neither player has supremacy in that column and no supremacy counter is placed on the board in that column.

### Exercise Supremacy

You may then *exercise supremacy* for each of the columns in which you have supremacy. You may choose not to exercise supremacy for a column.

**Only you exercise supremacy during your supremacy phase. Your opponent does not.**

### Military Supremacy

Opponent must discard the top card of his deck.

### Religious Supremacy

May **curse** one of your opponent's Minions, Buildings or Leaders **in the same region** as that column.

Place a curse counter on the card to show that it is cursed. You may curse a card that already has one or more curse counters on it.

### Economic Supremacy

You draw one card from your deck.

## Winning

At the *beginning* of your turn, you win if:

You have supremacy in 2 of the 3 columns (**military**, **economic**, and **religious**) in both the **upper** and **lower** regions of the board OR

Your opponent has no cards left in his or her deck.

## Advanced Rules

Players must win 2 out of 3 games, and are allowed to modify their decks after each game.

After the first and second games, both players simultaneously remove up to 5 cards from their decks and place them into the **bonus (white) deck**.

Then the loser of the previous game replaces each of his or her discarded cards with an equal number of cards of his or her choice from the bonus deck.

Replacement cards may include cards that either player has discarded.

Next, the winner of the previous game replaces each of his or her discarded cards with an equal number of cards of his or her choice from the bonus deck.

After both player decks have been customized, the next game begins. The loser of the previous game is the first player in the next game.

When playing with the advanced rules, you only have access to cards with the same backs as your deck. For example, if you are playing the House Vess (blue) deck from *Minotaur Lords*, you do not have access to the white bonus deck from *Scarab Lords*, and may only choose white cards from the *Minotaur Lords* bonus deck.