

Amyitis: The Palace

Setup

- Set the Palace board next to the game board. Place the players' score markers at the start of the palace track (before the first square). To indicate their score, the players will use one of their cubes instead.
- Shuffle the 20 cards of the Amyitis extension (orange frame). They replace the cards of the basic game. *NB: Depending on the number of players, some cards must be discarded for the whole game (as was the case in the basic game).*

Special rules

Recruitment: It is now possible to recruit 2 more characters.



Courtier: The Courtier is recruited according to the same rules as in the basic game. A player who recruits the Courtier earns **1 prestige point and moves 1 square up on the palace track**. If the square they arrive on is occupied, the player places their disc **on top** of the disc(s) occupying the square.



Noble: To recruit a Noble, the player must pay 2 coins on their turn. Then **they move 2 squares up on the palace track**. If the square they arrive on is occupied, the player places their disc **on top** of the disc(s) occupying the square. *NB: This action is always available and counts as a recruitment. As a consequence, the player's turn is over.*

The Palace phase: From the second game turn to the end of the game, after the Setup phase (phase I) and before the players' actions (phase II), **the palace is counted**. The player who is highest on the palace track selects **1 power** among the 4 which are available (see below). To indicate their choice, the player places a cube of theirs on the power they have chosen. Then, **following their order on the palace track**, the other players choose 1 power among those which are left. *NB: Cubes are removed from the squares at the beginning of each Palace phase. The players who have not entered the palace (that is, who have not moved at least one square up on the palace track) cannot select a power.*

Ties: If several players are on the same square of the palace track, the player whose marker is **on top** of the pile chooses first.

2 players : each player selects **2 powers alternately**, beginning with the first player.

Powers



First player: The player who selects this power becomes the new first player (and takes the *First player* card). The player will consequently play first in the next phase. The first player status will not be passed on at the end of the turn, but only during the palace phase.
NB: If, at the end of the palace phase, no player has selected this power, the First player card is passed to the next player clockwise (even if the next player clockwise has not entered the palace).



Procession: The player who selects this power performs the procession at the end of the turn. So, the procession is not necessarily performed by the last player anymore.
NB: If, at the end of the palace phase, no player has selected this power, the player to the right of the new first player performs the procession (even if the player to the right has not entered the palace).



Craft: The player who selects this power can recruit 1 character of their choice (including a Courtier, but not a Noble) during the next action phase. The player consequently takes the action associated with the chosen Craft (which includes earning prestige points if they choose the Courtier or the Engineer) before the next player plays. This recruitment is free.



Minor courtier: The player who selects this power moves 1 square up on the palace track and one coin. If the square they arrive on is occupied, the player places their disc on top of the disc(s) occupying the square.
NB: The minor courtier yields no prestige points.