Age	Players	Time
14+	2	10-30

According the some sources, each sunrise and sunset mark the backdrop for the perpetual battle between Horus and Seth. In this never-ending combat, Seth, god of darkness and chaos, prevails over Horus with the arrival of each night. However, in an eternal cycle of revenge, the victory of Horus, god of the sky, heralds the coming of each new day, continuing a cycle which has endured since the beginning of time.

In the game, Horus and Seth face each other in three locations: the world of the living (the Deshret), the underworld (the Duat) and the Sun Boat, or Mandjet, which symbolises the sun's journey across the sky.

GAME OVERVIEW

Sunrise Sunset is a competitive game for two opponents where in each round players take turns in playing cards (up to a total of 6 each) in order to gain control of the three locations. In each location the opponent with more power takes control.

The first player to deal three damage is the victor of the game.

COMPONENTS

❶ 3 Location cards (Deshret, Duat and Sun Boat)
15 Unit cards
❷ 13 God cards
❸ 2 Personal god cards (Horus and Seth)
❹ 4 Damage tokens
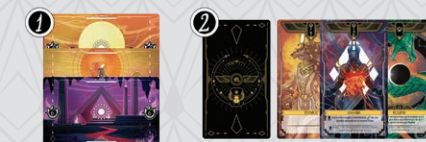
GAME SETUP

❶ Shuffle the Seth and Horus cards and deal one to each player.

❷ Place each of the locations in the middle of the table as shown in the image, with the sun-side up (the side showing the Horus icon). This symbol indicates who has the initiative and is therefore the starting player in each round (in the first round Horus).

❸ Put the damage tokens to one side of the table.

❹ Shuffle the rest of the god cards and place them to one side of the table.
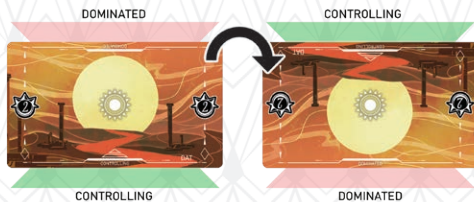
LOCATION CARDS AND "LANES"

Each location card marks a lane. During the game, the players play cards to take control of these lanes.

The orientation of the central location cards indicate who is controlling that lane.

At the beginning of the game the locations are not controlled by either player and so they are placed in a neutral vertical position.

The players gain control of a lane when they win a combat in that location. **Rotate the location card to a horizontal position to indicate which player is controlling it.** Throughout the rest of the game it will never return to the neutral position. See "Determine the victor in each lane" for more details.

The location cards have an icon corresponding to Horus (sun) or Seth (moon). This indicates which player starts the round. In the game setup, these cards are laid sun-side up.

UNIT CARDS

❶ **Power:** This value indicates the power that this card contributes to the combat for the lane in which it is placed. The 🌙 icon refers to a numerical value indicated in the margins of the location card in the lane where it is placed **once the modifications for combat abilities have been applied** (see further on).

❷ **Ability:** There are two types of abilities.

📥 **Placement:** This is carried out at the moment when the player plays the card in its corresponding lane.

⚔️ **Combat:** This is applied in the combat phase to determine the victor in each lane.

❸ **Stealth:** The cards with this symbol have the stealth ability. A card with stealth is placed **facedown** in its lane when it is played.

SEQUENCE OF PLAY

Each round has four phases.

1.- Draw unit cards
2.- Play unit cards
3.- Determine the victor in each lane
4.- End of round

DRAW UNIT CARDS

Deal five unit cards facedown to each player and leave the remaining three in the pile at the side of the table. The players then look at their cards and, starting with the player who has the initiative this round, they may, **if they wish**, choose one card to discard faceup. If they do so, they then replace it by drawing another from the pile.

Once this step has been completed, the players add their personal god card (Horus or Seth) to their five cards. **This makes up their hand of six cards for the round in play.**

Note*: In the first round the player who represents Horus can discard their card facedown instead of faceup as is usually the case. For the rest of the game they must always discard faceup.

PLAYER'S 1 HAND (6 CARDS)

LOCATIONS | DECK (1-3 CARDS) | DISCARD PILE (0-2 CARDS)

PLAYER'S 2 HAND (6 CARDS)

PLAY UNIT CARDS

Beginning with the starting player, the players take turns to play cards one after another until they have played **all of their cards**. To play a card follow the steps below:

1.- Play the card **in your play area and assign it to one of the three lanes** of your choice. **The cards with stealth are played facedown**, unlike the cards without stealth, which are played faceup.

2.- There can only be a **maximum of 2 cards on each side of a location**. Under no circumstances can there be more than two.

3.- If the card that you play has a **placement** ability 📥, this is applied **immediately**. This ability **must** be applied as long as there is a valid target. The target card **may belong to either player**.

DETERMINE THE VICTOR IN EACH LANE

Once each player has played all of their cards, determine who is the victor and loser in each lane, always beginning with the lane which has the location with **the lowest value of power indicated on the card (without modifications) and continuing in order of ascent. This order is fixed and never changes.** If a player deals 3 damage or more to their opponent at any moment, the game ends immediately. Follow the steps below to determine the victor in each lane.

1.- Turn over all of the stealth cards that are still facedown so that they are faceup.

2.- Apply all of the **combat** abilities ⚔️ of the units placed in the lane. You cannot choose which to apply. **These abilities only affect the lane in which they are found.**

3.- Each player adds up the power of the cards which are placed in their area of the lane.

The 🌙 symbol refers to a value written in the margins of the location cards in the lane where the unit cards are placed

after applying the modifications for combat abilities ⚔️. The value of 🌙 can even be negative and therefore the power of some units can be 0 or less.

If the unit card does not have the 🌙 symbol, its power will be the value printed on the card.

4.- The player with the highest total power wins the lane.

If the victor already controls that lane, they immediately **deal 1 damage to their opponent**. Deal one damage token to that player.

If the victor does not yet control the lane, they **take control of the lane**. Rotate the location card 180° to indicate who controls the location.

If the total power of each player is the same, **nothing happens** and the location card remains in its current position.

See the scoring example at the end of the rules.

END OF ROUND

At the end of the round, turn over all of the location cards, maintaining the same orientation to indicate who controls them.
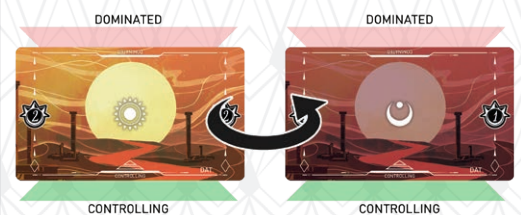
Remove all the unit cards from the play area except Horus and Seth, which are kept by their respective players. If Horus or Seth have been previously discarded, they are recovered by their owners.

Shuffle the unit cards and begin a new round if the endgame has not been triggered.

ENDGAME

The first player to have dealt 3 or more damage to their opponent is immediately the victor, even if the victor in each lane has not yet been resolved. Remember to always resolve the combats starting with the lane which has the location card with the lowest value printed on it (before modifications are applied).

APPENDIX. CARDS

All abilities are applied according to the following rules:

The effect of the placement abilities are applied only during the turn in which the unit card is placed.

Even if a card with a placement ability is discarded, its ability is not invalidated.

All of the abilities must be applied, provided there is a valid target unit card.

Unit card abilities can be applied to unit cards of the same owner.

A unit card can be played even if there is no valid target for its ability. In this case the ability is not applied.

NON-STEALTH UNITS

🌙+2	**Anubis.** 📥 Choose a unit already placed in this lane. Disable stealth and ⚔️ ability from the unit.	**Clarification:** Turn the unit card with deactivated stealth faceup. From now on it is considered a unit card without stealth. Rotate it 180° to show that its combat ability has been deactivated. A non-stealth unit or a unit without ability can also be targets for Anubis.
🌙	**Apis.** ⚔️ Power of APIS becomes 15 if 🌙 in this lane is either 6 or more than 6 or 0 or lower than 0.	**Clarification:** This refers to the value of 🌙 after applying the effects of **La Plaga**, **Isis** or **El Libro de los Muertos**.
🌙	**Apofis.** ⚔️ Receive 1 additional damage if you lose in this lane.	**Clarification:** The owner of Apofis receives 1 damage for losing the combat in the lane where Apofis is, regardless of who controls the lane. This is in addition to any damage received for losing in a lane your opponent controls.
4	**Heka.** 📥 Choose a stealth unit in this lane. Move it to another lane.	**Clarification:** Stealth units which have lost this ability cannot be targets of **Heka**. You cannot move a card to a lane where there are already two cards placed on that side of the location.
🌙+1	**Isis.** 📥 Discard a non-stealth unit in this lane. The owner draws a unit card from the pile and immediately places it on the same lane.	**Clarification:** The 📥 ability of the new card is immediately applied in the usual way but does not count as a player turn. If the new card has stealth, it is placed facedown in the usual way. **You can choose a card that has lost its stealth or even choose Isis herself.**
🌙	**Maat.** ⚔️ Increases 🌙 in this lane by 1.	**Clarification:** If **La Plaga** is found in this lane, the ability of **Maat** is applied after applying **La Plaga** ability.
7	**Osiris.** ⚔️ The one with lower power wins in this lane (unless there is a draw).	**Clarification:** ignore this ability if there is a draw in this lane due to Eclipse or in the usual way.
3	**La Plaga.** ⚔️ Change 🌙 in this lane to 0. (Apply this before any other combat abilities.)	**Clarification:** Apply this ability before the abilities of **Maat** and **El Libro de los Muertos.**
🌙+3	**Ra.** 📥 Choose and disable stealth from a unit (regardless of the lane).	**Clarification:** Turn the card with stealth faceup to indicate that the stealth ability has been deactivated. This unit is considered a non-stealth unit for the remainder of the round.
🌙+4	**Tefnut.** Tefnut has no ability.	

STEALTH UNITS

2	**Bastet.** ⚔️ Deals 1 additional damage to the opponent if you win in this lane.	**Clarification:** The owner of Bastet deals 1 damage to their opponent if they win the combat in the lane where Bastet is, even if they do not already control the lane. This is in addition to any damage dealt for winning in a lane you control.
🌙	**Eclipse.** ⚔️ Draw the combat in this lane if the power gap is 4+ (prior to Osiris).	**Clarification:** A draw occurs even if the owner of the Eclipse unit is the victor in the lane, but only in the case that there is a difference of 4 or more in the power of the players.
5	**El Libro de los Muertos.** ⚔️ Reduces 🌙 in this lane by 2.	**Clarification:** If **La Plaga** is placed in this lane, apply this ability after applying **La Plaga.**
1	**Seth and Horus.** They have no ability.	**Clarification:** If either of these units are discarded because of **Isis**, return them to their owners at the end of the round.

QUICK MODE

At the beginning of the game agree among the players the amount of damage inflicted that will grant victory. This could be 2 or 1, instead of 3.

SCORING EXAMPLE

Lane 1
Location power: 2-2=0 (ability of El Libro de los Muertos)
Horus player: 5+2=7
Seth player: 3+4 = 7
Result: Draw, the location card remains in the same position. The ability of Bastet is not applied.

Lane 2
Location power: 3 (there are no modifiers)
Horus player: 7+1=8
Seth player: 5+4=9
Result: The Seth player wins. The ability of Osiris is not applied as it has been deactivated by Anubis. The location card is rotated to reflect that it is now controlled by the Seth player.

Lane 3
Location power: 6▶0 +1= 1 (La Plaga is applied first and then the ability of Maat)
Horus player: 1+3=4 (The ability of Apis is not applied)
Seth player: 2+1 = 3
Result: The Horus player wins. They deal 1 damage to the Seth player.