

# THE CHRONICLES OF MANETHO



Die Roll + Dynasty Number		22	* ● ◡ ◡ ◡ ◡ ☆
4	☠	23	* L ◡ ◡ ◡ ☆
5	♦ <i>Linen</i>	24	● ◡ ◡ ◡
6	✕ ♦ <i>Grain</i>	25	□ ✕ ◡ ◡ ☆
7	* ♦ <i>Limestone</i>	26	L ◡ ◡ ◡ ◡ ☆
8	* ♦ <i>Granite</i>	27	□ L ◡ ◡ ◡
9	♦ <i>Papyrus</i>	28	L ◡ ◡ ◡ ☆
10	✕ ♦ <i>Natron</i>	29	◡ ◡ ◡
11	✕ ♦ <i>Turquoise</i>	30	L ◡ ◡ ◡ ☆
12	♦ <i>Copper</i>	31	□ ◡ ◡ ◡ ◡
13	♦ <i>Beer</i>	32	L ◡ ◡ ◡ ☆
14	□ ✕	33	♦ <i>Iron</i> ◡
15	* ◡	34	L ◡ ◡ ◡ ☆
16	◡ ◡ ◡	35	□ ◡ ◡ ◡
17	□ ◡	36	A ◡ ◡ ◡ ◡ ◡ ☆
18	□ ◡ ◡ ◡	37	A ◡ ◡ ◡ ◡ ☆
19	◡ ◡	38	A M ✕ ◡ ◡ ◡ ◡ ◡
20	◡ ◡	39	M □ ◡ ◡ ◡ ◡ ◡
21	✕ L ◡	40+	R

# – GIFT OF THE NILE –

## (5.1) Detailed Sequence of Play

### A. Dynasty Phase (6.o).

1. Draw a Dynasty Tile to rule Egypt, and place it on the next Dynasty Box (6.1). Apply any effect from a Revival Chit (6.1.1), Marriage (6.2), or New Era (6.3).
2. Return the previous Dynasty Tile to the Cup.  
*See first Turn Exceptions (4.1)!*

### B. Nile Phase (7.1).

1. Nile Roll for Action Points (Nile Level and Trade Goods – 7.2) – *depends on Era*. Observe AP limits (7.3).
2. Income from Gold (7.4).
3. Earn 1 Emergency AP if required (7.5).
4. Lose AP/Gold for Corrupt High Priests in Wast (7.6)

### C. God Phase (8.o).

1. Draw, flip, and place a “God Chit” (8.1). *Effects:*
  - Chosen Path may rise or decline (8.2, 8.3).
  - Possible Revolt (8.4).
  - Isis Bonus (8.5) or Ptah Bonus (8.6).

### D. Khasti Evolution (9.o) if the current Dynasty Box has a Khasti icon in its, roll for Evolution (9.1); 50% chance. See 9.2 for any Special Effects and 9.3 for Special Babylon/Persia Effects on Israel. A Khasti that Evolves **must** Advance (9.1.1).

### E. Chronicles of Manetho Phase (10.o).

*Roll one die, add Dynasty Number. Apply results.*

### F. Khasti Advances Phase (11.o).

1. Khasti Armies move if directed (11.1).
2. Players may Resist (11.2).
3. If Men-Nefer falls, Egypt is defeated (11.3).  
*Note: Defeat is avoided with Revival Chits (6.1.1).*

### G. Action Phase (12.o). Spend AP on Actions, any order:

- Build Medjai Troops (Old; 12.1.1).
- Move/Attack with Medjai Troops (Old; 12.1.2, 12.1.3).
- Discover new Sepats (Old; 12.1.4).
- Attack Hostile (Khasti/Rival Dynasty) Armies (12.2.1).  
*Launch Two Dice Campaigns (12.2.1.2).*
- Invade Country Boxes (12.2.2). \*
- Build Temples (12.3) and Colonize Lands (12.4).
- Build Megaprojects (12.5).
- Buy and Place the Marriage Tile (12.6). \*
- Hire the Medjai Police (12.7).
- Build Walls of the Ruler (12.8). \*
- Buy Ma’at Tiles (12.9). \*
- Use Ma’at Tiles (12.9.1, 12.9.2, 12.9.3).
- Use Senet Game (advanced rule; 12.10).
- Build and Use Archers (Heroes; 12.11).
- Build and Use Mera Fleet (Heroes; 12.11). \*
- Advance Literacy (12.12). \*
- Attack with Chariots (12.13).
- Supplemental AP (*Hebrews, Alexandria, Loot, \* Plunder, Dynastic ♠ Skill*; 12.14).
- Reorient Israel (12.15).
- Borrow from Rome (12.16). \*
- Suppress High Priests (12.17).

### H. End of Turn Phase (13.o).

1. Degrade and Untemple Sepats (13.1).
2. Return Pharaoh/Chariots in Triumph (13.2).
3. Remove Modifiers, Ma’at, Rise/Decline Tiles, Chariots (13.3).
4. Lose unused Action Points; also save Gold (13.4).
5. End of Turn: *Return to Step “A” and begin the next Dynasty.*

**Game-Turns continue until the Game ends, and victory or defeat is calculated (14.o).**

## \* HISTORICAL LIMITED ACTIONS (7.1.1) \*

- \* Invade a Country Box (12.2.2) if you have Demotic or Coptic literacy.
- \* Buy a Marriage (12.6) during the New Kingdom (18<sup>th</sup>-25<sup>th</sup> Dynasties).
- \* Build Walls of the Ruler (12.8) during the Middle Kingdom (11<sup>th</sup>-17<sup>th</sup> Dynasties).
- \* Buy Ma’at Tiles (12.9) if you have Hieratic literacy only (this is not allowed later).
- \* Build Mera Fleet during or after the New Kingdom (18<sup>th</sup> Dynasty and later).
- \* Loot Megaprojects (12.14.2) and Plunder Greeks and Jews (12.14.3) if the “OK to Loot” Tile is on the map.
- \* **Advance Literacy (12.13):** Hieroglyphic to Hieratic, during or after the Middle Kingdom (11<sup>th</sup> Dynasty and later).
- \* **Advance Literacy (12.13):** Hieratic to Demotic, during or after the New Kingdom (18<sup>th</sup> Dynasty and later).
- \* **Advance Literacy (12.13):** Demotic to Coptic, if the Ptolemies are ruling Egypt (Rule 10.2.10).