

# THE PEOPLE'S REVOLT

2-5 players

*This is an advanced scenario, in which victory and domination in a region carries a heavy cost!*

*The Gods may have won over the Pharaoh and the upper class, but the working people of Egypt have had enough! They will revolt and destroy the warriors of the victorious God... making their message clear: Have your godly battles but stay out of our daily lives!*



Pyramid



Obelisk



Temple



Ankh token



Warrior



God

● Player 1

● Player 2

● Player 3

● Player 4

● Player 5

1 2 3 4 5 6 7 8

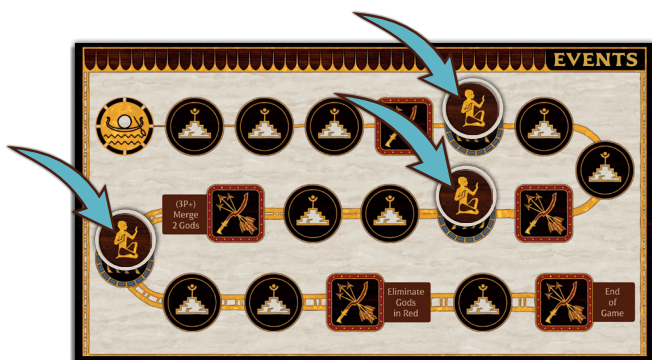
Conflict Order Token



Camels Line

## ADDITIONAL SETUP RULES

Place 1 Follower token on each indicated Camel Caravan event. This marks them as **Consolidation** events.



### *The People Have Had Enough!*

Whenever a player Dominates or wins a Battle in a region, the people rise up and kill all of that player's figures in the region at the end of Battle Resolution. On the other hand, the figures from players who lose a Battle (the less disruptive gods) are not killed during Battle Resolution.



## Consolidating Power

During **Consolidation** events, instead of the regular Camel Caravan event, the player that triggered the event does the following:

1. Gain the Follower from the Event track.
2. Choose 2 regions that are divided by Camels. They will be combined into a single region. Remove ALL Camels standing between these 2 regions.
3. Remove from the game the Conflict Order token with the highest number on the board. If there are still 2 Conflict Order tokens in the newly-combined region, choose 1 of them to replace the one that was just removed from the game. This will change the order in which the regions resolve during Conflicts.

## RULES CLARIFICATIONS

### Battle Cards

- **Drought:** The winner of a Battle gains the Devotion before their figures are killed. That means that if the winner played Drought, they gain the Devotion bonus for their figures in Desert spaces before they are killed.
- **Miracle:** Figures killed when winning a Battle count for Miracle.
- **Flood:** Flood protects figures in Fertile spaces from being killed when winning a Battle.

### Guardians

- **Serket:** When you win a Battle with Serket, you may choose to move her to another region and prevent her from being killed.

### Gods

- **Ra:** The winner of a Battle gains Devotion before their figures are killed. That means that Ra gains the Devotion bonus for Radiant figures before they are killed.
- **Isis:** Protected figures can't be killed when winning a Battle unless Isis allows it.
- **Set:** If the Set player wins a Battle, opponent's figures adjacent to Set are killed, since they count as belonging to Set (they trigger effects as if they belonged to Set). But if the Set player loses, those figures aren't killed.

