

Setup and play

Additional Components: 1 x 10 sided dice. 1 marker to track turns.

Setup remains exactly as described in the rule book.

Choose your persona; Akhenaten or Nefertiti, your opponent will take the other persona.

Your opponent will be the starting player. (You start if you want an easier game)

Play your turns as you would in a 2 player game.

Your opponent will prioritise its turn as follows:.

1. Use an action tile if able.
2. Unload a boat if criteria for unloading is met.
3. Place a meeple

Continue with alternating turns until the normal end game is triggered. Use the player turn marker to keep track of whose turn it is.

Description of Opponents play

Action tiles

If your opponent has more than 1 action tile use the one that most advantages your opponent. At the end of the game your opponent will score 3 points for each of its unused Action Tokens.

Take 1 cargo token: Your opponent will take a cargo token for the site for which it will gain the most points.

Place 1 meeple and unload 1-2 boats: Your opponent will first roll for meeple placement. if it is possible to unload 1 or 2 boats it will do so, otherwise the turn is considered a meeple placement. The token is retained for next turn.

Swap 2 cargo tokens and unload: Your opponent will swap in a way to gain, or retain, an action token. if there are no action tokens it will swap to gain a cargo for the site for which it gains the most points. It will always swap tokens.

Place 2-3 meeples: Your opponent will always place 3 meeples. Roll the dice for each placement as described below for placing a meeple.

Unload a boat

Your opponent will only unload boats where it has at least one of its own meeples. It will never unload a boat that is moored to a row or column that contains only your meeples.

Whenever a boat is unloaded your opponent will always gain any leftover cargo token. (Only used action tokens go back into the box)

Your opponent will use the following order of priorities for unloading boats.

1. A row/column that contains 3 of its own meeples.
2. A row/column that contains 3 meeples and contains 2 of its own meeples.
3. A row/column that contains only 2 of its own meeples.
4. A row/column that has 3 meeples and it has 1 of its own.
5. A row/column that contains 2 meeples and it has 1 of its own.

If a priority has more than one choice then choose the row/column

1. where opponents meeple is closest to the mooring.
2. where your opponent gains the most advantage

Place a meeple

Roll the 10 sided dice to determine the target square, re-roll any 10's.

Use the following image to help identify the target square.



If the square is occupied place meeple in the next lowest unoccupied square..

Example: A 7 is rolled however the 7 and the 6 squares are already occupied so the meeple will be placed in square 5

If square 1 is occupied then move to square 9 and work back from there.