

IMMORTAL CITIES

CHILDREN



OF THE
NILE™



Warning

Read before you play *Immortal Cities: Children of the Nile*

A very small number of individuals experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or computer monitor while playing video games may induce an epileptic seizure in these individuals. Even individuals who do not have a history of prior seizures or epilepsy may have an undetected epileptic condition. Discontinue the use of the video game and consult your physician IMMEDIATELY if you experience any of the following symptoms — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions. If you, or anyone in your family has a history of epilepsy or seizures, consult your physician prior to playing the video game.

Precautions

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Support Information

Myelin Media is pleased to offer you several support options to assist with any technical problems with the operation of the game. For any non-technical problems, please refer to the in-game help system, or go to www.immortalcities.com for helpful hints and advice.

E-mail: support@myelinmedia.com
Internet: <http://support.myelinmedia.com>
Phone: 410.568.3660

Please see page 46 for warranty information



TILTED MILL ENTERTAINMENT
321 COMMONWEALTH ROAD, SUITE 201
WAYLAND, MASSACHUSETTS USA 01778

WWW.TILTEDMILL.COM

E-mail: Info@TiltedMill.com

Homepage: www.ImmortalCities.com/CotN/



myelin

767 fifth avenue, suite 4700
new york, ny 10153

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Foreword

Children of the Nile is unlike any building game that you might have played before. It's not about buildings, but about the people who live in them. As in real life, buildings are just containers for people with wants and needs — places where they live and work.

You don't control people's routines. Instead, you create the conditions that let families achieve their ambitions for a better life, moving up in society from simple villagers to peasants to shopkeepers and beyond, into the elite professions. If their needs go unmet, your citizens might leave your society. Lead them well, and your name will be remembered for thousands of years. Lead them poorly, and they might overthrow you.

Set your people to building massive pyramids, obelisks and temples, enshrining your glory in brick and stone. Spread Egyptian thought, religion and culture across the nation and throughout the world, enhancing your prestige. Your power grows as Egypt's best minds clamor to serve you. The map of the world becomes a journal of your path from Egypt's humble beginnings to its highest civilization.

About This Manual

This booklet can't present all of the details that let you rule Egypt. Instead, it orients you, and gives you a collection of charts and tables that you will find useful while playing. For full instructions on playing *Children of the Nile*, choose "Learn to Play" from the game selection screen, and play the learning scenarios in order. These enjoyable lessons ease you into the new society-building concepts upon which the game is founded.

Within the game, a question mark icon always appears in the lower right corner of the screen. This button opens the game's extensive Help system. Everything you need to know is easily accessible from the Help index or table of contents.



Installing and Starting

System Requirements

Operating System: Windows® 98/Me/2000/XP
 Processor: Pentium® III or Athlon® 800 MHz or higher
 Memory: 128 MB of RAM (256 MB required for Windows® XP)
 Hard Disk Space: 1.1 GB of uncompressed hard drive space
 CD-ROM Drive: 4x (600 K/sec sustained transfer rate)
 Video: DirectX® 9-compliant 32 MB video card
 Sound: DirectX® 9-compliant true 16 bit sound card
 DirectX®: Version 9.0b or higher

Install

Insert the *Children of the Nile* Install Disc into your CD or DVD drive. Follow the on-screen instructions.

If the installation screen doesn't appear, or if you have Autoplay disabled, double-click on "My Computer", then find and double-click on the icon for your CD drive. Double-click on "setup.exe" (in the root of the CD) to begin the installation process.

This game requires DirectX® 9.0b or higher in order to run. If you do not have DirectX® 9.0b or higher installed on your computer, click "Yes" to accept the DirectX® 9.0b License Agreement. This will then launch the DirectX® 9.0b Install.

Start the Program

Start the game in one of three ways:

- Double-click the *Children of the Nile* desktop shortcut.
- Click the Start button, navigate to "Programs," highlight "Tilted Mill", then click the "*Children of the Nile*" icon.
- Open Windows Explorer, navigate to the folder where you installed *Children of the Nile*, and double-click CotN.exe.

Enter the Game

After the opening movie concludes, you see these options:

Play - Click this button to begin the game.

Editor - You can make your own scenarios — and even entire campaigns — using the same tool that Tilted Mill's developers used to create *Children of the Nile*. Check our Web site for more information.

Settings - Set your video, audio and interface preferences.

Video: Reduce graphics quality if *Children of the Nile* runs very slowly on your computer, or if you see graphical errors. Put your mouse pointer over each setting to learn what it does. If you don't want to bother with each individual choice, just choose one of the five overall "Graphics Quality" levels, and the program will set the details for you. Only those settings that your graphics card supports appear in the list.

Audio: Sound quality settings are mainly a matter of personal preference. Some computers — particularly laptops — perform better if you choose fewer sounds.

Interface: Use these controls to adjust the way your mouse responds within the game. The "Autosave" feature causes the game to pause briefly while your city is saved. The "Continue Play" feature will not function if Autosave is turned off.

Leave Egypt - Click this button to end the program and return to your Windows® desktop.

Begin Playing

After you click Play, you are ready to select your game. First, name your dynasty (your royal family). Type your last name into the box at the top left of the screen. You may choose a first name after play begins.

Now you can choose among a number of buttons:

Continue Game: This button lets you pick up right back where you left off playing last time by loading the most recent saved game.

Play a Campaign: Click this button to start a collection of linked scenarios and play all of Egypt's history. Think of this as the "full game." You can replay the campaign with different scenarios each time.

Play a Scenario: Choose an individual scenario that isn't part of a campaign.

Load a Saved Game: If you'd like to resume a game other than the one that you played last time, this button lets you select among all that exist.

Learn to Play: This button presents a list of lessons, each of which teaches certain aspects of *Children of the Nile*. Whether you are new to building games or a long-time builder, we encourage you to start with this option. It is the best way to learn how this game differs from any that you've played before.

When you begin a new scenario or campaign, you can select a challenge level. This setting only affects new or restarted games — you can't change the challenge level in a saved game. In Hard games, people become dissatisfied more quickly, food is harder to produce, and you can employ fewer educated workers with higher prestige.

If you read the next chapter of this manual ("Welcome to Egypt") for an overview of all of the game's main aspects, then click the "Learn to Play" button described above, you will be well prepared to rule Egypt.

Welcome to Egypt

You are the Pharaoh of Egypt, building a glorious capital city and the nation it rules. You must build a large and efficient government to realize your goals, and a prosperous private sector to support this government. It will take you several generations to build a single capital city. Building yourself a suitable tomb ensures stability as power passes from one ruler to the next. Click the "Learn to Play" button on the game selection screen for learning scenarios that teach everything below.

To read more about the concepts outlined here, open the in-game Help system and select "Gameplay Summary." This entry is at the top of the Table of Contents because it works with the next two items — "Hints and Tips on Playing" and "Learning to Play" — to teach you everything you need to know to fully enjoy *Children of the Nile*. Remember that the question-mark button is always there for you.



People and the Land

The city and its surrounding area is populated by simple villagers, whom you, their would-be leader, must organize into a society of specialized workers and citizens. You tell these people what occupations you want them to take up by building specific kinds of houses. Each household engages in a single occupation. As people strive to improve their lives by taking on better occupations, they move from one type of home to another.

Needs and Satisfaction

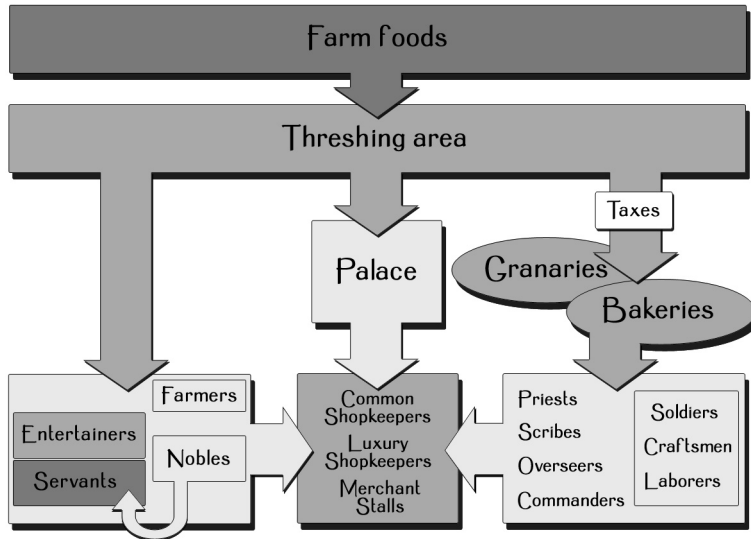
Families can become dissatisfied if their needs are not met, or if you mistreat them. Needs include bread, household wares, and services.

Expectations vary by social class, and needs for various services are dynamic and somewhat unpredictable. People don't have a general need for 'healthcare,' for example,

but they urgently need to visit a hospital if they are sick or injured.

Widespread dissatisfaction can lead to tax evasion, desertion in the military, or labor strikes on the part of individuals or groups. These outbursts signal you that trouble is mounting. If things get out of hand, you can be deposed and lose the game.

Food



Food is both eaten and used as the only currency in Egypt. Citizens satisfy their hunger before using food to purchase things. Lack of bread at meals contributes to dissatisfaction, while a varied diet promotes good health.

Food is grown on private estates worked by peasant farming families and managed by noblemen. These estates yield half of their crop in taxes. To grow more food, you persuade more noblemen to manage more farmers. You do this by granting new estates, encourag-

ing new noble families to immigrate, and by giving those who already live in your city enticing luxuries and home improvements to buy.

- The noblemen who run the estates, and the farmers who work the fields, take their food directly from the harvest. Since the palace is also an estate, your royal family also takes food from the harvest.
- Shopkeepers earn food by making and selling wares. Entertainers and servants hire out their services.
- Tax food goes into bakeries, where government workers get their pay.
- Granaries hold excess food.
- Scribes assess fields to keep the nobles honest.

Tip: Farmed food underlies everything — don't forget that food is money! If you build more shops and services than people can afford to patronize, the shopkeepers will fail. Remember that your bakeries aren't getting their full share of food unless scribes are out assessing fields.

Tip: Everybody comes from someplace else. When you welcome a new potter, be prepared to lose a farmer. Migration (see page 19) can be disruptive, especially on a large scale.

Household Wares

Women buy necessary household wares at privately owned commercial shops. Proximity to shops reduces the time that working women (such as members of farming and common shopkeeper families) spend shopping, giving them more time to work. Convenient shopping lets elite women purchase more, keeping them satisfied and fueling the economy. When nobles enlarge their estates to finance their lavish purchases, they have more income that you can tax.

Services

As needs arise, citizens expect healthcare, funerary services, worship opportunities, security, leisure, and education.

Poor access to service facilities has various consequences. Citizens might become dissatisfied due to poor security or limited worship opportunities, but they can actually die without healthcare. Lack of education prevents you from teaching students to serve in vital roles as priests, scribes, overseers and military commanders.

Citizens can grow ill due to lifestyle factors and conditions within the city. Good access to operational apothecaries and hospitals reduces the potential impact of injury and disease, and helps prevent new problems from arising or spreading.

When elite citizens die, grieving family members expect mortuary services and a decent tomb for their loved one. As Pharaoh, you and members of your royal family also need proper funerals, especially suitable tombs.

People want to worship the various gods of Egypt for different reasons. Sometimes upsetting events instill a need for prayer. Other times, people want to give thanks for good fortune.

Crime, foreign raiders, and legal disputes requiring court settlement all threaten people's sense of security. Crimes are committed by desperate vagrants, who can be kept in check by soldiers and commanders serving as city guards. Your military can end raids by crushing invaders' world-level cities or camps.

Entertainment and recreation are both leisure activities. Elite citizens enjoy feasts thrown by noblemen, who hire professional entertainers to perform at their townhouses. For recreation, nobles enjoy hunting and yachting.

Townhouses

Townhouses are the urban dwellings of landowning nobles. Nobles fill your bakeries and granaries by paying a portion of the crops grown on their estates as taxes. Noblemen expect lots of food, household wares and services, and love to enhance their townhouses with such additions as family shrines, pools and boundary walls. The expense of purchasing and maintaining these home improvements motivates them to grow more food on their estates, resulting in increased tax revenue for your government.

Production

Government craftsmen and private shopkeepers turn raw materials into finished goods in their home workshops. Large government labor operations provide the finer raw materials, while the craftsmen and shopkeepers harvest more basic materials themselves. Shopkeepers can buy government-harvested resources at the city's Exchanges, operated by scribes.

Private shopkeepers make the household wares that people consume at home. Government craftsmen (like bakers and brick makers) create the things that directly support your government and its workers.

Construction

Most buildings are built from bricks. Large, special buildings (like pyramids) are built from stone. Your government has to provide these bricks or stones for government buildings, while the private sector sees to its own needs. Government bricks are made by brick makers at brickworks, and laid in place by government bricklayers. The construction of stone buildings involves teams of overseers and laborers, as well as stone carvers. Overseers and laborers also quarry stone.

Educated Workers

Educated professionals are one of the most important assets you manage. The number of educated workers you can lead is determined by your prestige. Scribes collect revenue from taxes on farming estates, tariffs on foreign merchant transactions, and fees for procurement of fine raw materials by private craftsmen at the Exchange. Priests provide social services. Overseers supervise the teams of laborers who harvest specific resources and construct monuments. Commanders train and lead soldiers and guards for both internal and external security.

Prestige and Your Palace

Prestige expresses the fame and notoriety you have earned from your accomplishments, and determines how many educated workers you can lead. Monuments, military victories and many world-level accomplishments all contribute to prestige. Propaganda can magnify your deeds and your prestige.

The palace is the seat of your government, as well as your residence. Envoys, who may be dispatched on special world-level missions, are trained at the palace. A magnificent palace also enhances your prestige.

Beyond the City

The world level offers opportunities to increase your prestige and acquire resources that you can't get at home. The first step is usually to send some personnel and resources to a site that has something you want. Egyptian settlements might incur ongoing upkeep costs. Foreign trade partners swap items with your government, while merchants buy and sell luxury goods directly to your citizenry. Your military forces sometimes need to attack hostile world-level sites to quell raids at their source.

Trade provides raw materials and finished goods that aren't available in your own nome. Those resources that

are harvested exclusively by the government (like metals, gems and stones) or manufactured exclusively by the government (like bricks, weapons and papyrus) are likewise traded exclusively by the government. Your government can also trade in food. Luxury household wares are exchanged only in private transactions between merchants and your citizens. A merchant center lets your scribes monitor such transactions, the better to collect tariffs on them.



Tip: Entertainers earn their food by performing at nobles' townhouse feasts. Place their homes near townhouses.

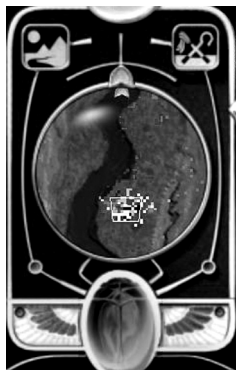
Getting Around Your City

Do 3D games make you lost and dizzy? Don't worry. You'll soon know your way around the nome like you were born there.

There's No Place Like the Nome

The land upon which you build your city is your nome (also called the city view). You see the nome with a camera.

Move the mouse pointer past the edges of the screen to pan the camera. That's "scrolling". See anything interesting? Use your mouse wheel or the square bracket keys (] and [) to zoom in or pull back. Now hold down the right mouse button, and slowly move the mouse left and right to pivot around a fixed point on the screen. Still holding down the right button, move the mouse up and down to change the viewing angle. That's all there is to controlling the camera. Did you get lost? Click the arrow-shaped gem at the top of the mini map to restore a comfortable viewpoint.



Mini map? The circular map at the lower left shows a bird's eye view of the nome. Moving dots are people. To go to an area directly, without scrolling, click on the mini map. To scroll very quickly, hold down the left mouse button and drag the pointer around the mini-map. Colored dots on the mini-map show you the general layout of your city, and help you find people and resources.

Selected Items

Almost everything that you see can be selected, meaning it becomes the focus of attention when clicked upon. Selected items display information in the lower right corner of the screen. This area usually includes a small question-mark button that brings up Help for the selected item.

Click on any person. The thought bubble over her head shows what she's doing. The selected item area reports the selected person's occupation, her name, what she's doing at the moment, and what she is carrying (if anything). The family tracking windows show you her home, her spouse, and her eldest child. The square at the bottom of their tracking bubbles shows what each person is doing — if there is no square, she is resting at home. Click on any one of these bubbles to make its subject the selected item, and train the camera on it.



Use the round blue buttons above the tracking window to follow a selected individual. The first one locks the camera onto the person at your current viewing angle. The second button does the same thing, but with a close-up view. The third button follows along behind her.

If your city has more than one of the type of person or building that you selected, use the arrows on the top frame of the family tracking window to visit all of them in series. Shops are grouped as either common or luxury ware shops, not by the specific ware that they sell.

It's About Time

Now that you know how to move through the nome, you can learn to control time. Make the clock in the lower right corner of your screen tick faster by pressing + (plus) on your keyboard, or press - (minus) to slow it down. Pause time entirely by pressing the spacebar or clicking the green falcon oval above the mini map; click it again to resume.

One day equals one season. The three seasons — Peret, for planting; Shemu, for the harvest; and Akhet, for the Inundation — make up one year.

Building a City



Now that you know what *Children of the Nile* is about, and how to get around your nome, you can start placing homes and buildings. We don't say "start building things" because your people do the actual building. They need the Pharaoh — you — to tell them what, where, and when.

Put your mouse pointer over each build button to see what it does. Click on one to open a list of buildings. Hover the pointer over each name in the list for a short description, and to see whether it costs any government-made bricks to build. Choose any building that doesn't require bricks. An image of the building sticks to your pointer. Move the pointer with the attached building over the land. When the building's footprint is green, simply click to place the building's foundation there. Soon, somebody will walk to the foundation and erect your building. It doesn't take long.

If you can't build on a particular location, the footprint and the building turn red. If the footprint is yellow, then the underlying ground is inundated during rare high floods — a structure built there might be destroyed. To rotate the building, hold down the left mouse button and circle the mouse in the direction that you want the doorway (indicated by an arrow) to face, then release the button to place your building. To clear your pointer at any time, just right click.

For a short time after you place a foundation, an Undo button under the build buttons lets you change your mind. To remove a building after the Undo period expires, click the Clear Land button, then click on the building that you want to demolish. As the name implies, you can also use this button to remove inconvenient trees and other terrain features. Right click to get your normal pointer back.

Brick By Brick

Most government buildings are made from bricks, which are made at brickworks and taken to worksites by bricklayers. Construction won't begin until all of the necessary bricks are delivered. A growing city uses a lot of bricks, and progress will be very slow without enough operational brickworks, or if the brick makers and bricklayers are too far from construction sites. You'll probably remove and re-place brick suppliers periodically, as your construction locations change.

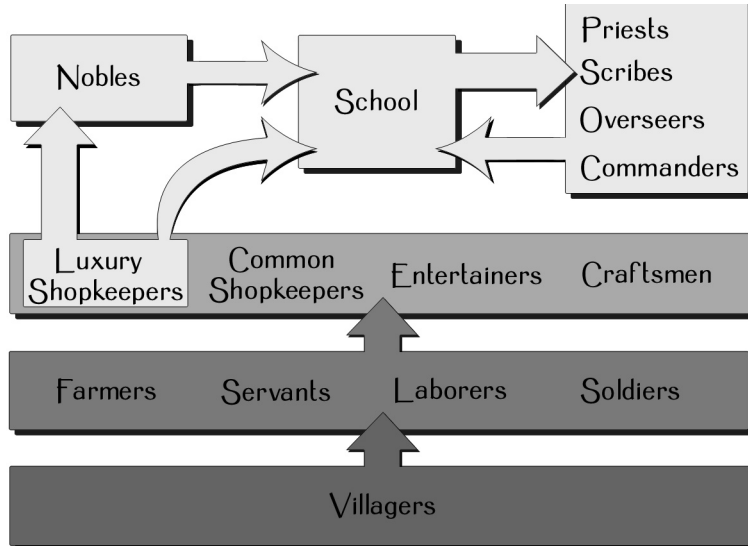
Bricklayers always try to move the most bricks over the shortest distance, so they won't necessarily follow the order in which you place building foundations. To ensure that your projects are completed in the order you want, place only one building at a time, or make sure that each site has a brick supply nearby.

If You Build It, Will They Come?

Most of the structures you can place are homes. People take up occupations based upon the types of homes that you build, and most of them work at home. The first two build buttons list all of the houses.

When you place a new house, you're inviting someone to move in and accept that type of work. People are always looking for a way to improve their standard of living, so somebody will usually move into a new home, provided the other people already working in that occupation are not too dissatisfied. But not just anybody can move anywhere.

Families can't leapfrog social classes on the way up — villagers become peasants, who can move up to the middle class. Children of some middle-class luxury shopkeepers can attend school and join the elite as educated workers. Particularly prosperous luxury shopkeeping families can occupy vacant townhouses, becoming elite nobles.



To occupy a new house, an existing family might vacate its current position, opening its old house up for another family to take. Or a man and a woman can come together to form a new family. Families with three children always want to expel their eldest to form a new household. Such a child becomes a bachelor, who quickly attracts a wife from another overcrowded residence, or from among the villagers.

Young nobles cannot move into a new townhouse without bringing a good supply of food for the pantry. Noble parents who can afford it willingly bestow this generous gift to send their child out into the world.

When a person or family decides to leave their home, they look for an opportunity at the next highest rung on the social ladder. If they can't move up, they seek a position comparable to the one they're about to leave. If they can move neither up nor laterally, they will move down to a humbler position, and if *that* doesn't work out, they'll become vagrants or return to the simple life of a villager. Shopkeepers are especially prone to vagrancy when their businesses fail.

Nobles, being worldly citizens, can migrate from one city to another. When your own nobles are satisfied, your city's reputation draws new elite citizens to new townhouses. If conditions deteriorate, though, the elite might move away to some city with better prospects, and you certainly won't attract new residents until the lifestyle of your remaining nobles improves. A large amount of population movement among the elite comes from immigration and emigration, rather than from promotion from the lower classes.

Monumental Efforts

A pharaoh has needs, too. Chief among yours are prestige and a suitable eternal resting place — goals that are, in fact, complementary. If you don't complete your own tomb before you need to move into it, your dynasty's prestige will suffer.

Building a monument is a major commitment. Click the monuments build button, and hover your mouse pointer over each choice to discover its resource cost. Mastabas and sphinxes are made of brick from your city's brickworks. Obelisks and stele are single pieces of granite, set upon brick bases. Colossal statues are single blocks of basalt on brick bases. Pyramids need limestone and fine limestone. Often you can quarry stone in your own nome, but sometimes you must look for supplies elsewhere (see "The World Level," page 22).



If your nome has useful stone formations, right-click an overseer's quarters to order the overseer to quarry the appropriate resource. Laborers will report to the quarry site and extract blocks of stone. Tell another overseer to "oversee construction" at the pyramid site, and he will set more laborers to hauling blocks from the quarry. Eventually a stone cutter needs to finish the fine limestone casing. Stone cutters also do the final carving of obelisks, stele, and statues. Whole towns can grow up around quarries and monument construction sites.

You are not the only person who needs an eternal

resting place. Nobles want a family tomb, and will pay well to maintain it. Of course, no nobleman expects a pyramid as grand as yours — a mastaba will suffice. By the time your people become adept at building tombs, demand for them will undoubtedly keep pace. All tombs enhance your prestige to a degree determined by their size and the rank of the noble interred within. Members of your royal family, too, may die and need a tomb — and they deserve better than the simple mastabas the nobles purchase.

While tombs are probably the main focus of your monumental efforts, don't pass up chances to commemorate your world-level achievements with obelisks and stele. These propaganda monuments ensure that your greatest deeds are known and remembered by all. Finally, you can dress up your city and enjoy a small prestige bump by building colossal statues.



A need for health services can arise at any time. An injured laborer will become dissatisfied if there is no hospital in your city. Fortunately, the overseer found a replacement, so work continues.

The World Level

The nome doesn't exist in a vacuum. There's a whole world awaiting Pharaoh's firm guidance. How can you deprive it of your benevolent touch?

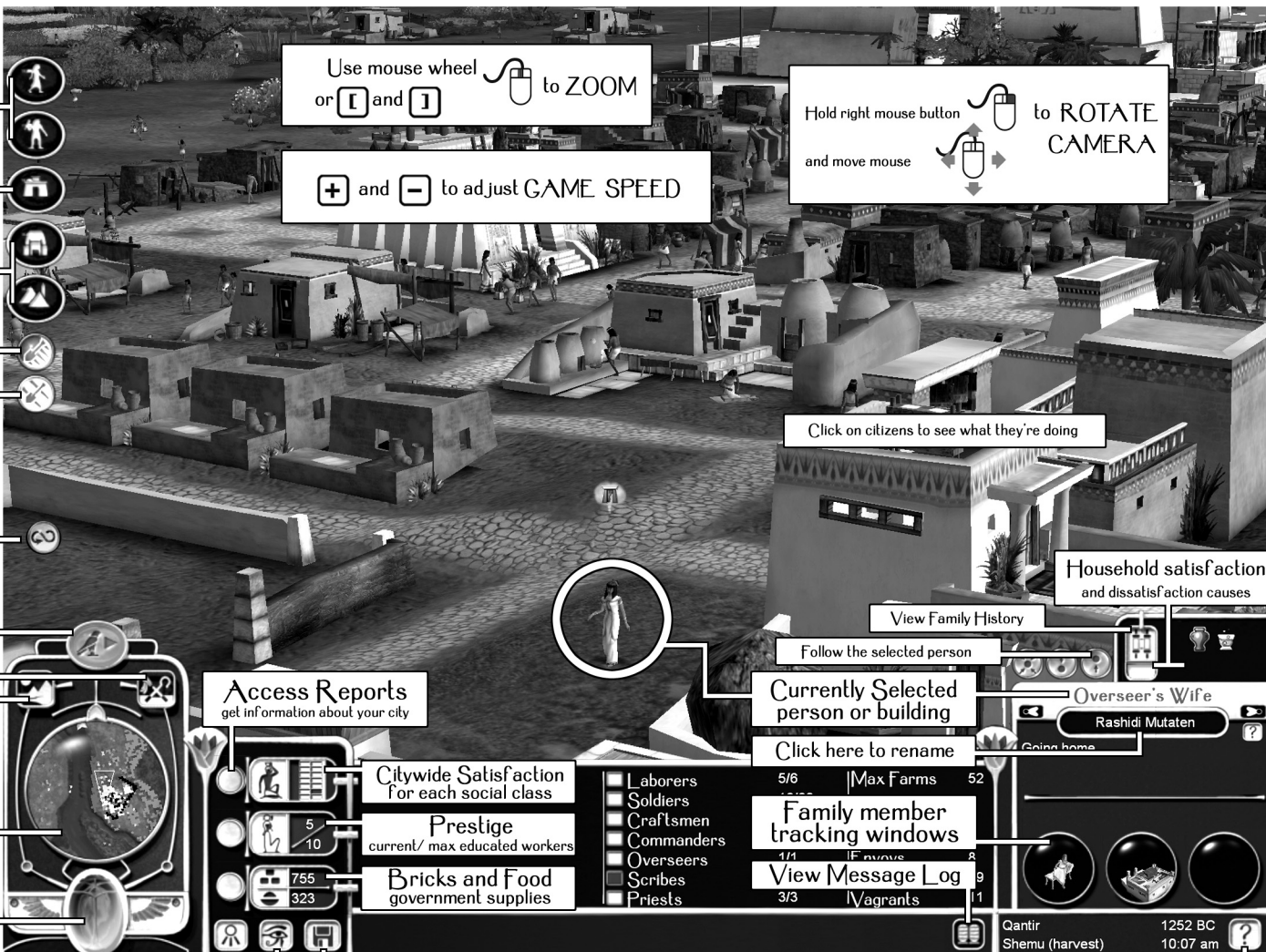
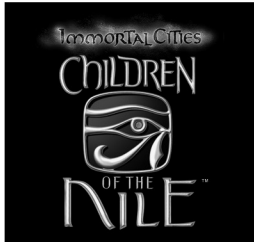


When you click on the world level, time stops in the nome and you see a map of the known world with areas of interest marked on it. Click on each site to discover what it wants from you, and what it will provide in return. Here you can trade, quell raiders, earn prestige, and expand your empire through conquest.

Most sites require an investment to become active, and some need regular upkeep. Different types of sites provide resources, wealth, prestige, or even worship benefits. All of this is shown on the information panel. Contrary to what you might expect from having played other games, you trade not to earn profits, but to get things that your

(Continued on page 26)

Quick Reference Card



Create Homes
to allocate your people to various occupations



Provide Services



Build Infrastructure and Monuments



Clear Land



Remove Roads & Plaza



Undo



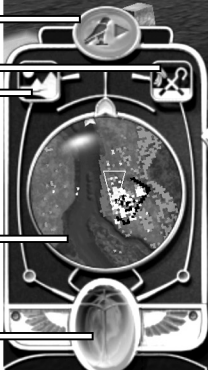
P Pause Space

Issue Edicts



Mini-Map
click on a location on the mini-map to jump there

Minimize/Maximize interface



Use mouse wheel or [I] and [J] to ZOOM

Hold right mouse button and move mouse to ROTATE CAMERA

[+] and [-] to adjust GAME SPEED

Click on citizens to see what they're doing

Household satisfaction and dissatisfaction causes

View Family History

Follow the selected person

Currently Selected person or building

Click here to rename

Overseer's Wife

Rashidi Mutaten

Going home

Family member tracking windows

View Message Log

Access Reports
get information about your city

Citywide Satisfaction
for each social class

Labors	5/6	Max Farms	52
Soldiers			
Craftsmen			
Commanders			
Overseers	1/1	IF naves	8
Scribes			
Priests	3/3	Vagrants	1

Prestige
current/ max educated workers

Bricks and Food
government supplies

Scenario Information

Game Options

Game Help

Site type	Description	Cost to open	Provides
Egyptian	Requires regular upkeep, and closes if you miss your annual commitment.	Expedition, plus cargo shipment	Resource cargoes, prestige
Foreign	Trades cargo on a pro-rated basis, reduces trade if you miss your quota.	Expedition	Resource cargoes, prestige
Merchant	Merchants buy and sell luxury wares in your city.	Expedition	Luxuries for elite, tariffs for you.
Hostile	Breeding ground for enemy raiders.	Military force to close	Security, prestige

(Continued from page 23)

city could not otherwise obtain. Egyptian settlements and foreign trade partners deal only in cargo, while private merchants deal exclusively in household wares. If an expansion is noteworthy, a stele or obelisk may be raised to commemorate the event and raise your prestige.

To conquer a hostile site, you send troops instead of cargo, and your objective is not to open the site, but to shut it down. Your military advisors recommend a force. If you meet or exceed this advice, you are certain to prevail, but a smaller force might lose. Your entire army goes to battle. If their objective is only accessible by water, you will need warships to take them there. If you don't have enough transport capacity for the whole army, only the best-trained, best-equipped soldiers are sent.

After you dispatch the troops and some time passes, you will find out if you sent enough to conquer the site. Conquering enemies is a sure way to boost your prestige, enhance security in your city, and earn the right to place an obelisk or stele immortalizing the victory.

Tip: Sometimes, achieving one world-level goal can reveal new challenges and objectives.

Needs & Dissatisfaction

Pharaohs are sometimes surprised to learn that people are so needy. Fortunately, Egyptians take care of their own needs, provided you create the environment in which they can do that. The intricacies of doing so are amply explained in *Children of the Nile's* learning scenarios and in-game Help system.

First, everybody needs food and drink, as explained on page 11. Food not only provides sustenance, but is Egypt's sole currency as well. People become dissatisfied if they don't have bread at every meal, but they can forage the land's fruits and game if they must. Nobody starves.

Second, everybody needs the common household wares — pottery, mats, baskets, and linen — that shopkeepers make from abundant raw materials. Elite citizens also require luxury wares — cosmetics, perfume, sandals, jewelry, furniture, and sculpture — that your city's shopkeepers create, in part, from harder-to-obtain resources that the government provides. They are especially fond of imported, exotic luxury wares sold by merchants, such as incense, spices, furs, and monkeys.

Third, everybody expects access to healthcare facilities when they become sick or injured. They need suitable shrines and temples when circumstances motivate them to worship their chosen gods. And everybody wants to feel secure from crime and enemy raiders. Elite citizens further require funerary services when a family member dies; education for their children; and even, occasionally, a court to resolve disputes. All of these services are delivered by educated citizens working in specialized buildings.

When these needs go unmet, or if they feel abused or neglected by your government, people become dissatisfied. The more complaints they accumulate, the unhappier they become. Dissatisfied people might stop working, and instead protest in the streets. If too many people in a particular occupation are dissatisfied, no new citizens will

enter those jobs. Dissatisfaction that rages out of control can even lead people to overthrow you, ending your dynasty and the game.

When you click on a home or a person, the selected item panel (see page 17) shows that household's overall level and specific causes of dissatisfaction. Each icon indicates a different cause. The color and intensity show the problem's severity. Dissatisfaction always comes from something that happened in the past, regardless of whether the condition still persists, and fades as time goes on.



	Bread missed	People need to have bread at every meal to remain satisfied
	Household wares missed	Mouse over to see whether the family was unable to get common or luxury household wares
	Healthcare was inadequate	Mouse over to see why somebody in this family needed to visit an apothecary or hospital
	Worship opportunities insufficient	Mouse over to see what prompted somebody in this family to worship which god
	Leisure pursuits were unsatisfying	A member of this elite household couldn't attend a feast, or the noble family has no yacht, or can't go hunting
	Funerary services were lacking	When an elite citizen dies, his family members take the body to a mortuary before interring him in the family tomb
	Security was inadequate	Someone in the household was a crime victim, or harmed by raiders or wild animals, or couldn't get justice
	Excess government pressure applied	Did you issue an unpopular edict? Mouse over to find out why the family is angry with you

Main Interface Panels

By now, you've figured out that there's a lot going on in an Egyptian city. Fortunately, it's easier than you would think to keep track of everything. Three panels summarize everything you need to know about your city.

The People Report

<input type="checkbox"/> Farmers	0/0	<input type="checkbox"/> Laborers	0/0	Max Farms	0
<input type="checkbox"/> Servants	0/0	<input type="checkbox"/> Soldiers	0/0	Graduates	0
<input type="checkbox"/> Common Shops	0/0	<input type="checkbox"/> Craftsmen	0/0	Envoys	0
<input type="checkbox"/> Luxury Shops	0/0	<input type="checkbox"/> Commanders	0/0	Villagers	165
<input type="checkbox"/> Entertainers	0/0	<input type="checkbox"/> Overseers	0/0	Vagrants	0
<input type="checkbox"/> Noblemen	0/0	<input type="checkbox"/> Scribes	0/0		
<input type="checkbox"/> Royal Family	0/0	<input type="checkbox"/> Priests	0/0		

When closed, the People Report shows a "tree" of colored squares, one for each occupation. Put the mouse pointer over each to see what it represents. Occupations with no members are dark. Green groups are satisfied. As people start to become dissatisfied, the green will range through several shades of yellow, and then red.

Click the white gem to open the panel. You now see a list of professions. The numbers to the right of each name show how many people are actually working in that occupation at the moment, out of how many homes of that type exist. The panel also shows you how many farmhouses your city can support (based on the number and size of its estates, plus your palace). If the number of farmhouses is less than the Max Farms value, you're missing out on food. Graduates are ready to become scribes, overseers, commanders, or priests. Envoys wait to be dispatched on world-level missions. Villagers are potential peasants. Vagrants have lost their homes and their positions in society, but will rejoin when the opportunity arises.

Click the name of a profession to select all of the houses in that group, with an individual satisfaction indicator over each house. It's simple to pick out and select the least satisfied households.

The Administration Report

Prestige	0	Adequate healthcare services	0/0	0/0	
Tombs	0	Adequate worship services	0/0	0/0	0/0
Propaganda	0	Adequate funerary services	0/0	0/0	
Statues	0	Education	0/0		
Palace	0	Adequate security	0/0	0/0	
Exploits	0	Adequate leisure opportunities	0		
Events	0				

The left side of this panel shows your total prestige and how much of it comes from the tombs in your city, from your propaganda, from colossal statues, from your palace, from world-level exploits, and from various events. Additional details appear when you place your mouse pointer over the numbers.

The right side shows the status of your city's services, and how many buildings are actively providing each service out of how many have been built. Place the pointer over each line to learn how many households are dissatisfied with that service, and click on the summary line to select the households that have service-related complaints.

The Resource Report

Workers need:	Food Ledger		0	0	0	0
0 food/year	harvested	+0	0	0	0	0
Tax coverage	tariffs	+0	0	0	0	0
poor	imported	+0	0	0	0	0
Flood is good this year	workers	-0	0	0	0	0
	spoiled	-0	0	0	0	0
	exported	-0	0	0	0	0

A glance at this report shows the amount of bricks and food available to your government. The report expands to show all of your government's inventory, breaks down food input and output, and gives you some idea of what kind of harvest you might expect next Shemu. You can set aside stockpiles for trade by clicking on a specific inventory resource. As with the other reports, place your mouse pointer over each item for more information.

Edicts

Your word is law, and edicts put your will into action. With little more than a snap of your fingers, you can suspend townhouse taxation; release food from your government's stores to private estates; levy additional taxes; release raw materials from your Exchange and storage yards to the city's shopkeepers free of charge; decree a religious holiday; or declare a government-sponsored state holiday.

- Suspending taxation puts more food in the hands of nobles, at the expense of your bakeries. Use this to give the private economy an infusion of bread.
- Releasing food to estates rebates some food from your bakeries and granaries to the city's farmers and nobles, helping to alleviate dissatisfaction over missed bread. More important, it gives your city's most important residents an infusion of wealth to spend on wares, services, and townhouse improvements. You cannot issue this decree unless you have enough food in storage. Assuming that you do have sufficient food, you can release it as often as you want.
- Levying additional taxes on the private sector recharges your bakeries and granaries, but taking food away from them makes people understandably angry.
- Releasing raw materials for free deprives you of some income you would have gotten from the Exchange, while enriching the luxury wares supply by putting more exotic materials in the hands of the luxury shopkeepers.

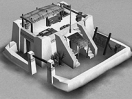
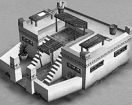

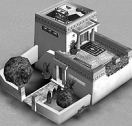
- Religious holidays cost you some food, and relieve some of people's dissatisfaction over worship.

- Government holidays dispel dissatisfaction caused by shortages of household wares.

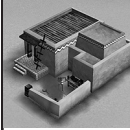
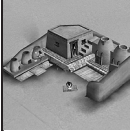
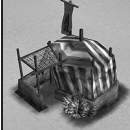
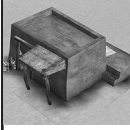

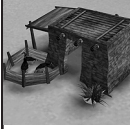
Housing Tables


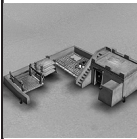
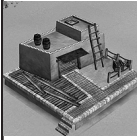
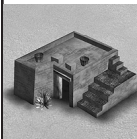
Most of the buildings in the city are people's homes. The following tables explain what each family member contributes to your society.

Educated Workers


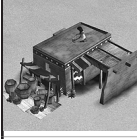

Picture	Name	Man's Work	Woman's Work	Kids' Work
	Commander's Quarters	<ul style="list-style-type: none"> • Captain ships • Provide internal security • Train soldiers 	Shop for common and luxury wares	Attend school
	Overseer's Quarters	<ul style="list-style-type: none"> • Quarry stone • Oversee construction • Mine metals and gems 	Shop for common and luxury wares	Attend school
	Priest's Apartment	<ul style="list-style-type: none"> • Tend gods • Teach students • Provide healthcare • Perform mortuary services 	Priests are unmarried	Priests have no children
	Scribe's House	<ul style="list-style-type: none"> • Shop for common and luxury wares • Assess farm fields for taxes • Collect tariffs at merchant centers • Operate Exchange 	Shop for common and luxury wares	Attend school

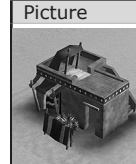


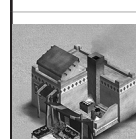

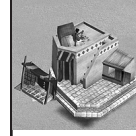
Government Workers

Picture	Name	Man's Work	Woman's Work	Kids' Work
	Weapons Workshop: Weapons Khopeshes Armor Chariots	<ul style="list-style-type: none"> • Gather acacia, leather • Visit Exchange • Make military equipment 	<ul style="list-style-type: none"> • Get food from bakery • Buy common wares 	Gather acacia and leather
	Bakery	Bake bread and prepare vegetables	<ul style="list-style-type: none"> • Get food from bakery • Buy common wares 	None
	Barracks: Charioteers Spearmen City guards Archers	<ul style="list-style-type: none"> • Get food from bakery • Procure military equipment • Buy common wares 	Soldiers are unmarried	Soldiers have no children
	Bricklayer's House	<ul style="list-style-type: none"> • Transport bricks • Build brick structures 	<ul style="list-style-type: none"> • Get food from bakery • Buy common wares 	None
	Brickworks	<ul style="list-style-type: none"> • Gather clay, rushes, reeds • Make bricks 	<ul style="list-style-type: none"> • Get food from bakery • Buy common wares 	Gather clay, rushes, reeds
	Laborer's Hut	<ul style="list-style-type: none"> • Quarry stone • Mine gems and metals • Haul materials 	<ul style="list-style-type: none"> • Get food from bakery • Buy common wares 	None







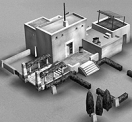
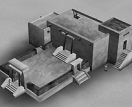
Picture	Name	Man's Work	Woman's Work	Kids' Work
	Nursery	<ul style="list-style-type: none"> Tend garden plants for sale 	<ul style="list-style-type: none"> Get food from bakery Buy common wares 	None
	Papyrus Mill	<ul style="list-style-type: none"> Gather reeds Make papyrus 	<ul style="list-style-type: none"> Get food from bakery Buy common wares 	Gather reeds
	Shipyard	<ul style="list-style-type: none"> Visit Exchange Make warships, barges, yachts 	<ul style="list-style-type: none"> Get food from bakery Buy common wares 	None
	Stone Carver's House	<ul style="list-style-type: none"> Finish colossal statues, obelisks, stele and pyramids 	<ul style="list-style-type: none"> Get food from bakery Buy common wares 	None

Private Citizens

Picture	Name	Man's Work	Woman's Work	Kids' Work
	Common shop: Mats	Gather reeds and rushes	<ul style="list-style-type: none"> Buy common wares Make mats 	Gather reeds and rushes
	Common Shop: Baskets	Gather reeds and rushes	<ul style="list-style-type: none"> Buy common wares Make baskets 	Gather reeds and rushes
	Common shop: Pottery	Gather clay	<ul style="list-style-type: none"> Buy common wares Make pots 	Gather day

Picture	Name	Man's Work	Woman's Work	Kids' Work
	Common shop: Linen	Gather flax	<ul style="list-style-type: none"> Buy common wares Weave linen 	Gather flax
	Luxury Shop: Cosmetics	<ul style="list-style-type: none"> Make cosmetics Gather henna, kohl Visit Exchange 	Buy common wares	<ul style="list-style-type: none"> Gather henna, kohl Attend school
	Luxury Shop: Furniture	<ul style="list-style-type: none"> Make furniture Gather reeds, acacia Visit Exchange 	Buy common wares	<ul style="list-style-type: none"> Gather acacia, reeds Attend school
	Luxury shop: Jewelry	<ul style="list-style-type: none"> Make jewelry Gather quartz Visit Exchange 	Buy common wares	<ul style="list-style-type: none"> Gather quartz Attend school
	Luxury Shop: Perfume	<ul style="list-style-type: none"> Make perfume Gather oil, flowers, myrrh, henna 	Buy common wares	<ul style="list-style-type: none"> Gather flowers, oil, henna, myrrh Attend school
	Luxury Shop: Sandals	<ul style="list-style-type: none"> Make sandals Gather leather, rushes 	Buy common wares	<ul style="list-style-type: none"> Gather leather, rushes Attend school

Tip: Nobles need more wares and services than do other members of society. Pay careful attention to their satisfaction, as losing a noble will affect other people, too.

Picture	Name	Man's Work	Woman's Work	Kids' Work
	Luxury Shop: Sculpture	<ul style="list-style-type: none"> • Make sculpture • Gather clay • Visit Exchange 	Buy common wares	<ul style="list-style-type: none"> • Gather clay • Attend school
	Entertainer's House	Entertain at feasts	<ul style="list-style-type: none"> • Entertain • Buy common wares 	Entertain
	Farmhouse	<ul style="list-style-type: none"> • Plant crops • Tend crops • Harvest crops 	<ul style="list-style-type: none"> • Tend, harvest crops • Buy common wares 	<ul style="list-style-type: none"> • Tend crops • Harvest crops
	Servant's Shack	Serve	<ul style="list-style-type: none"> • Serve • Buy common wares 	Serve
	Villager's Hovel	Forage	Forage	Forage
	Vagrant's Mat	<ul style="list-style-type: none"> • Beg • Commit crimes 	Beg	Beg
	Townhouse	<ul style="list-style-type: none"> • Manage estates • Buy common and luxury wares 	Buy common and luxury wares	Attend school
	Palace	<ul style="list-style-type: none"> • Rule Egypt • Inspect realm 	Buy common and luxury wares	Hear disputes at court

Resources Table

Egypt abounds in natural resources, but not every nome offers every type. Here is everything your people can use.

Resource:	From:	Used By:	Harvested By:
Acacia	Acacia tree	Furnisher, Weapon smith	Themselves
Barley	Barley field	Everyone	Farmers, import
Basalt	Basalt quarry	Overseer & Laborer, Sculptor, Stone cutter (colossal statue)	Overseer & Laborer, import
Cedar	Cedar tree	Furnisher, Shipwright, Chariot maker	Import only
Clay	Clay pit	Potter, Sculptor, Brick maker	Themselves
Copper	Copper Mine	Cosmetician, Khopesh maker, Sculptor	Overseer & Laborer, import
Dates	Date Palm	Foragers, Townhouse with grove	Foragers, or Noble buys from nursery
Emeralds	Emerald mine	Jeweler	Overseer & Laborer, import
Fine limestone	Fine limestone quarry	Overseer & Laborer, Stone cutter (pyramid)	Overseer & Laborer, import
Fish	Reed boats	Foragers	Foragers
Flax	Flax field	Weaver	Themselves
Flowers	Flowers	Perfumer	Themselves
Fowl	Anywhere	Foragers	Foragers
Gold	Gold mine	Jeweler	Overseer & Laborer, import
Granite	Granite quarry	Overseer & Laborer, Stonecutter (obelisk & stele)	Overseer & Laborer, import

Resource:	From:	Used By:	Harvested By:
Grapes	Grape vines	Foragers, Townhouse with grove	Foragers, or Noble buys from nursery
Henna	Henna plant	Perfumer, Cosmetician	Themselves
Kohl	Kohl site	Cosmetician	Themselves
Leather	Animals	Sandal maker, Armorer	Themselves, import
Lettuce	Lettuce field	Everyone	Farmers, import
Limestone	Limestone quarry	Overseer and Laborer (pyramids)	Overseer and Laborer
Myrrh	Myrrh tree	Perfumer	Themselves
Oil	Oil tree	Perfumer	Themselves
Onions	Onion field	Everyone	Farmers, import
Pomegranates	Pomegranate tree	Foragers, Townhouse with grove	Foragers, or Noble buys from nursery
Quartz	Quartz site	Jeweler	Themselves
Reeds (papyrus)	Papyrus reeds	Basket maker, Sandal maker, Mat maker, Brick maker, Papyrus maker, Furnisher	Themselves
Rushes	Rushes plant	Basket maker, Sandal maker, Mat maker, Brick maker	Themselves
Tin	Tin Mine	Weapon smith, Sculptor	Overseer and Laborer, import
Turquoise	Turquoise Mine	Jeweler	Overseer and Laborer, import
Wheat	Wheat field	Everyone	Farmers, import

Anyone who is not hauling stone blocks, and wishes to cross the Nile, can make a boat from reeds. All peasants and middle-class citizens can become "foragers" when they can't get farmed food.

Finished Goods Tables

Everything that's made from something else is listed here. Wares are traded by merchants and shopkeepers. Everything else is the property of your government.

Food	Comes from
Bread	Wheat or barley
Beer	Barley bread
Wine	Grapes, dates or pomegranates

Good	Resource
Papyrus	Reeds
Bricks	Clay, and reeds or rushes

Weapon	Resource
Basic weapons	Acacia
Khopesh	Copper and tin
Chariot	Cedar (import)
Armor	Leather

Your government can trade all of the goods listed above.

Local barges, yachts and warships are all made from cedar, which can only be imported. Ships are never traded.

Luxury Ware	Resource
Cosmetics	Henna, kohl, copper
Furniture	Acacia, reeds, cedar
Jewelry	Quartz, gold, emeralds, turquoise
Perfume	Oil and flowers, henna, or myrrh
Sandals	Leather, rushes
Sculpture	Clay, copper, tin, basalt








Merchants can trade all of the wares listed above, plus furs, monkeys, spices, and incense.








Common Ware	Resource
Baskets	Reeds or rushes
Linen	Flax
Mats	Reeds or rushes
Pottery	Clay

Tip: Shopkeepers need to balance proximity to resources against proximity to customers.

Worship Table

Different gods satisfy different needs in people's lives. You wouldn't blame Hathor for a failed flood any more than you would thank Hapi for music and dance. Pharaoh must ensure that the people can honor the proper gods at the proper times.

Picture	Name	Patron city	Who worships	Reason
	Osiris	Djedu	All adults	<ul style="list-style-type: none"> • Spring planting festival • Death of pharaoh
	Isis	Abu	Patron of elite women and housewives	Disease epidemic
	Horus	Nekhen Pi-Ramesses	Patron of elite men and elite children	Pharaoh's birthday
	Ra	Iunu	Patron of overseers and laborers	Sun worship
	Hathor	Iunet Itjtawy	Patron of entertainers	Fall harvest festival
	Amun	Henen-Nesu Waset	Patron of adult peasants	No special events
	Ptah	Men-Nefer	Patron of adult shopkeepers and craftsmen	No special events

Picture	Name	Patron city	Who worships	Reason
	Thoth	Khmun	Patron of scribes	No special events
	Anubis	Asyut	Adults, especially elite	Death of an elite citizen
	Bast	Bubastis	Adults	No special events
	Sobek	Shedet	Patron of city guards and commanders	No special events
	Ma'at	No patron city	Adults	<ul style="list-style-type: none"> • High crime rate • Raiders in city
	Set	Nubt	Patron of soldiers and commanders	Victory in battle
	Hapi	No patron city	Adults	<ul style="list-style-type: none"> • No flood • High flood

People in the listed occupations expect to be able to worship their patron gods routinely. In the listed cities, all adults occasionally need to worship their patron. Certain events can also impel people to seek out particular gods.

A Brief Timeline of Egyptian History

The dates provided here are a compromise among sources.

Early Dynastic Period (2950 - 2575 BC)

The age of state formation — Dynasties 1 to 3.

Egypt emerges when King Menes unifies the Two Kingdoms.

Old Kingdom (2575 – 2250 BC)

The Age of the Pyramids — Dynasties 4 to 8.

The era of peace and stability begun in the Early Dynastic blossoms with monumental building projects: the pyramids.

1st Intermediate Period (2250 - 2060 BC)

Decline and Civil War — Dynasties 9 to 11.

Local governors destroy Egypt's unity. Civil war ensues.

Middle Kingdom (2060 - 1780 BC)

The Classical Era — Dynasties 11 to 13

Prosperity resumes, Thebes (Waset) ascends, and Egypt reaches new heights, expanding its borders south into Nubia.

2nd Intermediate Period (1780 – 1550 BC)

The Age of the Hyksos.

The Asian group known as the Hyksos declare themselves the ruling dynasty. Eventually, civil war begins again.

New Kingdom (1550 - 1075)

The Age of Empire – Dynasties 18 to 20

The Hyksos are expelled. Pharaoh Ahmose begins a period of expansion that will make Egypt the most powerful nation in the world.

Third Intermediate Period (1075 -700)

Decline of Power — Dynasties 21 to 25

Nubians conquer, and gradually reunite Egypt again.

Late Period (700 - 332)

End of an Empire — Dynasties 26 to 30

The Nubians rule benevolently, but are replaced by the Assyrians, then the Persians, then Greeks, and ultimately Romans, Arabs and Turks. Egypt won't be ruled by Egyptians again until the 19th Century AD.

Tips & Tricks

The biggest mistake you're likely to make is placing too many buildings too quickly. These are people's lives you're managing. Be patient. Give them time to settle into their jobs.

- Only government workers get food from bakeries. You can't provide bread to the royal family, nobles, shopkeepers, entertainers, farmers, or servants by placing more bakeries, even right next door.

- Place brickworks convenient to both raw materials and areas that will see a lot of construction, so that brick layers don't have to trek across the nome for them.

- Don't overwork your initial priest. If you expect him to divide his time among (for example) a hospital, an apothecary, a temple, and a school, he'll end up pleasing almost no one. Start slowly. By the time hospitals and temples become critical, you should be able to employ more priests.

- Once a household displays a dissatisfaction icon (see page 28), they've already had a problem that made them unhappy. Dissatisfaction over lack of bread and wares ebbs as the family gets the supplies that they need, but resentment lingers over missed services and government mistreatment. Try to fix whatever caused their complaint, and don't worry when the icon takes time to fade. The past is gone; your concern is the future.

- In common wares shops, the woman of the house does both the shopping *and* the manufacturing. To maximize her work time, minimize her distance from other common shops.

- Laborers and soldiers are especially vulnerable to physical injury, and more likely to need a hospital than people in less physical occupations.

Credits

TILTED MILL ENTERTAINMENT

Lead Designer
Chris Beatrice

Producer
Mat Williams

Lead Programmer
Mike Gingerich

Quality Assurance Manager
Greg Sheppard

Designers
Jeff Fiske
Tony Leier

Programmers
Gus Smedstad
Jeff Somers
Tony Hosier
Victor Rachels
Jim Solomon
Eli Pulsifer
Thanh Pham

Artists
Dennis Rose
Mike Malone
Adam Carriuolo
Kwan Sukasame

Composer, Sound Designer &
Video Engineer
Keith Zizza

Scenario Designers
Lenny Eusebi
Matt Zimmitti
David Kondor

Writer
Ken Parker

Associate Producer
David Beebe

Additional Scenario Design
Tom Fenselau
Jared Sorensen
Jonathan Peters

Additional Programming
Chris Harvey

Quality Assurance & Develop-
ment Support
Hans Schroder
Tom Wilhelm
Peter Hollmer
Ron Aghababian

Lead Tester
Blair Evans

Webmaster
Jeremiah Freyholtz

Finance & Operations
Peter Haffenreffer

Legal Counsel
Marsha Phillips Beatrice

Credits

Voice Actors
Gil Andrews
Gene Bogart
David Fielding
James K. Flynn
Pam Good
Tom Guyette
Howie Hoggins
Vivian Liu-Somers
George Mc Nerlin

Ruthi Mc Nerlin
Tess Mc Nerlin
Bruce Miles
Lani Minella
Michael Monsour
Eve Passeltiner
George Piehl
Danielle Seadia
Jessica Wachsmann
Francine Wolf

MYELIN MEDIA

Production
Gene Mauro
Grant Winton

Creative
Ken Woo
Brett Icahn
Lesley Zinn

Marketing
Sharon Wood

Sales
Strategic Marketing Partners

Public Relations
cho HighWater

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Keyboard Commands

F1 or ?	Open the main Help index
F2	Change camera view mode
, . /	Camera tracking modes
Home	Return camera to default viewpoint
Arrow keys	Move camera in desired direction
] and [Zoom the camera in and out
~ + (arrow keys)	Rotate the camera around center of screen
F4	Quick save
F5	Load most recent quick save
Ctrl + F4	Load most recent autosave
Alt + F4	Exit the game
F9 or Print Scr	Take a snapshot
Shift + F9	Take a snapshot without the interface
F10 or Esc	Open the game options menu
Esc	Close any open panel
Pause, p, spacebar	Pause or resume the passage of time
Tab	Go from city to world level and back
+ and -, or = and -	Increase or decrease game speed
a	Open the Administration Report
e	Open the Edicts Panel
m or Page Up	View message log
q	Open the People Report
r	Rotate the building attached to pointer
s	Open the Scenario Information panel
z	Open the Resources Report
Ctrl + g	Show or hide grid lines
Delete	Destroy all selected buildings

Mediterranean Sea

Pi-Ramesse

Djedu

Bubastis

Iunu

Men-Nefer

Shedet

Itjtawy

Henen-Nesu

Red Sea

Khmun

Asyut

Iunet

Abedjuu

Nubt

Waset

Nekhen

Abu

