

Dynasty	1	First Chiefs +10%				[Chiefdoms]		Protodynasty OT +10  , +20%  +20%  -20%										119 50	Dynasty 1 OT +~100  , +20%													
Weather	1	Arid period -10%							76	Wet period +5%  +5%																						
Turn		1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100	101-110	111-120	121-130	131-140	141-150																
Events					40 Wars in UE +1		52 Extinction of Large Mammals -1	60 Way of Horus +0.5  62 Merchants robbed +?	70 Creation of the state +1  73 Death of Scorpion -0.5	85 Peak of lower Nubia Acc. of Wawat, Irtjet	104 Raids on lower Nubia Downfall of Wawat, Irtjet	106 Narmer comes to power Abydos,Hierak.: OT +200	107 Narmer Ultimatum [Reject to start 3 <sup>rd</sup> Trial]	119 Creation of the Egyptian state +2  OT +100	120 The new capital +1  ,Flood chance -30%																	
Quests		New Settlement Reach 5 OT +10  +10	Assimilation of neighbors Assimilate clans OT +50		Ascension of the tribe Build a temple OT +10		Creation of the chiefdom Unite tribes +3  +1  +0.5  OT +60						120 Relocation of the capital Build w.w.palace+temple of Ptah Advantages of the united state, +2	Stone of Memphis Memphis quality limestone expedition OT +30  +15																		
Tasks																End of Quest 45	Dynasty 1 tombs 8 projects OT +80															
Trials																108 Unification of Egypt Defeat Narmer 108+ OT +80  medals	During: -80% relations with upper Egypt															
Dynasty		(Dynasty 1)		169 35	Dynasty 2 OT +254  , -20%				204 19	Dynasty 3 OT +323  , +5%  +5%		223 29	Dynasty 4 OT +375  , +5%  +5%  +5%  +5%		252 19	Dynasty 5 OT +489  , +10%  , +20%trade/expedition income		271 21	Dynasty 6 OT +537  , -20%		292 9	Dynasty 7+8 OT +479  -5% ALL, small tomb size bonus +50%										
Weather	151	Arid period -10%  ,population of Egypt grows more slowly										CW end	Wet period +5%  +5%  , population of Egypt grows more quickly										288	Great Drought -20%  , Egypt pop declines		Last Events 295						
Turn		151-160	161-170	171-180	181-190	191-200	201-210	211-220	221-230	231-240	241-250	251-260	261-270	271-280	281-290	291-300																
Events		152 Drought intensifies -?%	163 Cities of the Levant Acc. Of the Lands of Amu	168 Degradation of Nubians Downfall of Wawat, Irtjet	188 Divided Egypt Nile Revolt, Unable to attack outside Nile Austerity Measures Building upkeep: -50% Military retirement: -50%  ,+3  limit	188	203 Imhotep OT +1.2K					253 Children of Ra reforms +20  ,improvement panel + Decentralization unlocked	257 Ineff starts +20% spoilage   OT +1	276 Blooming lands Elephantine growth +30% 278 Sargon of Akkad OT +1K	279 Pepi II comes to power OT +2	284 First navigable channel in Africa Trade income +5%	290 Senile king -10  chaos +10%	291 Tax problems -20%  chaos +10%	292 Distant relatives -10  ,chaos +10%	293 Asia+Libya lost	294 Crime is on the rise Robbery +30% chance chaos +10%	296 Blooming Lands ? growth +30%	297 Wars among nomes Chaos +10%	Plague of Locusts: -681  , -3								
Quests		The copper of the Sinai Control Sinai + complete copper expedition OT +50		Conquest of lower Nubia Control Nile valley OT +50		Conquering the kingdom of Seth Control 40/48 regions OT +10K  +100  +100  +100  +100								Children of Ra reforms +20  ,improvement panel + Decentralization unlocked		264 Semitic tribes in Canaan Acc. Lands of Amu	New culture in lower Nubia Acc. of Wawat, Irtjet		268 Blooming lands Coptos growth +30%	271 Osiris cult ascendant OT +535	276 Blooming lands Elephantine growth +30%	278 Sargon of Akkad OT +1K	279 Pepi II comes to power OT +2	284 First navigable channel in Africa Trade income +5%	290 Senile king -10  chaos +10%	291 Tax problems -20%  chaos +10%	292 Distant relatives -10  ,chaos +10%	293 Asia+Libya lost	294 Crime is on the rise Robbery +30% chance chaos +10%	296 Blooming Lands ? growth +30%	297 Wars among nomes Chaos +10%	Plague of Locusts: -681  , -3
Tasks		[Dynasty 1 tombs]		169 35	Dynasty 2 tombs 5 projects OT +50		CW end	King Khasekhemwy's Constructions: 1 project OT +10  , +8  or +1	204 19	Dynasty 3 Tombs 4 projects OT +40		223 29	[Trial] Great age of the pyramids = [Task] Dynasty 4 Tombs		252 19	Dynasty 5 projects 9 projects, small tombs allowed, Colossal size bonus -50% OT +90		271 21	Dynasty 6 Tombs 4 tombs OT +80		292 9	Tomb of Ibi 1 project OT +10  , chaos +10%										
Trials		153 15	Royal crisis: Increase Authority to 75% OT +30  *medals		184 Separatism grows Reduce numbers/conviction 4	189 Civil war [Prevent=Bronze] 13	192, 195, 198 Separatists +200	193+ (+40  +30  ) *medals, +50% relations with UE		204 19	Dynasty 3 Tombs 4 projects OT +40		223 29	[Trial] Great age of the pyramids = [Task] Dynasty 4 Tombs		252 19	Dynasty 5 projects 9 projects, small tombs allowed, Colossal size bonus -50% OT +90		271 21	Dynasty 6 Tombs 4 tombs OT +80		292 9	Tomb of Ibi 1 project OT +10  , chaos +10%									
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