





Isis's tears of sorrow for the death of Osiris, her brother and husband, caused the swelling and overflow of the Nile, flooding lands and creating life in an endless cycle.

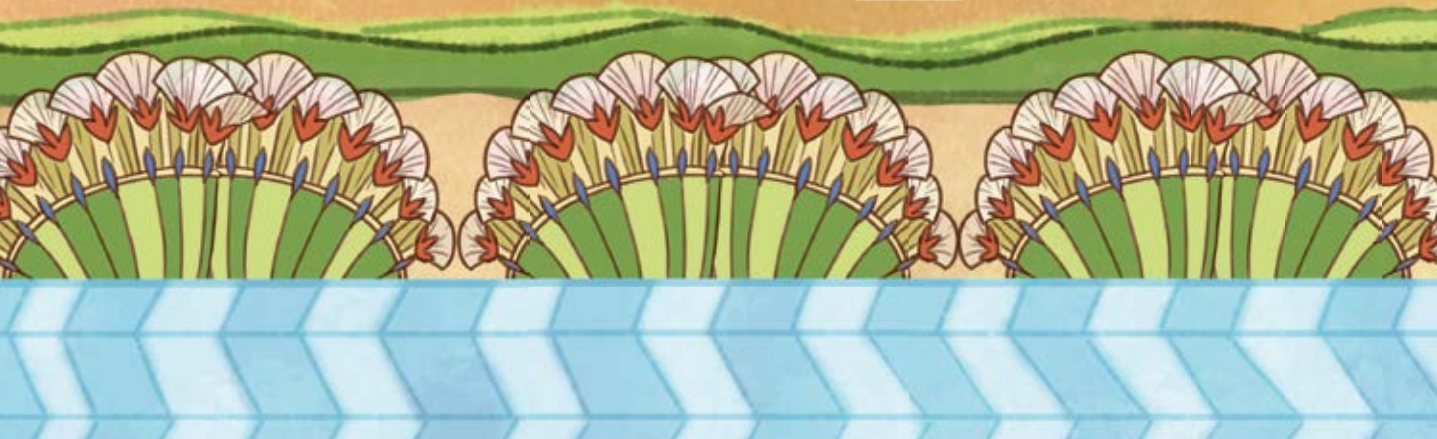
While some builders got rich by building fine sphinxes and obelisks at the edge of flooded lands, others got benefits by sailing them. Getting ahead of the course of the river will be essential to maintain your objectives and to leave those of your opponents deep down in the water.



SETUP

- 1 Place the initial **River tile** in the middle of the table, and the board near the playing area, showing the **calendar**.
- 2 Place one **black crocodile** on top of the initial tile and one on the **swelling space** of the calendar.
- 3 Each player takes a crocodile of the colour they prefer (   ). In a 2-players game, each player takes 2 colours.
- 4 Shuffle the rest of the **River tiles** and randomly place 4 at the bottom of the board, showing their **bank side**.
- 5 Deal 3 tiles to each player. Don't show the **bank side** of your tiles to the other players.
- 6 Create 4 piles with the remaining tiles, showing their **river side**, and place 2 to each side of the board.

Each player says the higher number among their tiles. The player with the highest number starts the game.



THE GAME

In turn order, each player places a tile from their hand (**bank side**). At least one of its two water sides must match with a **water side** of a tile already played.

If the tile with the crocodile is completely surrounded, a **flooding** is triggered (*see box below*).

Draw 1 of the four available tiles at the **bottom of the board**.

Move the crocodile forward on the calendar, in clockwise order, as many spaces as indicated by the location of the drawn tile. If it crosses the **swelling space**, a **flooding** is triggered (*see box below*).

Finally, move the necessary tiles to the left in order to occupy the first three spaces. Replenish the last space with a new tile as long as there is any left—turn it over to show its bank side.

FLOODING

Turn over the tile next to the crocodile tile with the lowest number. Then, move the crocodile from the river to the tile just flooded.



END OF THE GAME

The game ends when there are no tiles left to draw. The player with the most points wins. In case of a tie, the winner is the tied player with the lowest number on a tile in hand.

SCORING

Turn the board over to show the scoring side.
Use your crocodile to keep track of your points.
Each player scores the elements of their **colour** in the following way:

Sphinx: 1 point for every River tile next to it.

Obelisk: 2 points for every adjacent tile with a sphinx of its colour.

Ship: 3 points for every ship on a tile showing its river side
(the ones on the bank side don't count).



= 1 POINT



= 2 POINTS



= 3 POINTS

Water sides

Bank: 2 sides

River: 6 sides

