TUTANKHAMUN

Evil Under The Egyptian Sun

Player Guide

A MYSTERY IN MIND PRODUCTION

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Chapter 1: About the Game

Tutankhamun is a weekend long freeform roleplaying game written by Mystery in Mind.

We would like to thank the following people:

- The UK Freeform team for their organisation and support of the event,
- Steve Hatherley for his review and feedback on the Crime & Punishment system,
- Our GM team - Alex Sinclair, Kevin Jacklin, Jon Swift, Karim Kronfli and Alison Arnold,
- Robert Templeton, Fiona Lloyd, and Jon Swift for supplying some amazing props,
- Richard Salmon for sorting out the website and emails.

This game will allow you to play a specific character and experience a short period within their life. Each character has its own background, personality, goals, and secrets. With your character, you will become part of a story similar to a book or film, where you can interpret your character and decide its actions based on the background information given and interactions with other characters.

There are no winners or losers in this game and different people enjoy different aspects, whether it is simply acting as their character, achieving their goals, or helping solve some of the mysteries that abound within game. There is no right or wrong way to play but we ask you to try and step into your characters shoes for a while and connect with what they might feel, think the way they do, and behave how they would. Allow yourself to make decisions based on what your character would do.

It is important to remember that the game is a collaborative effort and you will interact with other player characters and non-player characters (NPCs) during the game. Some of the best fun can be had by working with other players to create enjoyable and dramatic scenes and interactions.

All the rules to guide you in the game are contained in this booklet. You do not need to memorise its contents, though we recommend you read through everything before the game and then refer to the relevant areas as needed.

There will be a number of GMs (games masters) who will be available during the game to help you if needed. If at any time during the freeform you have any questions regarding the game or need any help please feel free to contact a GM.

Copies of this player guide will be available in each game space area and at the GM desk.

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Chapter 2: Player Code of Conduct

By taking part in this game you must also adhere to the following rules of conduct.

1. No form of weaponry, real, prop, replica or otherwise, may be brought to the game. If a character requires a weapon the GMs will provide a suitable prop.
2. Touching and physical contact with any other player or GM is not allowed unless you have their permission to do so. Situations may arise whether in combat or romance where characters may realistically be in close contact however this should not be enacted without the explicit permission of all involved.
3. Please consider your actions in any public areas and ensure you do not cause alarm or inconvenience to any member of the public. In addition, players can often act such situations out with exceptional realism and if you are in doubt as to the reality of the situation please check with the person in question in order to prevent any unnecessary emergency calls.
4. Any out of character harassment will not be tolerated. Harassment may occur in character however care should be taken to ensure that no genuine distress is caused by this. Should you witness any form of out of character harassment, please inform one of the GM team.
5. Do not seek to cheat the game, rules, or mechanics.
6. You must abide by all real world laws of the land.

The GMs have the right to exclude any player from the game, who in the view of the GMs, do not comply with the above code of conduct, and/or act inappropriately, and/or pose a possible risk to themselves or others. No refunds will be given in this case.

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Chapter 3: Prior to the Game

This is some guidance on what you should expect and need to do prior to the game.

Documentation

You will have received a character hint which should have given you the flavour of the character and enabled you to start considering costuming. Nearer to the game date, your character sheet and any relevant documents that you require specifically for your character will be sent to you via email. These documents are personal to you and **should not be shared** with other players.

Your character sheet will give you everything you need to get started. We suggest you read it carefully to begin with and after that it is yours to study, transform, cry on, and play. The character is yours to interpret however you wish. Feel free to ask any questions to the GMs if you are unsure of something.

Other documents which will be provided prior to the game via the website include:

- **The Player Guide** (this document!), that we recommend you read through at least once prior to the game. Copies will be available for use in every game space and from the GM desk. We will not be providing individual copies to each player.
- **The Cast List,** which will give a brief summary of the publically known information about each character in-game as well as who is playing them. A copy of this will be made available at the game should you need to refer to it.
- **The Game Locations List**. This will show what each space represents in the game. Each game space will be labelled during the game.
- **The Game Timetable** which will give a rough itinerary as to what is happening during each game period. Copies of this will be available during the game should you need to refer to it.

We recommend you carefully read through all documents provided prior to the game.

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Hotel & Travel

You should have already submitted your hotel preferences via the questionnaire provided.

You will need to make your own travel arrangements prior to the game. The address details and some useful directions can be found on the game website on the venue page.

Costume

We ask that all players try to dress appropriately for their character, though this does not mean you need to obtain expensive period authentic clothing (unless you want to). The game is set in Egypt in 1923 with a wide array of characters allowing quite a variety of costume options. Some players enjoy costuming elaborately while others do not and costume items can be picked up relatively easily and inexpensively from charity shops. Often just a few accessories can give the appropriate look very well. There are some examples of what sort of clothing would be appropriate on the website.

Please note that no weapons (prop or otherwise) of any kind should be brought to the game.

Questions

If you have any questions or concerns regarding the game or your character that are not answered in the documentation provided please ensure you ask the GMs prior to the game. We will always do our best to answer any questions or alleviate any concerns as we would like you to have an enjoyable game.

You can contact the GMs by email on Tutankhamun-GMs@ishtari.co.uk

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Chapter 4: On Arrival

Check In

On arrival you should check in at the hotel, and locate your room. It is worth allowing yourself enough time to settle in, familiarise yourself with the hotel surroundings, get something to eat, collect any outstanding character documentation and get changed prior to the initial briefing.

Documentation

Before the game starts you will be able to collect your character pack which will contain any additional materials you need to play. Try to allow yourself some time to read through your documentation. The character pack will contain items listed in Table 1.

Table 1

ITEM	EXPLANATION
Lanyard	This should contain your name badge and can be used to store other cards. YELLOW = no photos, ANY OTHER COLOUR = happy for photos to be taken.
Name Badge(s)	The name badge should always be worn and visible when in play. It should be removed when not in play.
Item Card(s) (if applicable)	If you character possesses items they will be listed on an item card (which may be attached to a prop).
Ability Card(s) (if applicable)	These cards list any special abilities your character has and are usually limited to a specific number of uses (stated on card).
Contingency Envelope(s) (if applicable)	These can be used to reveal further information to your character on meeting a set condition (stated on envelope).
Random Encounter Card	You can use this if you feel things are a bit slow (see Random Encounter Rules).
Chance Cards	These are a set of cards which are used to determine the outcome of a challenge (see Challenge Rules).
Heart Card	States your Heart ability (see Romance Rules).

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We will also provide a printed copy of your character sheet. **If you believe you are missing anything from you pack please see a GM immediately.**

Lanyard

You should pick a lanyard colour based on whether you are happy to have your photograph taken in game. PURPLE or BLACK lanyards indicate you are happy to have your photograph taken. YELLOW lanyards indicate you **do not** wish to have your photo taken.

Name Badges

All players must wear a character name badge while they are in play. If you are wearing your character badge then you are indicating you are available as your character. If you are not wearing a name badge then it is assumed you are not currently playing your character and any information you may overhear from actively played characters should be ignored as your character would not know this information.

Name badges may also have symbols printed on them for use by other players. Generally, you do not need to know what they mean, however you should familiarise yourself with the ones used for romancing (see Romance Rules).

You should always react to other characters according to their name badge as there may be occasions where a player **may use a different name badge to the one they normally wear**. Never assume who someone is until you have checked their name badge.

If you wish to leave the game sessions for a reasonable period of time (not including lunch or dinner time) or have to leave the game early for any (real life) reason please ensure that you leave your name badge with a GM. This allows us to know which characters are not currently in play.

Items Cards & Props (Yellow)

Any important items that your character possesses at the start of the game will be represented by an item card (and where possible a prop). These items can be transferred

to other players and may be sold, traded, given away, stolen, destroyed or lost (unless specifically stated).

Any item card which you carry on your person is assumed to be carried on your person therefore if you happen to have a pet camel as one of your item cards, carrying it with you is unlikely to be a feasible option. Each player will have a hotel room or lodging where they may leave large items that are not possible to carry on their person. To leave an item in your room (or another location as pet camels are unlikely to be allowed in the hotel) please put your item card in the relevant container at the GM desk and leave the prop with it. You may of course leave items in any area of the game space however it may not be present when you return to collect it!

Where a prop is used for an item it must always be kept together with the item card and we ask for all props to be returned at the end of the game. Any prop carried by a player which does not have an item card is not considered an in game item and is for flavour only (and you may not take it from a player, unless of course they allow you to).

If an item may offer more information to people with specific skills e.g. Egyptology, then an envelope will be attached with further information inside. The envelope will state the skill and/or conditions which are required to open it e.g. "Open if you have Egyptology Skill of 5 or higher" or "Complete a successful challenge to translate this document using your Hieroglyphics skill – this task difficulty is 6". The envelopes should always remain with the item.

No weapons of any type may be brought to the game to use as a prop. If a weapon is required in game for any reason a suitable prop will be provided by the GMs.

Ability Cards (White)

Some characters may possess Ability cards. These cards describe any special abilities a character may be able to do.

Each Ability card will give an explanation as to how it works. These abilities are not permanent like skills and may have a limited number of uses. To use your ability, you should show the card to the player(s) it affects and mark of the use (or rip the card up if a single use). The most fun can be had when any use of skills or abilities are roleplayed out during their use and to their conclusion.

Contingency Envelopes

Some characters may possess contingency envelopes. These can be used to reveal further information to your character once a certain condition is met. The condition that needs to be met in order to open the envelope will be stated on the outside of the envelope e.g. open after 12pm or open if you meet a specific character. Once the condition is met you can open the envelope and read the information inside. You should not actively look to meet the condition on the envelope but allow it to happen naturally (or not) within the game.

Random Encounter Card (Blue)

You will find a card labelled "Random Encounter Card" in your game pack which should also list your character name on it. This card allows you to use the Random Encounter Mechanic. See Random Encounter Mechanic (Chapter 5) for more information.

Chance Cards (Green)

You will receive in your character pack a set of 5 Chance cards. These cards are used for resolving challenges. See Challenge Rules (Chapter 6) for more information.

Heart Card (Pink)

Your Heart card will list your name and heart ability. The card can be used when you fall in love with another character. See Romance Rules (Chapter 7) for more information.

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Chapter 5: During the Game

There are a number of things you should consider during the game which will help you to have a positive and fun game.

Game Briefing

The game briefing will take place at the start of the game, shortly before "Time In". You should ensure you can attend this as it will cover any health and safety requirements, hotel requirements (check out time, food ordering etc.), special game requirements and last minute announcements. It will also identify your GMs and organisation staff.

Getting Started

It is a good idea in the game to try and talk to as many other characters (players) as you can - especially ones which are listed on your own character sheet. Talking to other characters (players) can help ease you into your own character, provide information which might be useful to your character or goals, and get you involved in other plots should you wish.

Self-Care

For the duration of the game please make sure you always look after yourself. We ask that all players ensure that they identify, and take care of any self-care issues, whether it is caring for a medical condition, taking required medication, keeping nourished and hydrated, or simply taking a break where needed. If you have a medical condition that you feel we should be aware of please contact one of the GMs.

Relaxation Space

Sometimes it is necessary to take a break from playing the game whether it is just to eat, drink, or relax. For this purpose we have designated an area which is considered a **"relaxation space"** where no in game activities are to take place.

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For this game the "relaxation space" will be the **hotel bar**. Please respect this area and **do not take any in game discussions or actions** there.

Game & Safety Calls

It is possible during the game that you may hear someone make a specific call either for game, personal, or safety reasons. Table 2 lists the calls which may be used in game.

Table 2

CALL	WHO	REASON & ACTION TO TAKE
"TIME IN"	GM	Will be called at the game start to indicate play may start and may also be used to recommence play after it has been stopped for any reason.
"TIME FREEZE"	GM	A game/area wide announcement or safety matter. If this is called please stop what you are doing and listen for further instructions.
"TIME OUT"	GM	To stop the game completely. Usually called at the end of the game. When this is called please stop play.
"MAN DOWN"	Any	To indicate someone is has been hurt or injured (please first check they are not roleplaying being hurt). Please ensure the injured player is given space.
"BREAK"	Any	Anyone may use this call if they feel uncomfortable with a scene or interaction and wish to stop/take a break from it. Please respect the person making the call and accept they have no obligation to explain their reasons.

Rules and Roleplaying

There are a number of rules and mechanics (contained in the following chapters) that are in place in order to facilitate various aspects of the game. We always encourage players to try and roleplay things out as much as possible - however should there be cases where you need a more definite resolution the rules are there to help clarify things. While using the rules in order to resolve something please also ensure you roleplay the decided outcome.

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Occasionally you may not be able to resolve something, either yourself or between you and another player(s) using only the rules. In this case we recommend asking another player who is not directly involved or "objective third party" if they can adjudicate. They should consider in this instance what is reasonable, fair, and dramatically appropriate. Once a decision is made it should be considered final.

In cases where a decision cannot be made this way please feel free to contact a GM but please be aware they may not be immediately available to adjudicate for you and you may have a short wait.

Getting Stuck

During a weekend game it is possible you may experience a situation where you are lacking in things to do or don't know what to do. This may be due to a number of reasons such as running out of ideas or goals, characters being temporarily unavailable or you just don't fancy pursuing your current plots. There are several options you can pursue:

- Ask fellow players to help you out by involving you in some of their plots (most people are very happy to help)
- The Paperclip Rule – see below
- Random Encounter Mechanic – see below
- Talk to a GM and they will be able to give you some guidance

Never be afraid to ask for help as we want you to have an enjoyable experience. We would ask that if another player asks you for help in this way that you try to involve them where you can.

It is unacceptable to actively exclude a player from trying to get involved in any part of the game.

The Paperclip Rule

The paperclip rule was developed in order to aid players that find themselves "stuck" during the game and are unsure, or have run out of things to do. Simply put a paperclip (available on the player table) on your name badge. This indicates to other players that you are lacking things to do within the game and you would like to be involved with further plots and activities. Any player who sees someone with a paperclip on their badge should do their best to try and involve that player in their own plots, goals or activities.

Random Encounter Mechanic

The Random Encounter Mechanic (REM) aims to provide a temporary diversion that may introduce new plots or goals to your game.

You will find a blue card labelled **Random Encounter Card**, in your game pack which also lists your character name on it. If you wish to utilise the REM, you should hand this card into the GM desk in the area labelled "REM". Within the same game period (unless it is close to the end of the game period in which case it may occur early in the next game session) you will have the chance to experience a "random encounter" most likely led by a GM or NPC (non-playing character).

The encounter may provide you with a bit of action, introduce another plot or goal, or bring you together with another character. Any encounters will be entirely random and may be completely unrelated to your current goals, but that is part of the fun!

Communication & Research

It is possible during the game that you may wish to have further information or a response for a specific subject - in which case you can fill in a **Research and Communication Request Form**. Complete the form being as specific as possible as to what you wish to know and place it in the Research and Communication tray on the GM desk. A response will be delivered to you or more likely your "player pocket" (a pocket labelled with your character name and located in the main playing area) although this may not necessarily be within the same session.

Example: Muhammed Bey Fahmy wants to find out the results of an autopsy report for a death that happened six months ago. His player completes the **Research and Communication Request Form** with the name of the victim and when they died, and stating that he wants to know the official cause of death and any unusual findings. He then places the completed form into the correctly labelled tray. Next session he makes sure to check his pocket to find a reply has been sent with the requested information.

Chapter 6: Challenge Rules, Combat, & Health

There may be situations which arise where you will wish to test your skills in order to either accomplish a task, or resolve a conflict against another character.

We would recommend as far as possible to roleplay such challenges. In the event that challenge or conflict cannot be resolved by roleplaying alone there is a simple mechanic which can help determine the outcome. Please ensure you still roleplay the outcome.
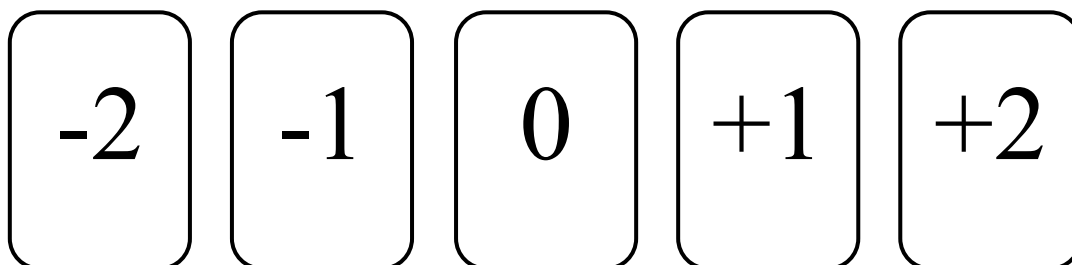
Skills

Your character sheet will list specific skills which you have, with a score between 1 and 5 (1 represents being a novice, and 5 would be an expert). If you wish to use a skill which is not listed on your character sheet you may assume you have a score of 0. While there are some things you could chance giving a go at a skill of 0, e.g., picking up and using a gun, there are some skills that just should not be attempted by someone unskilled, e.g., interpreting hieroglyphics or giving medical treatment. Please bear in mind that using a skill of 0 may give a good chance of getting an overall negative challenge score - resulting in a spectacular failure (see failing, below).

Chance cards

You will receive in your character pack a set of 5 Chance cards. These are shown in Figure 1.

Figure 1

Regardless of whether you are trying to accomplish a task or resolve a conflict you will **always** require a Chance card to be drawn. This card represents the element of chance in

your success. The number on the Chance card should be added to the skill you are using to give your **challenge score.**

Abilities

Sometimes a character may possess an Ability card which may also alter their (or their opponents) **challenge score**. Ability cards which directly add or subtract to a challenge must be declared **before** announcing the final challenge score (unless stated otherwise). Only **one** Ability card each may be used per challenge to add or subtract directly to the challenge score. Some Ability cards may alter the final outcome of a challenge; these should be declared after comparing **challenge scores**. Some Ability cards may even allow you to automatically succeed or avoid a challenge; these should be declared at the start.

Additional Help

Some tasks may be too difficult for a single character to succeed at by themselves. In this case you may enlist the help of another character(s) to help you succeed in a task. To do this they **must have the relevant skill**. For each character that aids you, you receive a bonus as described in Table 3.

Table 3

Character Skill	Additional Help Bonus
0	Cannot aid in the task
1-3	+1
4+	+2

Additional help only applies when completing a task and cannot be used in challenge against another character.

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Challenge Score

The **challenge score** is what you will use to compare against either a task difficulty or another player's challenge score in order to decide the outcome of any challenge.

Challenge Score = Skill + Chance + Any other modifiers e.g. ability, wounds, help etc.

In order to succeed in a task your challenge score must be **higher** than the task difficulty. Task difficulties may range from 1 (very simple) to 10 (extremely difficult). It may not always be possible for a single person alone to accomplish a task. If you do not succeed in your task you may not reattempt the task until the next game period, with or without additional help. It is also possible to fail spectacularly in a task - see failing (below).

Example: Howard Carter wishes to translate an Egyptian hieroglyphic tablet. The item has a difficulty of 6 in order to translate it, and Howard Carter has a hieroglyphics skill of 4. He draws a Chance card of +1 meaning his challenge score is 5. He is unable to translate the tablet at this time but he decides to try again (in the next game period) after finding someone to help him.

If you wish to challenge your skills directly with another character, e.g., in combat, or in a competition of some sort you will need to compare your **challenge scores** with each other and the character with the higher score is deemed the winner. **Please remember in character vs. character challenges that 'Additional Help' from another player cannot be applied.**

Example: Ethel Locke King has decided to challenge Harry Houdini to a motor race. Ethel Locke King has a driving skill of 4, and Harry Houdini has a driving skill of 3. Harry Houdini also decides to use an Ability card which gives him +1 to any challenge, now giving him a score of 4. They each draw a Chance card for the other. Ethel draws a +1 for Harry giving him a total challenge score of 5, and Harry draws a -2 for Ethel giving her a total challenge score of 2. The player's then roleplay out the race where Ethel gets distracted during the race and crashes while Harry goes on to victory.

In the event of a tie there is no clear winner and you can decide whether this outcome is appropriate, or whether to re-attempt the challenge.

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Combat

The challenge rules may also be used to determine the outcome of a combat. In a 1 vs 1 situation the characters use the normal challenge rules and compare the relevant combat skill.

If there are more than 2 characters involved in a combat, then all characters will each take an action in the combat. All characters have a **reaction value** (shown on your character sheet), and this number will be used in a combat involving 3+ characters. The character with the highest reaction value acts first and takes their action against a single other character of their choice. The combat continues with the next highest reaction value until all characters (regardless of side) in the combat have had an action or are rendered incapacitated. In the event of ties between players' reaction values, they each draw Chance cards and the player with the higher value goes first.

For every one point of success in a combat challenge, the opponent character takes 1 wound. A character who takes 4 wounds or more is considered incapacitated (unless they have an ability which states otherwise).

Once a character is incapacitated, the aggressor(s) may choose to do one of the following for each character that is incapacitated:

- Do nothing
- Steal a named item (name an item and if the incapacitated player has it they must give it to you)
- Steal their cash
- Inflict a further wound killing the character (Sunday only)

While we do not anticipate any instances of mass combat, should a case arise where there are more than 5-6 characters in a combat we recommend using an abbreviated set of rules where each side adds together their challenge scores and compares with the other. The difference in the challenge scores is then the number of wounds the losing side will take divided roughly equally between the characters.

Character Health

All characters start with a Health of 4 and can take 4 wounds before they are considered incapacitated (unless they have an ability which states otherwise). Wounds can be taken as a result of combat, illness, or from toxic substances.

A character's state of health and any consequences are shown in Table 4.

Table 4

Health	Wounds Taken	Result	Consequence
4	0	Healthy	N/A
3	1	Minor injury /illness	-1 to any challenges
2	2	Moderate injury/ illness	-2 to any challenges
1	3	Serious injury/ illness	-3 to any challenges, may not use abilities
0	4	Incapacitated	May take no actions

Health is naturally regained at a rate of 1 point per game session (unless prevented by a specific illness or toxicity). Health points may also be regained/regenerated by other means, e.g., potion or medical skill.

Combat Examples

Please note that no actual physical contact should be made unless expressly agreed by all involved parties beforehand.

Example 1: Stewart Gore Browne, after drinking a little too much, has decided to take a swing at Jimmy Noon. Stewart has a fisticuffs skill of 3, and Jimmy has a fisticuffs skill of 4. Neither wish to use any abilities to alter their score so they each draw a Chance card for the other. Stewart draws a Chance card of +1 for Jimmy, giving him a challenge score of 5. Jimmy draws a Chance card of +1 for Stewart, giving him a total of 4. As Jimmy beats Stewarts score by 1, Stewart will take 1 wound giving him a minor injury. The players then play out the fight with Jimmy giving Stewart a bloody nose.

Example 2: Annoyed at being given a bloody nose earlier, Stewart decides to enlist his friend Elliot Spenser to rough up Jimmy Noon. As there are more than 2 people in the combat, each character will take an action according to their reaction. Elliot has a reaction of 4, and Stewart and Jimmy both have a reaction of 3. Stewart and Jimmy each draw a Chance card and the one with the higher value will take the next place in the order of combat. Stewart draws a -2 and Jimmy a +1, meaning the order of combat will be Elliot, Jimmy, and then Stewart. Elliot decides he will take a swing at Jimmy and both

compare their challenge scores. Elliot has fisticuffs of 5 and has a Chance card drawn for him of -1, making his challenge score 4. Jimmy has fisticuffs of 4 and has a Chance card drawn for him of 0, however Jimmy is also suffering from 1 wound and therefore has -1 to the challenge score making the total 3. Elliot successfully causes Jimmy 1 wound. Jimmy now takes his action, though he is now moderately wounded so suffers a -2 to the challenge. Jimmy decides to swing back at Elliot. They once again compare challenge scores with Jimmy drawing a -1 Chance card for Elliot and Elliot drawing a +2 Chance card for Jimmy. Jimmy therefore has a total of 4 (fisticuffs 4 + -2 for wounds + +2 Chance card), and Elliot a total of 4 (fisticuffs 5+ -1 Chance card). As the result is a tie no one takes any wounds. Finally, Stewart decides to take a swing at Jimmy. They follow the same process and Stewart ends up with a challenge score of 4, and Jimmy with a challenge score of 2. This means Jimmy will take a further 2 wounds, incapacitating him. Elliot and Stewart decide to steal Jimmy's money before running off.

The player's then roleplay out the fight as follows. Elliot takes a swing at Jimmy and cracks him in ribs. Jimmy swings back but due to the pain from his ribs, he misses Elliot completely. Stewart then wades in and punches Jimmy right in the head, knocking him out cold. The pair then quickly rifle through his pockets before making off with Jimmy's cash.

Failing

Sometimes you will fail a challenge and, while most of the time the consequences may be negligible, i.e., you just don't get to do what you were trying to; but there are some circumstances in which failures should be considered spectacular! If you do any skill check and end up with a negative number this should be considered a spectacular fail and an appropriate consequence should be played out. This could mean that you hurt yourself and take a would if you were doing something active, get an interpretation very wrong, hurt someone you were trying to help, or something appropriate to what you were doing. While we will not enforce such failures, it is great fun to play them out.

Example: Edmund Allenby decides to do some target practise and uses his firearms skill of 3. He is however moderately wounded so has a -2 to any challenge, and he draws a -2 Chance card. This gives him a total of -1 (3-2-2=-1) meaning he has failed spectacularly! Instead of shooting the target, Allenby shoots himself in the foot taking a wound.

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Character Death

Character death is a possibility during the game. Before Sunday death can only occur due to certain Ability cards within the game. In this case, we ask that you gain the explicit consent of the player whose character is to die prior to taking any action. If you agree for your character to die at any point prior to Sunday please contact the GM desk for further instructions as you will be able to continue play via another means. On Sunday, any character can die if they take further wounds after being incapacitated.

Chapter 7: The Freedom to Choose – Romance in the 20s

The ritual of courtship and exploration of sexuality has changed greatly from the complex rituals of the Victorian times. Dating has become commonplace now there are a wide number of possibilities where young people can meet. Outings to movie theatres, sporting events, dance halls and bars are popular where men and women can mix freely in a socially acceptable environment. The act of dating could even be considered a form of social entertainment and a way to demonstrate popularity.

Romance Rules

During the game it is possible (and encouraged) for characters to engage in romantic activities. **Please remember that you must gain explicit consent from a player before doing any action that involves touch or contact**.

Each character has a **Romance value** and a Heart card. Dating can occur between any two consenting characters (and players). In order to show whether a character (player) can be approached for romantic activities you should note whether they have particular symbols on their badge. Table 5 shows the symbols and their meaning.

Table 5

Symbol	Meaning
♡F	Characters that have this symbol on their badge are happy to be romanced **only by female characters**.
♡M	Characters that have this symbol on their badge are happy to be romanced **only by male characters**.
♡All	Characters that this symbol on their badges are happy to be **romanced by any gender characters**.
✗♡	**If a character has this symbol on their badge then they should not be approached for any romantic activities at all.**

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Characters that are eligible to engage in romantic activities will have a **Romance value** and a Heart card. The Romance value is the number of dates/tasks another character must complete in order to win your heart. The Heart card will state your name and a special ability. This ability cannot be used by yourself but only by the person that wins your heart.

Please note that the following gives some general rules for romance but in the spirit of game if you wish to ignore any part of it and just roleplay it that is entirely fine. **You must however respect players' wishes with regards to their romance preferences by their badge symbol.**

Dating

Characters that are eligible to engage in romantic activities will have a Romance value. This represents the number of Dates (or romantic tasks) that a character must complete in order for them to win your heart. You are free to make up your own Dates/tasks according to what you feel is appropriate for your character.

If you wish to try and romance an eligible character, you should ask that character for a Date. That character can then choose whether (or not) to give you a Date (or task). If you complete the Date/task then you are one step closer to winning that characters heart. It is entirely up to the character who gives the Dates/tasks to decide if they were successful or not.

Any number of characters may attempt to date you at the same time, just as your date may be dating other characters too!

Falling In (and out of) Love

Once you complete the number of Dates/tasks equal to a characters Romance value you have successfully won their heart and they have fallen in love with you. They must then give you their Heart card and you may use the ability listed on the card from this point on. Of course, just because they have fallen in love with you does not mean you are in love with them, although they are most likely to try and seek your affections in return (via dates/tasks).

Characters that are in love with each other should put a Heart clip (available from the player desk) onto their lanyard as outward signs of their love are often visible to others.

It is possible to fall out of love. If the character you are in love with **repeatedly** engages in actions which anger or hurt your character or generally go against your character's moral code you can break up with them and request your heart back. Equally, love can be blind (if you so choose)!

It is also possible to steal someone's heart. Sometimes all the best people have been taken but that doesn't mean you shouldn't try! To capture the heart of someone who is already in love with another character, you must successfully achieve more Dates/tasks than the person they are in love with achieved (of course they may not always be willing to give you those dates). But if you do successfully replace that person in your beloved's affections, then you can take their Heart card.

True Love

If both characters in a romantic entanglement fall in love with each other this can be considered true love and you may both choose to ignore any further romantic activities with other characters. You should indicate this by clipping a Heart badge (available from the Player desk) onto each of your lanyards. It is really difficult to fall out of true love.

Romance Example

Please ensure you have explicit consent for roleplaying any romantic actions which involve physical contact.

Example 1: Lady Evelyn secretly admires Howard Carter and decides she would like to pursue this admiration more publically. Howard Carter shows the female symbol on his name badge and is therefore eligible to be pursued romantically by female characters. Lady Evelyn asks for a Date, to which Howard Carter responds by asking Lady Evelyn to accompany him for a tour of the tomb of Tutankhamun. Lady Evelyn accompanies Howard Carter and he agrees she has succeeded in the Date. Howard Carter has a romance value of 5; therefore Lady Evelyn must accomplish 4 more dates before she wins the heart of Howard Carter. Lady Evelyn succeeds with 4 more Dates including giving Howard a minor Egyptian artefact, visiting the Temple of Karnak with him, dancing with him at the hotel dance, and convincing Pierre Lacau to authorise another dig for him. Howard Carter then gives Lady Evelyn his Heart card which she may then use as ability.

Since Howard Carter is now in love with, her he also starts to pursue Dates with Lady Evelyn in order to win *her* heart. Ludwig Borchardt, however, has also decided to pursue Dates with Lady Evelyn and manages to succeed in the number of Dates equal to her romance value (5) winning her heart before Howard can. As Howard Carter is not someone who gives up easily and is in love with Lady Evelyn, he continues to ask for Dates. But since Lady Evelyn is now - despite herself - in love with Ludwig Borchardt, she makes the Dates a bit harder for Howard Carter, though she clearly still has a soft spot for him. Howard Carter finally succeeds in 6 Dates (one more that her romance value and the number that Ludwig succeeded in), and successfully steals the heart of Lady Evelyn. Lady Evelyn asks Ludwig for her Heart card back (which results in a bit of a scene and scuffle as he does not take this very well) and she then gives it to Howard Carter. As they have both exchanged Heart cards they declare it is true love and decide not to engage in any further romantic activities with others (by both clipping a Heart to their badges).

Example 2: Rudolph Valentino has decided to pursue Aziza Amir (who has the appropriate male symbol on her badge) romantically and asks her for a Date. She asks Rudolph to accompany her to the hotel dance which he duly does and she agrees the Date has succeeded. Aziza has a romance value of 5 and Rudolph pursues 4 more Dates with her, succeeding and winning her heart. Aziza gives Rudolph her Heart card and starts to pursue Dates with him. Rudolph, has a romance value of 8 and is a bit of a playboy, so while he gives Aziza Dates to accomplish, he also pursues other women and does not treat Aziza particularly well. Although Aziza is in love with Rudolph, she is quite upset by his behaviour and repeatedly flirting with other women. Finally after one too many times of dalliances with others and making her feel bad, she decides that this is not the man for her after all. Aziza confronts Rudolph and they argue resulting in her declaring she is no longer in love with him and asking for her Heart back.

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Chapter 8: Crime & Punishment

After World War I many of those who fought for their countries returned home only to have to face a different fight. Struggling economies, rising taxes, rising unemployment, refugees and broken foreign trade all made living hard for many. Many that returned from the trenches maintained the same mentality that they had needed in the war: survival of the fittest.

The 1920s has seen quite a rise in crime rates and in particular organised crime is taking a centre stage, with a number of gangs becoming more prolific and public.

In Egypt, although independence has been declared, the British still control many aspects, including the army. This has led to further civil unrest, including some violent outbursts from the Egyptians who want the British troops to move out.

It is entirely possible (and likely) that crimes may occur during the game (or have already taken place).

Crimes

The Egyptian police are generally responsible for investigating and punishing crimes in-game. There may be other officials who can deal out punishments and these individuals will have a badge which states this.

Muhammad Bey Fahmy is a district police chief, and he may delegate a number of official police investigators to help him in the pursuit of criminals. Anyone acting on behalf of the Egyptian Police should be in possession of a badge stating this, which must be either on display or shown on request. Though it is also possible to be a Private Investigator (someone hired by a private employer rather than the police) in-game, they cannot deal out punishments – only the official police investigators can do so.

Both the police and private investigators keep track of ongoing cases through use of a **Crime Investigation Case File** (available from the player desk). Here they will record details of the crime, collect evidence, attach witness statements etc., before submitting it. The police will have no hesitation in prosecuting, if they can. Private investigators, however, should hand the file to their employer, who may or may not then decide to submit this to the police in order to punish the criminal. Any form of punishment exacted through means other than those authorised by the Egyptian police themselves would be considered a crime in itself.

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There are several types of crime in this game (these have been classified for the purposes the scenario and do not reflect actual law) as shown in Table 6

Table 6

Type of Offence	Examples
Minor (crimes of low seriousness)	Petty theft (up to 50EGP), trespass, vandalism, simple assault (resulting in minor injury or less), disorderly conduct, etc.
Moderate (serious crimes)	Arson, assault, theft (moderate value items, i.e., between 50EGP and 300EGP), vandalism (of government property), blackmail, kidnapping, fraud, drug possession, etc.
Major (crimes resulting in serious injury/death or crimes against your country)	Murder, major theft (high value items, i.e., anything valued over 300EGP), aggravated assault, manslaughter, treason, drug distribution, etc.

Evidence

Whenever a crime is committed, no matter how careful the criminal is, there is always a chance of evidence being left.

In-game this means that the person committing a crime should draw a card from their Chance deck and complete a <u>Crime Report form</u> (available from the player desk) stating the details of the crime and the result of the card draw. The crime form should be left in the Crime tray on the GM desk.

Evidence may be in the form of physical evidence, witness statements or forensic evidence (although still a fairly new form of science at the time, forensics could be used for fingerprints, chemical analysis, and even some limited ballistics identification).

Physical evidence may be items left at a crime scene, e.g., cigarette butts, torn fabric, small item of jewellery, murder weapon etc., or some form of documentation to support the crime happened e.g. letters, plans, receipts etc. Physical evidence (if any has been left) will be found at the crime scenes or even on a person. In the case of assault, the injuries of the victim may constitute physical evidence.

Witness statements will occur if the crime is seen by someone including the victim of the crime (whether a player or not). Any player who sees a crime committed can provide a signed **Witness Statement Card**. Witness statement cards are available from the player desk and should be completed with the crime details. The player can then decide if they want to hand it into the police or another person. Witness statement cards may also be provided by the GMs in certain circumstances.

Forensic evidence can usually be deduced either from the crime scene itself or from a piece of physical evidence. Some form of analysis will need to be conducted in order to gain forensic evidence. In-game you may fill in a **Research & Communication Request** stating the purpose of the analysis and your level in the required skill. This form should then be submitted to the **Research & Communication tray** and you will be informed of the result during the next game session (which may be by message in your player pocket).

All evidence will have a crime number listed on it in order that multiple pieces of evidence can be linked to a single crime.

Regardless of location (and it is possible you might have one on you) any cards or envelopes marked "EVIDENCE" should be ignored by any player who does not have the required skill to take them/open them.

In order to have someone arrested there must be enough evidence to support the allegation, unless the crime has obviously been committed in front of several witnesses.

If you commit a crime in obvious view of three or more people that are not involved in the crime itself (or 2 if an investigator is one of them) you will automatically be considered guilty and will be eligible for punishment as befits the crime.

Otherwise the amount of evidence required will depend on the crime that has been committed as shown in table 7.

Table 7

Crime Classification	Evidence Required	Evidence Must Include
Minor	2	Any 2 pieces of evidence
Moderate	4	1 physical, 1 witness statement + any other 2
Major	6	2 physical, 1 forensic, 1 witness statement + any other 2

Some specific crimes may require more or less evidence, as they may either have evidence that has already been collected, or they may be more complex in nature. In these cases the evidence requirements will be made explicit to the investigating officer.

Punishment

Once enough evidence and witness statements have been collected together, attached to a completed **Crime Investigation File** form and submitted to the judicial authorities, the wheels of justice will inexorably turn. The guilty party may then be arrested (publically if at all possible!) and a punishment set. For larger crimes you may even wish to roleplay out a trial (or perform a Poirot-style round table denouement) for dramatic effect.

The severity of the crime will usually determine the punishment levelled on the perpetrator, but as we do not want players to spend long periods in chains (outside of their normal lifestyle choices), we will be applying alternative options. Table 8 shows what punishments can be applied for different levels of crime (this is not an exhaustive list and you are free to come up with your own interesting punishments as long as they are agreed by the player of the criminal).

Please note that if any person is convicted of a **Moderate or Major** crime they are subject to a search, where the investigator may confiscate **ANY KNOWN STOLEN** items or **EVIDENCE** the criminal possesses (regardless of whether they are for the crime they have been convicted of). This does not apply to stolen items stored elsewhere, only those discovered on the person at the time of the search. This is in **addition** to any other appropriate punishments.

The punishment(s) given out will be determined at the discretion of the official investigator, and will take place in the same game session that the arrest is made (so it may be worth waiting until the next game session if you are close to the end of one).

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Anyone who is convicted of a crime and is currently completing their punishment(s) must wear a **criminal badge** (available from the player desk) for the duration of the session they are completing their punishments in (even if their punishment only lasts part of the session). It is then up to individual characters to decide whether they wish to associate with a known criminal!

Punishments may be reduced (or even withdrawn completely) if the guilty person is prepared to act as evidence against another criminal (signed witness statement) and/or do a task for the investigator. This is at the discretion of the investigator. In this case the criminal **does not** have to wear a criminal badge.

It may also be possible to bribe an investigator to reduce punishments (but that will be up to individual investigators!).

Only badged officials can deal out punishments.

Table 8

Crime Classification	No. of Punishments	Example Punishments
Minor	1	• Fine of 5EGP • Confined to hotel for 1 hour • -1 to all skill challenges for one session • Must complete a simple public service • Take a beating (1 wound)
Moderate	2 different ones	• Fine of 15EGP • May not use abilities for one session • -2 to all skill challenges for one session • Confined to hotel area for 2 hours • Must complete a simple public service • Must answer a single question truthfully • Take a severe beating (2 wounds)
Major	3 different ones	• All money confiscated • May not use abilities for one session • -3 to all skill challenges for one session • Confined to hotel area for one session • Must complete a simple public service • Must answer a single question truthfully. • Execution (to occur on Sunday only)

Where there are multiple punishments i.e. Moderate or Major crimes, they must each be different e.g. you cannot choose -2 to all skill challenges twice for a moderate crime to give a total of -4. Lower level punishments may be used for higher level crimes at the discretion of the investigator.

Some major crimes may befit a more final punishment i.e. hanging/lynching, which should be dealt on Sunday only after a suitably dramatic (and preferably public) trial/interrogation.

The Benefit of Crime (or not)

Sometimes being a criminal and getting caught can have its benefits. There is *just* the possibility that - when taking your punishment and learning the error of your ways - your rehabilitation teaches you a meaningful and beneficial lesson. This might be in the form of information, evidence, or even new skills. However there is always a risk, and you might end up with taking a beating instead. Should you find yourself in this situation, then see the Crime & Punishment GM, who will ask you to draw a Chance card. The resulting number will determine whether you receive a benefit or a pasting.

Chapter 9: Egyptology and Excavations

Beginning with the restorations done by the ancient Egyptians themselves, through to modern Egyptology today, Egypt has always fascinated people. Like a vast hour glass, its history is measured in its ever shifting sands, the future flowing eternally into the past. For those with the patience to grasp the hour glass though and follow its contours in their hands, these few see how Egypt's past still flows into its future, the sands bringing the wealth and knowledge of the ages back into the present.

A Brief Introduction to Egyptology

The event which significantly impacted what we know today and gave rise to modern Egyptology was the French invasion of Egypt led by Napoleon Bonaparte in 1798. A number of scholars accompanied the French army and were employed to survey the land and take account of its antiquities, history, and customs. This led to an institute, the **Institut d'Égypte**, later to become The Egyptian Society**,** being established in Cairo for the study of various specimens discovered at the time.

One of the greatest discoveries during this period, the Rosetta stone, became the key to deciphering the ancient Egyptian Hieroglyphics. After the British defeated the French occupation, the Rosetta stone was removed in 1802 and has since been displayed in the British Museum. Egypt then came under the control of Mohammed Ali Pasha, the Turkish viceroy. He opened up Egypt to foreign diplomats, businessmen and tourists, and a scramble for antiquities followed.

Egyptology was established as an academic discipline through the research of Emmanuel de Rougé in France, Samuel Birch in England, and Heinrich Brugsch in Germany.

In 1880, Flinders Petrie, a British Egyptologist, revolutionized the field of archaeology through controlled and scientifically recorded excavations. Petrie's work determined that Egyptian culture dated back as early as 4500 BC.

The British Egypt Exploration Fund (now the Egypt Exploration Society or EES) was founded in 1882 by Amelia Edwards, who, following a visit to Egypt in 1873-4, developed a passion for documenting, exploring and preserving the country's unique heritage. The ESS was a not for profit organisation which aimed to raise money in order to fund further archaeological excavations. It promoted Petrie's methods along with many other Egyptologists.

In the United States, the founding of the Oriental Institute at the University of Chicago and the expedition of James Henry Breasted to Egypt and Nubia established Egyptology as a legitimate field of study.

In 1859 Auguste Mariette, the first director for the department of Antiquities in Egypt, succeeded in persuading the Ottoman viceroy of Egypt to establish a museum at Būlāq, near Cairo, to house what became the world's foremost repository of Egyptian antiquities, the Egyptian Museum.

The current director for the department of Antiquities is Pierre Lacau. Just weeks before the Tutankamun discovery, Lacau announced that he was replacing the customary 50/50 division of findings that usually occurred on excavations, and instead the Department of Antiquities would claim all findings and any gifts given to foreign expeditions would be at their discretion. In addition to this, he announced that future expedition permits would only be granted to institutions and not individuals. This has indeed caused some conflict in the world of Egyptian Egyptology and perhaps as a result caused an increase in smuggling and the black market.

Excavation Rules

The ancient city of Thebes lies in ruins around the Luxor area and as such many excavations past and present have occurred here. Currently the main areas of exploration and excavation are around the west bank of the river Nile in which contains the large Theban Necropolis. There are still many areas which remain unexplored and unexcavated.

In the game there are a number of areas which can be excavated which will be shown on a labelled map. Areas which can be excavated will be labelled with either a letter or a number. Any excavations must be booked in advance at the Excavation HQ.

Excavations will occur as mini freeform scenarios that will take approximately 20-30mins.

Authorised Excavations

It is possible to organise and complete an excavation during the game (although these things take months or years we are bending time in order to allow this in game). **Authorised dig slots will be available Saturday during the day and Sunday morning only.**

All excavations should be authorised by the Egyptian Government. Authorisation is given in the form of a **Dig permit** which is normally issued by the Egyptian Government (though it may be possible to obtain them through other channels i.e. the black market). Egyptian government officials who can authorise Dig permits are: **Pierre Lacau** (Director of Antiquities), **King Fuad I** (King of Egypt), and **Yehya Ibrahim Pasha** (Egyptian Prime Minister). Dig permits will state the sponsor of the dig which must be an organisation or group e.g. The Egyptian Exploration Society or The Oriental Institute. Dig permits cannot be made out to an individual. Blank Dig permits will be available on the player desk for you to complete and get authorised by one of the relevant individuals.

To book an excavation you must do the following (**maximum of 6 people per group** –only players count towards this total):

1. Select a dig site from one of the labelled maps at Excavation HQ.
2. Book an available time slot for your dig at Excavation HQ.
3. Gain a funding note from an appropriate sponsor group, e.g., The Egyptian Exploration Society, to the value required from the selected dig site.
4. Assemble a team with the required combined Archaeology skill for the selected dig site (no challenge is necessary, simply add all your skills together).
5. Obtain a **signed** Dig permit for the selected site.
6. Turn up at Excavation HQ 5 minutes before your allotted time to provide the above required documentation.

It should be noted that the Egyptian Department of Antiquities is entitled to claim any and all findings on a dig site unless an advance agreement is made in writing. Theft of antiquities would be considered a Major Crime.

Unauthorised Excavations

Some completely disreputable people will of course attempt to explore, excavate, and loot an area without any form of authorisation whatsoever. These unauthorised excursions can only occur outside daylight hours, will most likely be highly dangerous (more likely to encounter violence), and are completely illegal (would be considered a major crime).

You do not require any funding, or a dig permit, though the results of your 'impromptu expedition' will most likely be more limited. Archaeology or Egyptology skill is still required (after all knowing where to dig is pretty important) however you only require

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half the stated skill level required for a dig (because, let's face it, you are probably not going to be very careful). This also means your findings may more limited.

If you do decide to organise an unauthorised excavation you will need to do the following (**maximum of 6 people per group** – only players count towards this total):

1. Select a dig site from one of the labelled maps at Excavation HQ.
2. Book an available time slot for your dig (slots will be available Friday and Saturday evening only).
3. Assemble your team so you can reach at least half the required Archaeology skill.
4. Turn up at Excavation HQ 5 minutes before your allotted time

As this is not an official dig, it is up to you to decide what to do with any findings. We should remind you that such excursions are completely illegal and should you be caught there may be severe consequences! All team members should draw a Chance card at the end of the encounter for the GM to note down.

Chapter 10: The Movies

Movies captured the interest of the masses worldwide and their success was extremely rapid during the early 1900s. This new art form entertained people, made them laugh, and helped them escape some of the horrors of World War I. They also influenced fashion and behaviour.

During the 1920s there was a huge expansion of both film making and cinema going. The focus now was on the feature film rather than the short films of the past. Picture palaces, capable of seating many hundreds of people, were built and often owned by the film studios themselves. It was not unusual for films to be accompanied by scripted music from a piano - though some picture palaces even offered a full orchestra!

Popular film genres of the period were swashbucklers, horrors, and romantic comedies. The major movie companies in Hollywood during this period were Paramount, Warner Brothers and MGM. By **marketing** their movies extensively they succeeded in generating a huge interest in the movie stars.

In 1920, United Artists Corporation was formed by Charles Chaplin, Mary Pickford, Douglas Fairbanks and D.W. Griffith who were all leading movie stars of the time.

The Tutmania craze which has swept the world since the discovery of King Tutankhamun's tomb has found its way into the imaginations of many film makers.

King Fuad I is a keen lover of film and is delighted by the idea of enticing the rich and famous Hollywood stars across to Egypt with the promise of a generous investment. The king has offered to pay EGP500000 (approximately $100000) to a winning short film on the conditions that it must be filmed in Egypt and include an Egyptian citizen. He has decided to call this the Egyptian Film Outstanding Footage Formulation (EFOFF) Award.

Making a Movie

Anyone may choose to enter the EFOFF award competition as long as you comply with the rules. If you wish to make a film for the EFOFF Award, the following apply:

- The film must be completed in-game (you may choose any in game location though if you wish to use a restricted area, e.g., any tomb, you will need permission from the Egyptian government or dig sponsor (if a dig is active) and an allocated time slot (bookable at Excavation HQ).

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- A camera may be borrowed for a period of 1 hour in order to shoot the film (book at the GM desk (and a handout will be provided on the technology used).
- The total film should be no longer than 5 minutes in length. The film may be shot in a continuous roll if you require no text boards to be added (or wish to use your **own** manual ones) or in segments between where you wish your text boards (if you wish them added via technology).
- The film must have an Egyptian citizen in it.
- All film submissions must be made by **10pm** on Saturday evening to allow for processing.
- The films will be shown at 10am on Sunday morning followed by a vote and the EFOFF award. All are welcome to attend.
- Bonus points will be added to the vote based on the combined Acting & Writing skills of the team members.

The films will be created using customised iphones for recording short video clips and then processed using the "Silent Film Studio" app to create the final movie by adding the video clips between customised text boards. You are welcome to process the entire movie yourself or we can do this for you, if you complete the required info on the form provided.

Chapter 11: A Very Brief History of Modern Egypt

Eyalet of Egypt

Egypt was administered as an eyalet of the Ottoman Empire from 1517 until 1867, with an interruption during the French occupation of 1798 to 1801.

1798

The French Campaign in Egypt and Syria (1798–1801) was Napoleon Bonaparte's campaign in the Ottoman territories of Egypt and Syria, proclaimed to defend French trade interests, weaken Britain's access to British India, and to establish scientific enterprise in the region. It was the primary purpose of the Mediterranean campaign of 1798, a series of naval engagements that included the capture of Malta.

Despite many decisive victories and an initially successful expedition into Syria, Napoleon and his army were eventually forced to withdraw, after sowing political disharmony in France, experiencing conflict in Europe, and suffering the defeat of the supporting French fleet at the Battle of the Nile.

On the scientific front, the expedition eventually led to the discovery of the Rosetta stone, creating the field of Egyptology.

1801

The expulsion of the French by Ottoman, Mameluke (slave soldier), and British forces was followed by four years of anarchy in which Ottomans, Mamelukes, and Albanians (who were nominally in the service of the Ottomans) wrestled for power.

1805

Out of this chaos, the commander of the Albanian regiment, Muhammad Ali (Kavalali Mehmed Ali Pasha) emerged as a dominant figure and was acknowledged by the Sultan in Istanbul as his viceroy in Egypt.

1820

Egypt sent 4,000 troops to invade Sudan forcing their surrender and incorporated Sudan into Egyptian territory. The Egyptian authorities made improvements to the Sudanese infrastructure, especially with regard to irrigation and cotton production.

1822

Jean-François Champollion announced his general decipherment of the system of Egyptian hieroglyphics for the first time, employing the Rosetta stone as his primary aid.

1859-69

Suez Canal built, but it and other infrastructure projects near-bankrupt Egypt and lead to gradual British takeover.

Khedivate of Egypt

An autonomous tributary state of the Ottoman Empire established and ruled by the Muhammad Ali in 1867.

1879

Corruption and mismanagement by Egypt resulted in the Orabi Revolt, forcing the Egyptian authorities to request help from the British which in turn gave them a crucial foothold in the region.

1880

Egyptology became more professional via work of William Matthew Flinders Petrie, who introduced techniques of field preservation, recording, and excavating.

1882

The British occupied Egypt to establish control over the Nile and safeguard a planned irrigation dam at Aswan (South of Egypt).

The Egyptian Exploration Fund is founded by Amelia Edwards.

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1899

Britain and Egypt reached an agreement under which Sudan was run by a governor-general appointed by Egypt with British consent. Sudan was effectively administered as a British colony. The British were keen to reverse the process of uniting the Nile Valley under Egyptian leadership, and sought to frustrate all efforts aimed at further uniting the two countries.

The continued British administration of Sudan fuelled an increasingly strident nationalist backlash in Egypt, with Egyptian nationalist leaders determined to force Britain to recognise a single independent union of Egypt and Sudan.

Howard Carter was appointed to the position of Chief Inspector of the Egyptian Antiquities Service (EAS). He resigned from the Antiquities Service in 1905 after a formal inquiry into what became known as the Saqqara Affair, a noisy confrontation between Egyptian site guards and a group of French tourists. Carter sided with the Egyptian personnel.

1907

Lord Carnarvon employed Howard Carter to supervise excavations of nobles' tombs in Deir el-Bahri, near Thebes on recommendation of Gaston Maspero (Director of the Department of Antiquities at the time).

Sultanate of Egypt

In 1914 the Ottoman Empire connection was ended and Britain established a protectorate called the Sultanate of Egypt.

1914

The formal end of Ottoman rule in was in 1914. Hussein Kamel was declared Sultan of Egypt and Sudan, as was his brother and successor Fuad I. They insisted on a single Egyptian-Sudanese state even when the Sultanate was retitled as the Kingdom of Egypt and Sudan - the British continued to frustrate potential independence. The British governor general of Sudan and commander of the Egyptian Army was committed to ensuring Sudan and Egypt remain separate entities and for Britain to retain control of the key strategic management of the Nile and the Suez Canal (essential for trade).

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British occupation and interference in Egyptian affairs persisted with continued efforts to divest Egypt of all control in Sudan. Both the King and the nationalist movement felt that this was intolerable. The Egyptian Government made a point of stressing that the King was the "King of Egypt and Sudan"

Pierre Lacau was appointed in 1914 to succeed Gaston Maspero as Director of the Department of Antiquities, but could not take up the position until after World War I.

Lord Carnarvon received the concession to dig in the Valley of the Kings, with Howard Carter employed to lead the work. However excavations and study were soon interrupted by the First World War with the excavation work resuming towards the end of 1917.

1914-18

During World War I, activist groups all over Egypt are formed. World War I leads to much hardship on the Egyptian population, because of the many British restrictions.

1918

Leaders of the Wafd Party call upon the British high commissioner for the abolishment of the protectorate and ask to be representatives of Egypt in the peace negotiations after the war. These demands are refused, and Wafd Party instigate disorder all over the country.

1919

Egyptian Revolution broke out calling for liberty, independence and democracy. Civilian demonstrators were met with armed force by the British military which resulted in the death of over 800 Egyptians and the wounding of over 1,400 more.

Key members of Wafd are deported to Malta. Their leader, Saad Zaghloul, is soon released which puts a stop to public disorder in Egypt. He then travels to Paris, France in an attempt to present his version of Egypt's case to representatives of the Allied countries, but without much success.

1920

Zaghloul has several meetings with the British colonial secretary, Lord Milner. They reach an understanding, but Zaghloul is uncertain of how the Egyptians will see him if he forges an agreement with the British, so he withdraws. Zaghloul returns to Egypt, and is welcomed as a national hero.

1921

A government formed by ʿAdlī Pasha Yakan, one of Zaghoul's rivals, spends most of the year trying to negotiate a treaty with the British but was inhibited by Zaghloul's virtual veto power. When ʿAdlī consequently resigned, Zaghloul brought his supporters onto the streets to prevent the formation of any alternative government. He uses his supporters to hinder the establishment of a British-friendly government and the British deport Zaghloul to the Seychelles in the Indian Ocean.

Kingdom of Egypt

The Kingdom of Egypt was the legally recognised independent Egyptian state established under the Muhammad Ali Dynasty in 1922 following the Unilateral Declaration of Egyptian Independence by the United Kingdom.

22 February 1922

Egyptian independence is officially recognised by the British government, unilaterally ending its protectorate over Egypt and granting it nominal independence with the exception of four "reserved" areas: foreign relations, communications, the military and the Anglo-Egyptian Sudan.

28 February 1922

Declaration which recognizes Egypt as an independent state (with some reservations) and terminated Egypt as a British protectorate.

26 November 1922

The tomb of Tutankhamun is discovered by Howard Carter with Lord Carnarvon and his daughter, Lady Evelyn, in attendance.

17 February 1923

The burial chamber of King Tutankhamun is opened.

5 April 1923

Lord Carnarvon dies.

19 April 1923

A new Egyptian constitution adopted – a 30 member legislative committee that includes representatives of political parties, as well as national movement leaders.

Areas of contention:
• The security of the communications of the British Empire in Egypt;
• The defence of Egypt against all foreign aggression or interference, direct or indirect;
• The protection of foreign interests in Egypt and the protection of minorities;
• The Sudan.

Rich mineral resources are available in Sudan including asbestos, chromite, cobalt, copper, gold, granite, gypsum, iron, kaolin, lead, manganese, mica, natural gas, nickel, petroleum, silver, tin, uranium and zinc.

May 1923 – present day in game

MYSTERY IN MIND

Chapter 12: A Final Note on Egyptian Political Tension

During the outbreak of the Great War, the Khedive in Egypt was deposed, martial law declared, and the Legislative Assembly dissolved by the British. For the next four years overt political activity in Egypt was at a standstill - intentionally. Complaints were rife from ordinary Egyptians regarding the effects of inflation, requisitioning, and conscription. The intelligentsia and the professional classes were frustrated by restrictions on personal freedom and by the evident British intention to convert a protectorate into a permanent colony. By the time the armistice was signed in November 1918, Egypt was seething with discontent.

General Edmund Allenby was appointed in 1919 as Special High Commissioner of Egypt. A high commissioner is the senior diplomat (generally ranking as an ambassador) in charge of the diplomatic mission representing British interests.

Sir Lee Stack became the Governor-General of the Sudan and Sirdar (British Commander-in-Chief) of the Egyptian Army, reporting into Allenby.

Allenby's appointment came as the country was being disrupted by demonstrations against British rule, led by the WAFD party. The WAFD Party is an Egyptian Nationalist Party led by Saad Zaghloul. He was arrested with three other leaders and deported. These deportations caused the opposite effect to what the British had hoped, and though attempts were made to keep it quiet, word spread and eventually led to a strike of law students. This strike became a demonstration with chants including "Long live Saad. … Long live Independence".

This started the revolution of 1919 and in the following days, many more began to strike and the government and courts shut down entirely. The civilian demonstrators were met with the armed force of the British military which resulted in the death of over 800 Egyptians and the wounding of over 1,400 more. The British then released Saad Zaghloul and his followers, hoping to create a rift in the WAFD leadership. However, the party became more unified and the strikes continued.

In early 1921 there were more riots and demonstrations that were blamed on Saad Zaghloul and his WAFD nationalist party. The damage and violence created was intolerable and led to the injuries of several British soldiers. Conciliation had clearly failed

so Allenby took a harder approach and he ordered that Saad Zaghloul and five other leaders to be deported to the Seychelles. Sixteen rioters were executed. Saad's wife, Safiya now leads the WAFD Party.

It is clear that there is now a strong sense of nationalism within Egypt and the tensions against the British Empire are telling. Local Egyptians are frustrated and want full independence. There is a concern that any foreign national could end up being targeted.

Monitoring Political Tensions

During the game political tensions will be monitored between the Egyptians and the British in the form of a tension thermometer. The level of the thermometer will indicate the level of tension, i.e., the higher the level, the higher the tensions are, and therefore the higher the risk to any British staying in Egypt.

The level of tension may be affected by various means such as newspaper articles, crimes reported, actions by officials etc.

Examples of things that may increase tension:
- Smuggling of Egyptian antiquities out of Egypt
- Interrogations conducted by British officials
- Visible British interference in Egyptian politics
- Murder of Egyptian citizens
- Visibility of British troops

Examples of things that may decrease tension:
- Political appeasement
- Pardoning of exiled Egyptians
- Removal of British troops
- Egypt shown in a positive way e.g. via movie or newspaper articles

Should tensions reach a volatile level, there may be riots and random attacks.