

Ramses II – Parts Manifest

- **Rules**
- **Plastic Insert**
- **Cardboard Overlay** *(The cardboard disks are punched out of this – it is integral to play and should not be thrown away.)*
- **47 Pyramids** *(These are in three colours; red, blue & gold. The exact count of each varies from copy to copy but there should be approximately 16 of each.)*
- **48 Disks:**
 - ❑ 36 blank
 - ❑ 12 Treasure (Bird, Candles, Carriage, Computer, Dog, Duck, Glasses, Hippo, Horn, Mummy, Sphinx, Teeth)
- **20 Phase-1 Cards:**
 - ❑ 1-Bird, 2-Bird, 1-Candles, 2-Candles, 1-Carriage, 2-Carriage, 1-Computer, 2-Computer, 1-Dog, 2-Dog, 1-Duck, 1-Glasses, 1-Hippo, 2-Hippo, 1-Horn, 2-Horn, 1-Mummy, 2-Mummy, 1-Sphinx, 1-Teeth
- **19 Phase-2 Cards:**
 - ❑ 3-Candles, 3-Computer, 3-Duck, 3-Glasses, 3-Horn, 3-Mummy, 3-Sphinx, 3-Teeth
 - ❑ Sandstorm [x2], Gift [x2], Risk [x2], Mirage [x3], Desert Poker [x2]
- **9 Phase-3 Cards:**
 - ❑ 4-Candles, 4-Carriage, 4-Computer, 4-Dog, 4-Hippo, 4-Horn, 4-Mummy, 4-Teeth
 - ❑ End card