

# Setup

# RA

- Place the Auction Board on the side showing the Sun Boat icon face up.
- Place the Ra Statue and all Scoring Tokens next to the Auction Board.
- Place the Sun Boat Marker on the Ra Track on the starting space corresponding to the player count.
- Place the Epoch Counter on the upper right corner of the Ra track with the First Epoch side up.
- Place all of the Auction Tiles into the cloth bag.
- Each player takes:
  - 1 random Player Board** - placed on the side corresponding to the player count.
  - Five Point Scoring Tokens** - place facedown next to your Player Board.
- Place the Sun Disk on the Auction Board.
- Each player places the Sun Disks matching the blue ovals on their Player Board.

## Sun Disk Starting Groups

2 Players	3 Players	4 Players	5 Players
    <hr/>    <small>(only use disks 1-9)</small>	    <hr/>    <hr/>    <small>(only use disks 1-13)</small>	   <hr/>   <hr/>   <hr/>   <small>(only use disks 1-13)</small>	   <hr/>   <hr/>   <hr/>   <hr/>   

# Playing the Game

RA is played over 3 "Epochs", each consisting of a number of Turns until the Epoch is ended.

An Epoch ends in 1 of 2 ways:

- All players' Sun Disks are facedown, **OR**
- The Sun Boat has reached the end of the Ra Track.

The player with the highest-numbered Sun Disk takes the first Turn of each Epoch. A player's Turn consists of 1 of the following 3 Actions:

**DRAW A TILE** - This Action cannot be taken if the Auction Track is full.



If it is **NOT** a Ra Tile: place it in the leftmost open space on the Auction Track.



- If it is a Ra Tile: discard it and advance the Sun Boat 1 space to the right on the Ra Track.
- If the Sun Boat is moved onto the final space of the Ra Track, **the Epoch immediately ends without completing an Auction.**
  - Otherwise take the Ra Statue and begin an Auction.

## INVOKE RA



Say "I invoke Ra!", take the Ra Statue and begin an Auction.

## SPEND GOD TILE(S)



Discard any number of your previously acquired God Tiles. Acquire 1 non-God Tile of your choice from the Auction Track for each God Tile you discard. If the acquired Tile is a Disaster Tile, immediately resolve it.

When a player has completed their Action, their Turn ends and play continues clockwise to the next player.

When a player does not have any faceup Sun Disks remaining, they can no longer take Actions during that Epoch. On their turn, play continues clockwise to the next player.

The player with the last Sun Disk in an Epoch may continue to take Turns as normal until they spend it in an Auction, or until the Ra Track is full and scoring is immediately triggered.

# Auctions



- The player who triggered the Auction takes the Ra statue, indicating that they are the Ra player.
- Each Auction begins with the player to the left of the Ra player and continues clockwise.
- When it is a player's Turn to bid, they may bid with 1 of their faceup Sun Disks. If a player cannot bid (or chooses not to), they may Pass.
- The first bid of each Auction can be a Sun Disk of any value. Each subsequent bid must be a higher value than the previous bid.
- Each player may only bid (or Pass) once. The Auction always ends with the Ra player.

The conditions of the Auction depends on how the Auction was triggered:

When a Ra Tile is drawn during a **DRAW A TILE** Action.

- All players have the option to Pass.
- If all players Pass, the Auction Tiles and Sun Disk remain in place.



A player **INVOKES RA** when the Auction Track is full.

- All players have the option to Pass.
- If all players Pass, all Auction Tiles on the Auction Track are discarded.

A player **INVOKES RA** when the Auction Track is **NOT** full.

- All players **EXCEPT THE RA PLAYER** have the option to Pass.
- THE RA PLAYER MUST BID IF ALL OTHER PLAYERS PASS.** Otherwise, the Ra player may Pass.

- The player with the highest value Sun Disk is the winner of the Auction. They take all of the Auction Tiles on the Auction Track, placing them around their Player Board.
- For each Disaster Tile taken, discard 2 matching Auction Tiles (if able).
- They then exchange the Sun Disk they bid with for the Sun Disk on the Auction Board. The Sun Disk they take is placed facedown on their Player Board.
- All other players return their Sun Disks to their player Board faceup.

At the end of each Auction, play continues clockwise from the Ra player.

# Scoring

Scoring takes place at the end of each Epoch. Scores are tracked by Scoring Tokens which are placed facedown next to player's player Boards. It's not possible to have a negative Score.

At the end of the 1st and 2nd Epochs:

- All players discard all Auction Tiles from the right side of their Player Board.
- Discard any remaining Auction Tiles from the Auction Track.
- Return the Sun Boat to its starting space as in Setup.
- If the Epoch counter is on its 1st side flip it, otherwise discard it.
- All players flip their Sun Disks faceup, then begin the next Epoch.

At the end of the 3rd Epoch:

- All players add the values of their Sun Disks (facedown and faceup).
- The player with the highest total scores 5 VP, the player with the lowest total loses 5 VP. If tied, the same amount is scored or lost for all tied players. If all players have the same total, no VP is gained or lost.
- The player with the highest score wins. Ties are broken to the highest-numbered Sun Disk.

# Auction Tile Effects and Scoring



## ONLY SCORE AT THE END OF THE 3RD EPOCH.

Earn VP for your Monument Tiles in the two following ways:

- Each group of **3/4/5** identical Monument Tiles is worth **5/10/15** VP.
- **1 - 6** different Monument Tiles = **1** VP for each Tile.
- **7/8** different Monument Tiles = **10/15** VP.



- The player(s) with the most Pharaoh Tiles scores **5** VP.
- The player(s) with the fewest Pharaoh Tiles loses **2** VP.
- If all players have the same number of Pharaoh Tiles, no VP is scored or lost.



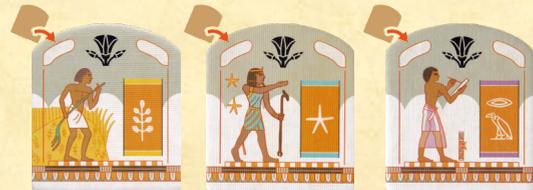
- Score **1** VP for each Flood Tile.
- Score **1** VP for each Nile Tile if you have at least 1 Flood Tile.
- Flood Tiles are discarded at the end of each Epoch.



- Score **2** VP for each unspent God Tile.
- As an Action, players may **SPEND GOD TILE(S)** to take non-God Tiles from the Auction Track.
- God Tiles are discarded at the end of each Epoch.



- Score **3** VP for each Gold Tile.
- Gold Tiles are discarded at the end of each Epoch.



- A player with **3/4/5** different types of Civilisation Tiles scores **5/10/15** VP (only score your largest set).
- A player with no Civilisation Tiles loses **5** VP.
- Civilisation Tiles are discarded at the end of each Epoch.

