RA

Before the first Epoch
Everyone gets 10 points.
Everyone gets a pile of Suns; see chart.
The 1 Sun goes on the board.

Epoch Beginning
All Suns are turned face up.
Highest Sun starts, then turns
proceed clockwise.

2 Players	3 Players
2·5·7·8	2·5·8·13
3·4·6·9	3·6·9·12
	4·7·10·11

5 Players	4 Players
2·7·16	2·6·13
3·8·15	3·7·12
4·9·14	4·8·11
5·10·13	5·9·10
6·11·12	

TURN (requires a face-up Sun)
Take one of these three actions:
- If there is space in the auction track, draw a tile.
- Start an auction by Invoking Ra or because the auction track is full.
- Discard 1 or more Gods to take that number of tiles from the auction track.

Epoch End
When either the last player is out of Suns
-or-
Immediately (no auction!) when the Ra track is filled
Then: Score won tiles as appropriate. Discard Ra tiles.

The game ends after the 3rd Epoch
Total points for Monuments and Suns as well.

Tiles
A drawn Ra tile goes in the top track, starting in the space marked with the number of players. Each Ra tile forces an auction and moves the Epoch closer to its end. Any other tile goes into a space on the auction (lower) track for later bidding.

Auctions
Auctions are for the contents of the lower track as well as the Sun on the board.

Beginning with the player to the left of the auction starter, everyone has one opportunity to make a bid. If the auction began by Invoking Ra, the starter must bid if no one else has—otherwise, everyone may pass. If all players pass and the auction track is full, discard all auction tiles to the box.

The winning Sun goes on the board, to be part of the next auction. Won Suns are kept face down until the next Epoch.

Each disaster tile is discarded and takes with it 2 good tiles of that type. Droughts take Floods first, then Niles.
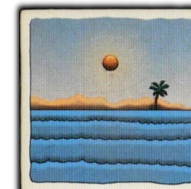
Discard At Epoch End		Keep At Epoch End	
Gold +3 PTS	**God** +2 PTS	**Pharoah*** Least: -2 Most: +5	**Sun*** Least: -5 Most: +5
Civilization None: -5 3 Diff: +5 4 Diff: +10 5 Diff: +15	**Flood** +1 PT	**Nile** +1 PT, with at least 1 Flood	**Monument**

Only score at game end

Monument:
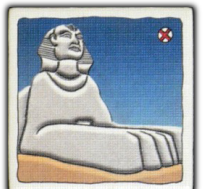
Diff.	Pts	Same	Pts
1-6	1-6	3	5
7	10	4	10
8	15	5	15

*IN CASE OF TIES, APPLY TO ALL PLAYERS