

A special thanks to contributors: Mark Edwards, Michael "cutout", Jesse Miller, Jeff Goris, Jonathan Franklin.

r2 - Point marker spaces are now nondescript to illustrate that they are hidden. Corrected rules regarding auctions and ties.  
r3 - Civ penalty updated.  
r4 - Rules corrections.

2 PLAYERS  
2-5-7-8  
3-4-6-9  
MOST 5

3 PLAYERS  
2-5-8-13  
3-6-9-12  
4-7-10-11  
LEAST -5

4 PLAYERS  
2-6-13  
3-7-12  
4-8-11  
5-9-10

5 PLAYERS  
2-7-16  
3-8-15  
4-9-14  
5-10-13  
6-11-12

PHARAOHS  
25 (2)  
MOST 5  
LEAST -2

MONUMENTS  
5x8 (2)

ON YOUR TURN: · DRAW ONE TILE AND ADD IT TO THE AUCTION TRACK.  
(CHOOSE ONE) · START AN AUCTION. YOU MUST BID IF ALL OTHER PLAYERS PASS.  
· DISCARD GOD TILE(S). TAKE EQUAL NUMBER FROM AUCTION TRACK.

WHEN FULFILLING A DROUGHT DISASTER, FLOOD TILES MUST BE DISCARDED BEFORE NILE TILES.  
THERE ARE 30 RA TILES.

NILE  
25  
EACH 1

Must have at least one flood tile to score

DIFFERENT:  
EACH 1  
7 10  
8 15

Score after last epoch

IDENTICAL:  
3 5  
4 10  
5 15

Score after last epoch

CIVILIZATION  
5x5 (4)

GOLD  
5  
EACH 3

FLOODS  
12 (2)  
EACH 1

NONE  
DIFFERENT:  
3 5  
4 10  
5 15

GODS  
8  
EACH 2

ian@mahuron.org