Game	Ra
Players & Time	2-5. Best with 3,4. Recommended for 3,4,5. 60 minutes.

Preparation	Give the players 2 value 5 VP tokens ("IIIII") each. Players keep these face down.
	Put all the tiles in the bag.
	Each player gets a set of 3 or 4 suns, depending on number of players. These sets are handed out at random.
	   2P sets: 9-6-5-2 and 8-7-4-3.
	   3P sets: 13-8-5-2, 12-9-6-3, and 11-10-7-4.
	   4P sets: 13-6-2, 12-7-3, 11-8-4, and 10-9-5.
	   5P sets: 16-7-2, 15-8-3, 14-9-4, 13-10-5, and 12-11-6.
	The remaining suns are not used for this number of players.
	Place the 1 sun in the center of the Ra board.
	All players' suns start face-up.

Rules Summary	The game takes place over 3 epochs. Epochs have several turns. The player that starts an epoch is the player with the highest-numbered sun. On a player's turn the player may choose to: drawn and place *a single tile* onto the board, play a God tile, or invoke Ra. The player takes their turn only if they have at least one face-up sun. **Draw and place a tile onto the board:** When a tile is drawn, if it is not a Ra tile (red background with a bird-like dude) it is places on the left-most part of the auction track, which is the middle line. If the tile fills up the last remaining place on the auction track, then an auction is immediately started. Otherwise, the bag is passed to the left for the next player. When a Ra tile is drawn, it is placed on the Ra tile track (rounded one at the top). The Ra tile track is filled from left-to-right starting at the space indicated by the number of players. When a Ra tile is drawn and placed onto the board, an auction starts, unless it is the last Ra tile, which ends the epoch immediately. **Playing a God tile**: When a player has a God tile in their play area they can use it up (discard it) to take any one tile from the auction track into their play area. **Invoking Ra:** Invoking Ra immediately starts an auction. **Resolving an auction:** An auction always starts with the player to the left of the player who drew a Ra tile, invoked Ra, or placed the last tile on the auction track. Each player bids using a single sun or passes in clockwise order, going around the table once, ending with the last player (who caused the bid). The highest bidder wins all the tiles on the tile track** puts them into their play area, and the sun in the middle which goes face down. The winning sun is placed in the middle of the board face up. If a Ra tile started the bid and all players pass, nothing happens. If all players pass due to the auction track being filled, all the tiles in the auction track are discarded into the box. If a player invokes Ra, that player is forced to bid (only) if everyone else passes. The epoch ends when either: all suns become face down or the Ra track is full (no auction!). All Ra tiles are discarded into the box. Any remaining tiles on the auction track are discarded into the box. Now players score. **Scoring:** Players scores points based on their tiles. 2 points per God tile. -2 if they have the fewest pharaoh tiles (green), +5 for the most pharaoh tiles (ties mean that both players benefit or lose). 1 point per Nile and 1 point per Flood *as long as they have at least one flood*. -2 if they don't have any civilization tiles (grey). More if they have sets of different civ tiles (see board). 3 each per gold tile. At the end of an epoch, after scoring: discard all Flood (but not Nile) tiles, God tiles, Civ tiles, Gold tiles. At the end of a third epoch, points are also scored for monuments. Having sets of the same is good, and different ones also. See board for details. Also, points are given depend on highest and lowest total sun value.
End & Winner	After scoring the 3rd epoch player with highest points wins.
Notes	** Catastrophe tiles (black border) destroy two tiles of that type when players win them. First players take the non-catastrophe tiles onto their side. Then resolve catastrophes.