



Reiner Knizia

A CHALLENGING GAME OF GODS, MEN, AND THEIR MONUMENTS

The game spans 1500 years of Egyptian history. You seek to expand your power and fame.
There are many ways to accomplish this: Influencing Pharaohs, building monuments, farming on the Nile, paying homage to the Gods, advancing the technology and culture of the people.
And all this for the glory of the Sun God Ra!



Ra is a game about ancient Egyptian mythology, civilization, and history.

Through the tales told of these aspects, we come to know Ra as the deity of the sun. It has been said that Ra travels the underworld every evening, with the god of chaos, Apophis, looking to thwart this nightly journey. Ra always emerges victorious, of course, as evidenced by each morning's sunrise. The ancient Egyptians reveled in Ra's victories, as the dawning of each new day wrought their civilization.

Just as roaring cheers fade into whispers, an epoch ends and such a long period of time leaves only traces of Ra's journeys in the sky. Soon Egypt rapidly enters into chaos, with civil war and invasion filling in for lost time. The heights that its civilization reached witnessed a decline in time with the countless deaths of its people. Yet the Nile and all the great monuments remained firmly rooted, serving to give rise once more with the emergences of the pharaohs to come.

The game spans three epochs, which reflect the history of ancient Egypt:

- the Old Kingdom (2665 - 2155 BC)
- the Middle Kingdom (2130 - 1650 BC)
- the New Kingdom (1555 - 1080 BC)

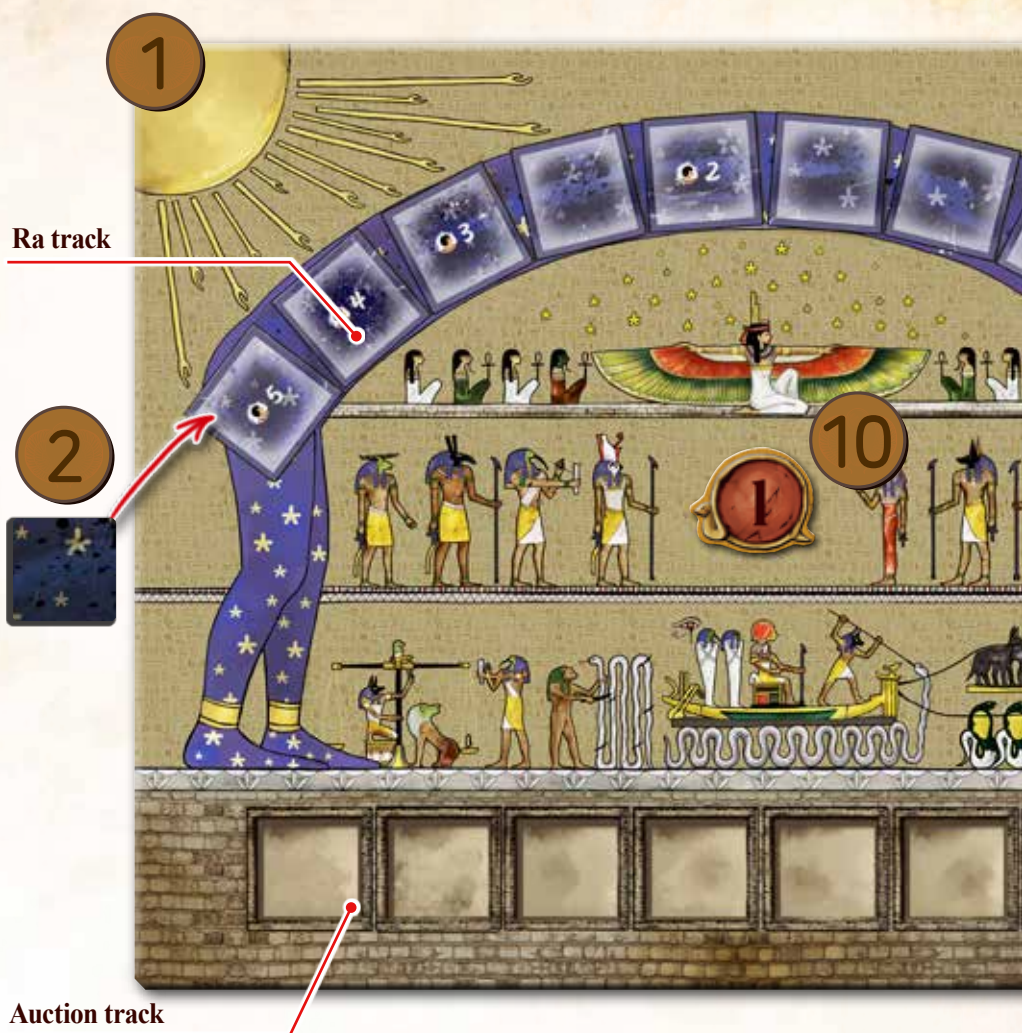
During these epochs, the players acquire tiles representing various aspects of Egyptian life. They acquire the tiles in auctions, bidding with Sun tokens they receive from Ra. The selection of tiles in the auctions is ever changing, but tokens from Ra are limited. Wise players choose carefully on when and what to bid, in order to get the tiles they want. When an epoch ends, players receive tablets marked with the fame they have earned.

The player with the most fame after three epochs is the winner.



CONTENTS

- 1 Game board
- 5 Player boards
- 5 Player aids
- 16 Suns
- 1 Ra figure
- 184 Tiles
 - 30 Ra
 - 8 God
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 - 5 Astronomy Civilizations
 - 5 Writing Civilizations
 - 5 Fortress Monuments
 - 5 Obelisk Monuments
 - 5 Palace Monuments
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 - 5 Sphinx Monuments
 - 5 Statues Monuments
 - 5 Step pyramid Monuments
 - 5 Temple Monuments
 - 5 Gold
 - 25 Pharaohs
 - 25 Nile
 - 12 Floods
 - 4 Unrest Disasters(Civilization)
 - 2 Earthquake Disasters (Monument)
 - 2 Funeral Disasters(Pharaoh)
 - 2 Drought Disasters(Nile)
 - 4 Blocking marker
- 54 VP tablets
 - 10x 1 Point
 - 14x 2 Points
 - 20x 5 Points
 - 10x 10 Points
- 1 Cloth bag



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Scoring Reference

Scored After Each Epoch

Pharaohs	Gods	Gold
Most titles 5 pts Fewest titles -2 pts	Each tile 2 pts	Each tile 3 pts

Nile	Flood
Each tile 1 pt	Each tile 1 pt

Must have at least 1 flood tile to score points for any Nile titles.

Civilization
0 types -5 pts 3 types 5 pts 4 types 10 pts 5 types 15 pts

Scored After Third Epoch Only

Monuments
3 identical 5 pts 4 identical 10 pts 5 identical 15 pts

1-6 types 1 pt for each type / 7 types 10 pts / 8 types 15 pts

Sun Disks
Highest total 5 pts Lowest total -5 pts



SET UP



- 1 Place the game board in the middle of the table. It has two different tile tracks: the upper with 10 spaces (the Ra track) and the lower with 8 spaces (the auction track).
- 2 Only some spaces on the Ra track will be used during the game, depending on the number of players:

5 players: 10 spaces 4 players: 9 spaces
3 players: 8 spaces 2 players: 6 spaces

When playing with less than 5 players, the first four (2 players), two (3 players), and one (4 players) space(s) on the Ra track are not used. As indicated on the Ra track, place blocking markers on the Ra track accordingly. Return any remaining blocking marker tiles to the game box.

- 3 Place the game tiles in the cloth bag and shuffle them.
- 4 Each player takes a player aid and place it in front of them.
- 5 Each player takes a player board and places it in front of them, making sure the side indicating the correct player count is face up. This is where the player places their suns and the tiles they acquire.
- 6 The players take two value 5 tablets each and place them face down in their play areas.
- 7 Place the remaining tablets face up beside the game board.
- 8 Sort the Suns (showing values 2 - 9 with two players, 2 - 13 with three or four players and 2 - 16 with five players) into groups as shown below and place the groups face down on the table.

	5 players	4 players	3 players	2 players
A	2, 7, 16	2, 6, 13	2, 5, 8, 13	2, 5, 6, 9
B	3, 8, 15	3, 7, 12	3, 6, 9, 12	3, 4, 7, 8
C	4, 9, 14	4, 8, 11	4, 7, 10, 11	
D	5, 10, 13	5, 9, 10		
E	6, 11, 12			

- 9 The players decide randomly which player receives which group. The players place their suns face up in their player boards.
- 10 Place the sun numbered 1 face up on the sun space in the center of the game board.
- 11 Place the Ra figure next to the game board.

GAME BOARD

During the game, players may place a tile on the game board on their turns. The player always places the tile drawn on the track in the next empty space on that track starting from the left.



PLAYER BOARD

During the game, players may take tiles from the game board. Each player places his suns and tiles on his player board.

Pharaohs

Place tiles from the left. Place the exceeded tiles next to the player board.

Nile

Place tiles from the left. Place the exceeded tiles next to the player board.

Civilizations

The same tiles can be stacked.

Monuments

Place the same tiles staggered on top of each other.





PLAYING THE GAME



The player with the highest numbered sun begins. After his turn, play continues around the table in the clockwise direction.

On a player's turn he **performs exactly one** of the following actions:

- draw and place one tile on the board
- play God tile
- invoke Ra

Note: A player without suns takes no actions on his turn.

Draw and place one tile on the board

On a player's turn, he draws one tile from the bag and looks at it, showing it to all players.



When the tile drawn is a Ra tile, he places it on the next empty space on the Ra track and places the Ra figure on his play area (the area before him on the table). This begins an auction (see "Auction" section.) When a player turns over any other tile, he places it on the next empty space on the auction track, ending his turn.

Auction track full with 8 tiles

If all eight auction tile spaces have tiles on them, a player may not draw and place a tile. He may only **play God tiles (if he has them) or invoke Ra**.

Play God tile

If a player has one or more God tiles on his player board, he may play one or more of them to take one tile for each played from the auction track.



He **returns any God tile played face-down to the box** and places the tile taken from the auction track on his player board. When gaps in the auction track result

from this action, players fill these with tiles drawn and placed on the track in later turns.

Note: A player may not take a God tile from the auction track or a Ra tile from the Ra track.

Invoke Ra

The player says, "Ra", and places the Ra figure in his play area. This begins an auction (see below).



AUCTION



The player whose action caused the auction by turning over a Ra tile or invoking Ra is the Ra player for this auction. He places the Ra figure in his play area to indicate this. The auction begins with the player to the left of the Ra player and continues clockwise once around the table, ending with the Ra player.

The players are bidding for the tiles in the auction track. The winner also takes the sun in the sun space on the board. If there are no tiles in the auction track, the winner gets only the sun.

Each player, in turn, may bid one of their face up suns by placing it on the edge of the board. Bids subsequent to the first must be greater than the previous bid.



Example: The player in the previous order had bid a value of 4. In this case, this player has to bid a value of 7 if he wants to bid.

A player may pass, choosing not to bid. However, for an auction held when a player **voluntarily invokes Ra**, the Ra player must bid if all other players pass. If at least one other player bids, the player who invoked Ra may bid or pass as he chooses. Of course, all other players may pass if they choose. When a player **involuntarily invokes Ra** because the auction track is full and he does not choose to play a God tile, he may pass even if all others pass. In this case, all tiles on the auction track are returned face down to the box. When an auction is held due to a **Ra tile being turned over**, all players may pass, including the Ra player, and the tiles on the auction track remain.

The player with the highest bid, takes all tiles on the auction track (if there are any) and places them face up on his player board. Placing the tiles on the player board helps to make scoring easier later in the game. He also takes the sun from the center of the game board and places it face down on his player board.

Face down suns cannot be used for the remainder of this epoch, but will be turned face up at the beginning of the next epoch. The player then places the sun he had bid with face up on the sun space in the middle of the game board.

Auction and Pass

- **Invoke Ra** - The Ra player cannot pass if all other players pass.
- **Draw a Ra tile** - The Ra player may pass.
- **Auction track is full** - The Ra player may pass.

DISASTERS

When a player wins an auction and one or more disaster tiles are included in the tiles a player takes from the auction track, he may lose other tiles from his player board. First, he places all other tiles taken in the auction into his player board. Then, he must "fulfill" the **disasters by discarding two tiles from the category that matches the disaster**. If the player has just a single tile of the indicated category, he loses only this single tile. If he has no tiles of the indicated category, he loses no tiles due to that disaster. A player must fulfill all disasters he takes.

A player may choose which tiles of the indicated category to discard, except for drought. With drought, the player must first discard flood tiles (up to 2 per drought) if he has any and then Nile tiles to bring the total to 2 per drought. The chosen tiles are returned face-down to the box along with the disaster tiles.



All disaster tiles have this symbol.



Funeral

Discard 2 Pharaohs



Drought

Discard 2 Floods / Niles
(First Floods, then Niles)



Unrest

Discard 2 Civilizations
(free choice)



Earthquake

Discard 2 Monuments
(free choice)

END OF AN EPOCH

As a player with no face up suns in his play area (i.e. he has used all his suns) may take no more turns in the epoch, there are decreasingly fewer players to compete for the tiles. **When the last player with face up suns uses his last sun** and completes his turn, the epoch ends. All tiles on the Ra track are returned face-down to the box; the sun in the middle of the board remains for the next epoch.

The epoch also ends immediately, when the Ra track is full. In this case, there is no auction (!) and all tiles are removed from both the Ra track and the auction track and returned face-down to the box. Only the face up sun remains on the game board. Unused face up suns in a player's play area remain face up for the next epoch.

At the end of an epoch, the tiles in the players' play areas are scored (see the next page). After scoring, all face down suns are turned face up. The players will begin each epoch with the same number of suns. However, the players will have different valued suns than they did at the beginning of the game. The player with the **highest numbered sun** begins the next epoch.





EPOCH SCORING



At the end of each of the three epochs, the players receive fame for their efforts in the form of tablets. After a player's total fame has been calculated, he receives (or loses) tablets equal to the total. The players keep their tablets face down in their play areas.



After scoring, remove all tiles without this symbol.

Pharaohs



- After each epoch, the player with **the most Pharaoh tiles receives 5 points** of fame and the player with **the fewest loses 2 points**.
- If two or more players tie for most or fewest, each gains the 5 points or loses the 2 points.

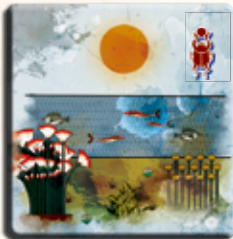
If all players have the same number of Pharaoh tiles, no points are awarded or lost. The Pharaoh tiles remain in the players' play areas for the next epoch.

Gold



- After each epoch, each player receives **3 fame points for each gold tile** on his player board. After scoring, the gold tiles are returned face down to the box.

Nile



Nile



Flood

- After each epoch, each player receives **one fame point for each flood and Nile tile** on his player board. However, he only receives these points if he has at least one flood tile.
- Players without flood tiles do not score points for their Nile tiles.

After scoring, all flood tiles are returned face down to the box. The Nile tiles, however, remain on the players' player boards for the next epoch.

Civilization

There are 5 Civilization types. After scoring, all civilization tiles are returned face down to the box.



Agriculture Art Astronomy Religion Writing

- After each epoch, players with no civilization tiles on their player boards **lose 5 fame points**.
- If a player has **3 different civilization tiles**, he earns **5 fame points**.
- If a player has **4 different civilization tiles**, he earns **10 fame points**.
- If a player has **5 different civilization tiles**, he earns **15 fame points**.

Note: Extra tiles of the same civilization tile do not earn extra points.

Gods

Each God tile on a player board earns its owner **2 points** of fame and is returned face down to the box.



Bastet

Horus

Sobek

Isis



Seth

Chnum

Thoth

Anubis

GAME END SCORING

When the scoring after the third epoch is complete, the game ends.

Monuments

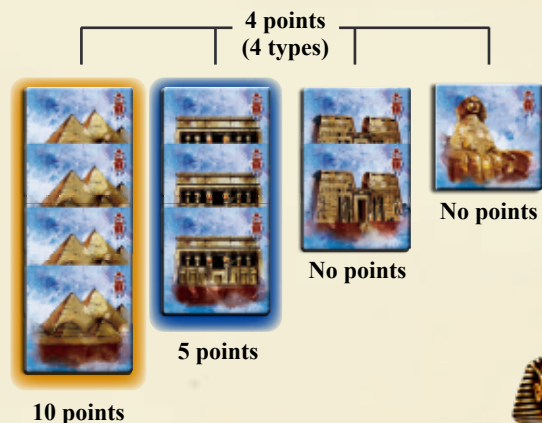
There are 8 Monument types.



Monuments are scored only after the third epoch. They remain on the players' boards throughout the game.

- Players receive **1 fame point** for each different monument for up to **6 different** monuments.
- Players receive **10 fame points** for having **7 different** monuments.
- Players receive **15 fame points** for having **8 different** monuments.
- Players receive **5 points** for each group of three identical monuments.
- Players receive **10 points** for each group of four identical monuments.
- Players receive **15 points** for each group of five identical monuments.

Example: The player has 4 pyramids, 3 temples, 2 fortresses and 1 sphinx. After the third epoch she receives 19 points (4 for four different monuments, 10 for four pyramids and 5 for three temples). Thus, she receives points for all her monuments except the second fortress.



Suns

Like monuments, the suns are scored only after the third epoch. Each player sums the numbers on all his suns (both face up and face down).

- The player with **the highest total receives 5 fame points**.
- The player with **the lowest total loses 5 fame points**.
- If two or more players tie for most or fewest, each gains or loses 5 points each.
- If all players have the same total, no points are awarded or lost.

When the scoring after the third epoch is complete, the game ends. Each player adds all points of fame on his tablets. The player with the highest result wins. If two or more players tie with the highest total, the player, among those tied for highest total, with the highest numbered sun is the winner.



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