SETUP

BOARD
- Sun Boat on player count at top of Auction Board
- Sun Token 1 on Auction Board

PLAYER
- 2 $5 to each player
- Player Boards on correct side per top Sun Disk slot, then fill
- Highest Sun Disk is first 1st Player each round

TURN STRUCTURE

TAKE 1 ACTION
You MUST pass if all your Sun Disks are face down.

- DRAW a tile from bag
  (this action cannot be chosen if Auction is full)
  - ➤ Add drawn tile to auction if not a Ra tile.
  - ➤ Ra tile: discard, advance Sun Boat, Ra Invoked (see below)
- INVOKE Ra: Take Ra token (become Ra player) and start Auction by choice or forced (i.e., no other actions are available)
- DISCARD *owned* deity tile to take any tile from Auction

AUCTION

When Ra Tile is drawn, Ra Invoked, or Auction is full.

- Pass or Bid via Sun Disk, clockwise (Ra player going last).
  - o Subsequent bids must be a Sun Disk higher than last bid
  - o Players that pass cannot Bid in the Auction
- Winner swaps bid with Auction Board Sun Dial, placing received Sun Dial FACE DOWN. Then takes ALL the tiles in the Auction.
- Losers return Sun Dials to their player boards (face up)
- Play continues clockwise (left of Ra player, who returns Ra token)
- **Full Auction triggers** and all players pass: discard all Auction tiles
- **Ra tile triggers** and all players pass: no changes to the Auction
- **Ra Invoked** (unforced): Ra player must bid if all other players pass

ROUND END

Sun Boat reaches last space of track
1. Round ends immediately — no auction is triggered
2. Flip or remove tile on last space of Sun Boat track
3. Reset Sun Boat per player count
4. Discard all tiles in the auction
5. Score owned tiles then discard right-hand tiles
6. Reset Sun Dials to face up

GAME END

- Sun Disk Totals: Highest gets +5, Lowest gets -5
- Tie Breaker: Largest Sun Disk