



THE RA RACE



Players: 2 and up, though it gets a bit crowded when more than 6 people play!

Requirements: You will need two dice and a set of counters – you can cut out the shapes at the bottom of the page to use as counters if you want. And, of course, you need the game board.

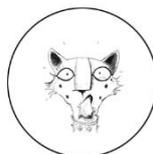


Summary: The Eye of Horus amulet has been stolen and you, Ra the Mighty, Pharaoh's Cat, must find it. To do this, you must defy all the odds and race through the palace – pausing for snacks, of course!

Rules: The youngest player starts by rolling two dice and adding the numbers, then moving forward by that amount of squares. Play continues to the left. If one player lands on a marked square, then he or she must follow the instructions for that square (see "Marked Squares.") No two players can be on the same square. If that happens, then the player who was originally on the square is bumped back to the square that the newcomer started at, even if that player was eating a snack or hiding from the Overseer.

Winning: The winner is the first person to find the amulet in square 79, but you must get to 79 *exactly*. You must move one square for every number in their dice roll total, even if you have to go backwards to complete the count.

For example, if a player was on square 74 and rolled a 2 and a 4 (for a total of 6), they would go forward five squares and backward one square to square 78. A player on square 76 who rolls and 1 and a 4 would go forward to 79, then back to 77 – straight into the jaws of Aat!



Marked Squares:

	<p>Ra (squares 5, 9, 14, 18, 23, 29, 35, 41, 51, 57, 64, 69): Move forward the same amount of squares that you rolled to get to the Ra square.</p>
	<p>Miu (squares 6, 27, 48, 56): Miu challenges you to a race! Move forward six squares.</p>
	<p>The Nap (squares 50, 73): All this running has made you sleepy. Miss one turn to have a nap.</p>
	<p>The Sun (squares 43, 75): It's too hot! Go back to square 30 to have a nap in the shade.</p>
	<p>The Overseer (square 61): The Overseer's coming! Hide and miss two turns.</p>
	<p>The Dung (squares 36, 66): Oh no! Khepri's rolled dung in your snacks! Go back six squares to get away from the smell.</p>
	<p>Aat (square 77): Aat takes a swipe at you! Go back to square 1 and begin again.</p>
<p>The Eye of Horus (Square 79): Yay! You found the Eye of Horus amulet! YOU WIN!</p>	

(Note: This game is based on the traditional game of Goose.)