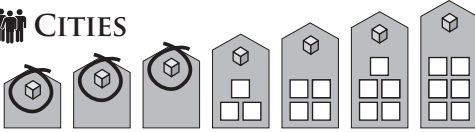


ROLL THROUGH the AGES

THE BRONZE AGE

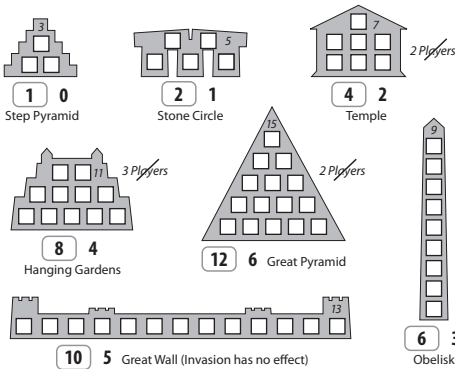
CITIES



DEVELOPMENTS

Cost	Name	Pts	Effect
10	<input type="checkbox"/> Leadership	2	Reroll 1 die (after last roll)
10	<input type="checkbox"/> Irrigation	2	Drought has no effect
15	<input type="checkbox"/> Agriculture	3	+1 food / food die
15	<input type="checkbox"/> Quarrying	3	+1 stone if collecting stone
15	<input type="checkbox"/> Medicine	3	Pestilence has no effect
20	<input type="checkbox"/> Coinage	4	Coin die results are worth 12
20	<input type="checkbox"/> Caravans	4	No need to discard goods
20	<input type="checkbox"/> Religion	6	Revolt affects opponents
30	<input type="checkbox"/> Granaries	6	Sell food for 4 coins each
30	<input type="checkbox"/> Masonry	6	+1 worker / worker die
40	<input type="checkbox"/> Engineering	6	Use stone for 3 workers each
50	<input type="checkbox"/> Architecture	8	Bonus pts: 1 / monument
60	<input type="checkbox"/> Empire	8	Bonus pts: 1 / city

MONUMENTS



DISASTERS



PLAYER'S NAME

ORDER OF PLAY

1. Roll dice and collect goods and food
2. Feed cities and resolve disasters
3. Build cities and/or monuments
4. May buy a development
5. Discard goods in excess of 6

DICE



DISASTERS

Cause	Result	Effect
No food	Famine	-1 pt (per city)
	None	No Effect
	Drought	-2 pts
	Pestilence	-3 pts (opponents)
	Invasion	-4 pts
	Revolt	Lose all goods

GAME END

- Game ends at the end of the round when:
- All monuments are collectively built or
 - One player has 5 developments
- Fill in scores and determine winner

SCORE

<input type="text"/>	Developments
<input type="text"/>	+ Monuments
<input type="text"/>	+ Bonuses
<input type="text"/>	= Subtotal
<input type="text"/>	- Disasters
<input type="text"/>	= Total