

Each player may buy a given development once. Innovations and stored wealth can only be spent on Developments, not on ports or ships. Unspent innovations cannot be saved. Purchased developments also have game effects, modifying these rules, as detailed in *Table 1 – Developments*.

6. Store Goods as Wealth

You may convert sets of 4 goods (not innovations) to 1 wealth apiece, adjusting your pegs appropriately (each wealth is worth 5 when spent for developments).

Tip: since goods in excess of 15 collected in step 1 are lost, storing left-over goods at the end of your turn as wealth can be useful to avoid losing some goods on your next turn.

Game End and Winning

The game ends after the *complete* round (all players get an equal number of turns) in which any one of three game ending conditions is met.

In the *short* game, the game ends after the round in which:

- Any player buys his 5th development, *or*
- Any player has 30 or more tribute, *or*
- All but one (or all) of the monuments have each been built by at least one player.

In the *full* game, the game ends after the round in which:

- Any player buys his 7th development, *or*
- Any player has 50 or more tribute, *or*
- Every monument has been built by at least one player.

Players then tally their scores. Add points for each monument and development you built, plus any bonus scores for certain developments and remaining wealth, and 1 point for each tribute you gained. Then, subtract 1 point for each filled in skull in the Disasters section of your sheet to determine your final score.

Compare final scores. The player with the highest score wins! If tied, the tied player with the most “pegged positions” (across all rows) on his pegboard wins. If still tied these players share in victory.

Solitaire Rules

Play normally, except:

- Play for 8 rounds, attempting to beat 100 points (or your previous high score)
- Pestilence affects you if rolled (unless you have *Medicine*)
- Resolve a Tribute Demand vs. one opponent with opposing strength equal to the current round number (e.g. 5 strength in round 5), who will not give you a good to prevent any tribute gain.

Good Luck!



ROLL THROUGH the AGES

THE IRON AGE

Players: 1-4 • Ages: 12 and up • Duration: 40-60 minutes

Goal

Score the most points by creating the most prosperous empire – build ports, provinces, monuments, and developments, as you conquer barbarians – while avoiding disasters.

Contents

- 4 Pegboards
- 20 Pegs (5 each in 4 colors)
- 6 Empire Dice and 1 Fate Die
- 1 Pad of Score Sheets
- 2 Reference Cards
- These Rules

Setup (each player will need a pencil, not included)

Decide whether to play a short or full game. For your first game, play a short game.

1. Give each player a score sheet, a peg board, and a set of 5 pegs.
2. Each player sets his food peg to 3, his army and goods pegs to 1, and other pegs to 0.
3. Choose a start player, who marks the “Start Player” box on his score sheet.
4. Clockwise from the Start Player, each player builds *either* a port *or* a province. Circle your choice in the second column. For a port, fill its box and 2 outlined “urn” shapes. For a province, fill its 2 boxes, set your army peg to 3, and fill 1 box in the Tribute section of your sheet. Provinces provide immediate benefits but require food, while ports increase the number of goods you may earn during your rolls.
5. Give the Start Player two empire dice (white) and the fate die (yellow). Begin play.

Play

A game typically consists of 6-8 *rounds*. In a round, each player, proceeding clockwise from the Start Player, takes a *turn* by performing the following steps:

1. Roll dice and then collect goods and food, as appropriate.
2. Feed provinces (not ports) and resolve any disasters.
3. Resolve any battle for conquest or tribute demand rolled on the fate die.
4. May build ports, provinces, monuments, armies, or ships.
5. May buy one development.
6. May store unspent goods as wealth.

After all players have taken a turn, check to see if the game has ended. If not, begin the next round.

1. Roll Dice and Collect Goods and Food

Roll the fate die, plus 1 empire die for each of your provinces or ports, whichever is *greater*. (Players start with 2 empire dice.) Set aside any dice with a skull on them. You may now keep or re-roll any of your remaining dice. After this second roll, again set aside any dice with a skull on them. You may now keep or re-roll any of your dice without skulls on them (including dice you kept from your first roll). After this third roll, you must keep all your dice results. If the fate die's Omens face  is showing, you may then set 1 die (including one with a skull or the fate die itself) to *any* desired face.

Collect Goods

For each goods/port face  showing on your dice, shift your goods peg as many positions to the right as the number of ports you have (adding these goods to any goods left over from the previous round). Add 1 good for each skull face  showing. If you do not have room for all your goods on your peg board, any excess goods are lost.

Collect Food

For each food symbol showing on your dice, shift your food peg one position to the right (adding them to your starting food or any food left over from the previous round). If you do not have room for all your food on your peg board, any excess food is lost. The fate die's result (and two developments) can adjust the total number of food you collect from *each* of your food die results. For  faces, you collect 2 food *or* gain 2 population; if you choose to gain 2 population, these adjustments do not affect that die.

2. Feed Provinces and Resolve Disasters

Feed Provinces

Each *province* (not port) requires 1 food. Subtract 1 food (on your peg board) for each of your provinces. If you don't have enough food, fill in 1 skull in the Disasters section of your sheet for each unfed province (which suffers Famine).

Resolve Disasters

If your dice have *any* skull faces  showing, a disaster occurs. Which disaster occurs depends on how many skull faces you rolled (see Disaster Results on your sheet). Unrest and Civil War require you to fill in skulls in your Disasters section. Skulls *subtract* from your points at game end. Pestilence makes your *opponents* do this. Barbarians and Invasion result in *battles*, see next section. Invasion affects *all* players, each individually.

3. Resolve Battles, Conquest, and Tribute Demands

If directed to battle by disasters or if *choosing* (with at least 1 army) to battle a neighboring tribe with a conquest  result, total your armies plus any bonuses for the developments *Formations* or *Navy*. Compare this total to your *opposing strength*: 4 for Barbarians, 10 for Invasion, or your number of filled in Conquest boxes – initially 1 – for conquest. If greater, you win and fill in Tribute boxes equal to the difference. If less, you lose and fill in Disaster skulls equal to the difference. Then – whether you won, lost, or tied – lose 1 army (if possible). If you have a Navy, you also lose 1 ship (if possible). After a *conquest* victory, fill in a Conquest box on your sheet (so that your *next* conquest will be harder).

Example. A player with 4 armies has a conquest  result on the fate die. He has not conquered before, so he has 1 filled in box in the Conquest section of his sheet. Since 4 is greater than 1, this player fills in 3 Tribute boxes and 1 Conquest box, and loses 1 army.

A player with a tribute demand  result on the fate die gains tribute for each of his *weaker* opponents. Proceeding clockwise, he compares his army total (including any battle bonuses) against each opponent's army total (including any battle bonuses). If greater, he gains Tribute equal to the difference. If tied or less, there is no effect. In all cases, no armies (or ships) are lost. Note that tribute is only *gained*, not transferred, by this.

A weaker opponent may instead choose to give the demanding player 1 good (adjust pegs appropriately) to prevent the demanding player from gaining any tribute for him.

Example. In a 4-player game, a player with 4 armies and the development *Formations* (+2 battle) has a tribute demand  result on the fate die. The other three players have 3, 7, and 0 armies. This player would gain 3 (6-3), none (6-7), and 6 (6-0) tribute, a total of 9, except that the 0 army player chooses to give him a good. He gains 3 tribute and 1 good.

4. Build Ports, Provinces, Monuments, Armies, or Ships

Provinces and Monuments require population symbols on dice to build. Ports require population and goods. Armies require 1 population and 1 food apiece.

For each population symbol showing on your dice, fill in a province, port, or monument box on your sheet, or spend 1 food to gain 1 army, adjusting your pegs appropriately. A port requires 1 population plus goods equal to its number of outlined urn symbols. Once you fill in all of these, it is built. If your number of ports is now greater than your number of provinces, circle the die icon on top (to begin future turns with another empire die). You may fill in either population or urns for future ports before completing your next port's other requirement.

Once you fill in all population boxes for a province, it is built and you immediately gain 2 armies (if possible), as well as the indicated tribute. If your number of provinces is now greater than your number of ports, circle the die icon on top (to begin future turns with another empire die).

If you are first to fill in all boxes for a monument, circle the larger number next to it (e.g. 13 for the *Coliseum*). Instruct the other players to cross off this number – any players who later complete it will get just its smaller number (e.g. 10 for the *Coliseum*). These points are tallied at game end (incomplete monuments are worth nothing). Ships require the development *Shipmaking* (purchased in an earlier round) and cost 2 goods apiece to build (adjust your pegs appropriately).

5. Buy 1 Development

You may buy 1 development each round by spending goods, innovation  results (each worth 3), or stored wealth  (each worth 5), equal to or greater than its listed *cost* on your sheet. No change is received if you spend in excess. Mark it on your score sheet. Circle its listed victory points; these will be tallied at game end.