

# ROLL THROUGH the AGES

THE LATE BRONZE AGE

Players: 1-4 • Ages: 10 and up • Duration: 55-65 minutes

## Rulebook

The Late Bronze Age adds four new developments and new game ending conditions to the Roll Through the Ages: Bronze Age for those players looking for a longer game with a bit more depth.

## Trading

Trading is a standard step in The Late Bronze Age. Players exchange goods and food according to the rules in the base game, except this now happens after the Build Cities, Monuments and/or Ships step, as indicated on the score sheet. (Of course, trading is optional, so players needn't trade if they don't wish to.)

## Game End

In the Late Bronze Age, all the monuments are in play, regardless of the number of players.

The game is over at the end of the round when 7 developments have been purchased by at least one of the players or all of the monuments have been collectively built.

## Monuments

If you complete a larger monument in second, third, or fourth place, you'll now get another point or two, making this a more attractive option.

## Special Thanks

A big thank you to Tom Lehmann for his help and encouragement on this variation. Thanks also to David Cortright and Matt Crawford for playtesting help and suggestions.

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GAMES



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## Table - New Developments

Cost	Points	Development	Effect
20	4	Preservation	Before rolling the dice, turn in 1 Pottery to double your current food (up to 15 food maximum).
25	5	Smithing	When rolling an Invasion disaster, instead of losing 4 points, your opponents lose 4 points each. You may cause all of your opponents to lose an additional 2 points each per Spearhead you turn in. Opponents who built the Great Wall are unaffected by these invasions.
25	5	Shipping	For every Wood plus Cloth combination you turn in during the Build Cities, Monuments, and/or Ships step, you may build 1 ship. No workers are needed to build ships. Mark the ships you build on your score sheet. Every turn, for every ship you own, you may swap any one good for any other good during the Trade step.
40	8	Commerce	Score 1 point at the end of the game for every good remaining on your pegboard.

## Table - Changes in Developments

All changes are in **bold**.

Cost	Points	Development	Effect
<b>20</b>	<b>4</b>	Medicine	Besides the cost and points, Medicine works as normal.
<b>25</b>	<b>7</b>	Religion	Besides the cost and points, Religion works as normal.
30	6	Granaries	During the Buy Step, collect <b>6</b> coins (to put toward the purchase of a development) for every food you turn in. Unused coins cannot be saved from turn to turn.
<b>60</b>	8	Architecture	Score <b>2</b> additional points for each monument you have completed at the end of the game.
<b>70</b>	<b>10</b>	Empire	Besides the cost and points, Empire works as normal.