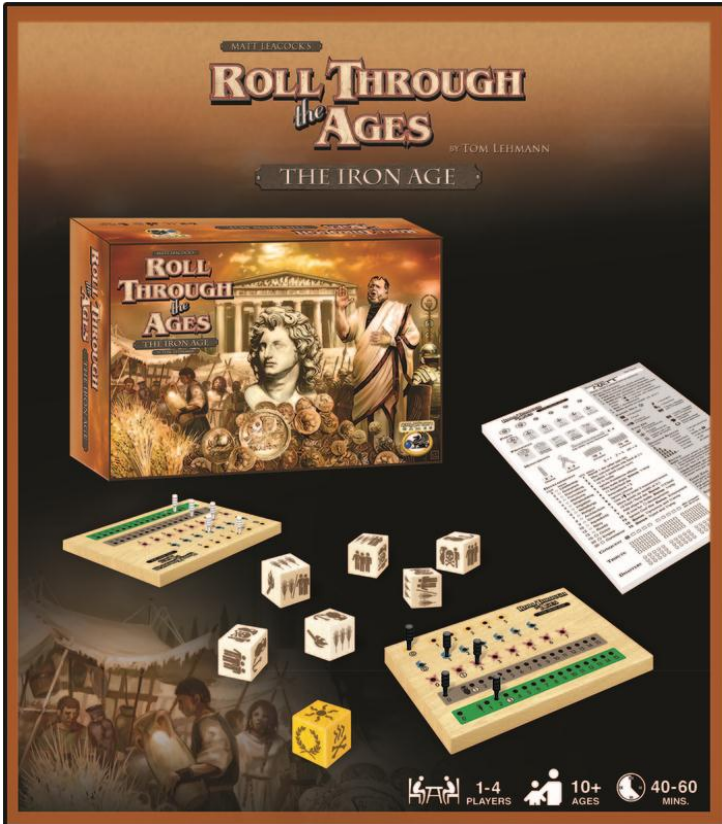


ROLL THROUGH THE AGES: IRON AGE



Roll Through the Ages: Iron Age is the much-anticipated sequel to Matt Leacock's best-selling and highly-awarded *Roll Through the Ages: The Bronze Age*.

It's now the Iron Age and you are still rolling! Do you build provinces, raise armies, and conquer barbarians or build ports and ships to gain trade goods? Explore the strategies of Greece, Phoenicia, and Rome as you erect monuments, fend off disasters, and strive to feed your people.

Roll Through the Ages: the Iron Age gives players different ways to build their empires: the Trade and Naval strategies of the Phoenicians, the conquests of Alexander the Great, and the engineering prowess and gradual absorption of new provinces by the Roman Republic.

Grab those dice—including the Fate die—and prepare to build the greatest empire as you continue to Roll through the Ages!

About RTTA: the Bronze Age:



2010 SDJ nominee



Best Family Game Award

"A simple and quick, yet tight, tense civilization game that allows develop[ment] in several ways. I love the concept, the components and rolling all those dice!!" ~ Dan Poole, BGG.com

"There's a high fun factor. Big thumbs up!"

~ Ender Wiggins, BGG.com

Game designed by: Matt Leacock & Tom Lehmann

Artwork & Graphics by: Cyril Van Der Haegen

Published by Gryphon Games

Made in China

Game Components:

- 4 Wooden Pegboards
- 20 Wooden Pegs (5 each in 4 colors)
- 6 Empire Dice + 1 Fate Die
- 1 Pad of Score Sheets
- 2 Detailed Reference Cards
- 1 Rule Booklet

Players:	1 - 4
Playing time:	40 - 60 minutes
Age:	10 and up
Case size:	12

Product Code:	101439
UPC:	609456646949
Size:	12.5" x 9" x 2.75"
MSRP:	\$44.99

Target Audience:

- Owners & fans of *Roll Through the Ages: Bronze Age*
- Both casual and serious gamers and fans of civilization-building games
- Educators and students of history
- Game, gift, book & museum store patrons; schools & libraries

Core Information:

- Sequel to the Red-hot seller *Roll Through the Ages: Bronze Age* by Matt Leacock, designer of *Pandemic* & *Forbidden Island* plus Tom Lehmann, co-designer of *RTTA: Iron Age* and designer of *Race for the Galaxy* and *Pandemic: On the Brink*
- Develops skills in math, advanced planning, probability & risk assessment, logical sequencing, and flexible thinking
- Exposes players to Iron Age history, geography and civilization



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