

<b>Game</b>	Roll Through the Ages
<b>Players &amp; Time</b>	1-4. Not best with any number. Recommended 1-4. 30 minutes.
<b>Preparation</b>	Each players takes a score sheet, a pegboard, 6 pegs, and pen/pencil. Each player sets their food to 3 and each five goods pegs to 0. Determine a start player and hand him/her 3 dice. This player draws a star on his score sheet to indicate he/she is the starting player.
<b>Rules Summary</b>	<p>3 players: Hanging Gardens not used. 2 players: Temple and Great Pyramid not used.</p> <p>The game takes place over a series of rounds. Every round, every player takes a turn in clockwise order. Each turn is played in steps.</p> <p>Step 1. Roll dice and collect goods and food. Roll one die for each city in your possession. Set aside any dice with the skull on them. Players can now keep or reroll the remaining dice. Again set aside the skull dice. You may again reroll remaining dice (including the ones kept from the first roll.) Then you must keep the results of these dice. Collect goods: each good increments one-by-one starting from the bottom to the top: wood, stone, pottery, cloth, and spearheads. If you got more than 5 goods, wrap around back to bottom. Collect food: increment food by number of food on dice.</p> <p>Step 2. Feed cities and resolve disasters. Each city takes one food. For each city that's not fed counts for 1 disaster. Other disasters also depend on number of skulls rolled (see score sheet).</p> <p>Step 3. Build cities or monuments. For each person on the dice rolled, put them either into a new city or monument. When a city is full, then player gets another roll at beginning of turn (and consumes more food.) The monuments give points if you're the first or second player to build the monument; points per monument are on the score sheet.</p> <p>Step 4. Buy a development. You may buy a development listed on your score sheet. You can't buy more than one of the same development. Each coin rolled is worth 7. Also, players may sell their goods for the value under the peg. When selling a good, they must sell all of that good.</p> <p>Step 5: Discard goods in excess of 6 and pass dice. Players may only keep 6 goods total. Pass the dice to the player on the left.</p>
<b>End &amp; Winner</b>	Game ends at the end of the round (players have an equal number of turns) when a player builds their 5 <sup>th</sup> development, or each monument has been built at least once by all the players in the game.
	Tally up scores as indicated on the score sheet.
<b>Notes</b>	