BRONZE AG

CITIES















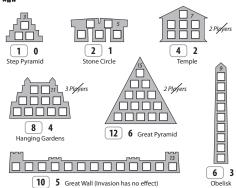
DEVELOPMENTS

Cost		Name	
10		Leadership	
10	\Box	Irrigation	

- 15 Agriculture
- 15 Quarrying
- 15 Medicine 20 Coinage
- 20 Caravans
- 20 Religion
- 30 Granaries
- 30 Masonry
- 40 Engineering
- 50 Architecture
- 60 Empire

- Reroll 1 die (after last roll)
- 2 Drought has no effect
- +1 food / food die
- +1 stone if collecting stone 3
- Pestilence has no effect
- Coin die results are worth 12
- No need to discard goods
- Revolt affects opponents
- Sell food for 4 coins each
- +1 worker / worker die
- Use stone for 3 workers each
- Bonus pts: 1 / monument
- 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

111 3 Food

3 Workers



1 Good



2 Food or



2 Goods and 1 Skull



7 Coins

DISASTERS

Cause	Result	Effect
No food	Famine	-1 pt (per city)
	None	No Effect
. ₹	Drought	–2 pts
	Pestilence	-3 pts (opponents)
2222	Invasion	_1 nts

Invasion

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

Developments
+ Monuments
+ Bonuses
= Subtotal
– Disasters
= Total