

Roll Through the Ages



THE #1 "Winner of Best Family Game 2010", and a nominee for the **2009 International Games Award for General Strategy**, *Roll Through the Ages* is the hottest family game out this year!

Collect goods, assign workers to build cities and erect monuments, advance your civilization through cultural and scientific developments, but don't forget to harvest enough food to feed your growing population.

This game is perfect for those who appreciate high quality wooden components, medium-weight strategy and the chance to influence a society from the ground up.

Grab those dice and *Roll Through the Ages* in this award-winning, addictive and strategic new civilization game!

"I never thought I'd play Civilization with my kids... (After playing it twice) I've been thinking about this game all day long."
-- MC on boardgamegeek.com

"A simple and quick, yet tight, tense civilization game that allows players to develop their civilization in several ways... I love the concept, the components and rolling of all those dice!!"
-- Dan Poole on boardgamegeek.com

"Great wooden components...Great filler... Roll Through the Ages is definitely fun... and will definitely get played in my house."
-- Brad Cooper on boardgamegeek.com

Game designed by Matt Leacock
Artwork by Paul E. Niemeyer and Monte Moore
Published by Gryphon Games

Game Components:

- 4 Wooden Pegboards
- 24 Wooden Pegs
- 7 Wooden Dice
- 1 Pad of Score Sheets
- 2 Detailed Reference Sheets
- 1 Rule Booklet

Players:	1-4
Playing time:	30-45 minutes
Age:	8 and up
Cost to retailer:	\$17.84

Title:	Roll Through the Ages
UPC:	718122623143
Size:	8 1/2" x 6 1/4" x 2"
MSRP:	\$34.99

Target Audience:

- Fans of civilization-building games wanting a quick game
- Both casual and serious gamers
- Educators and students of history and civilization
- Game, gift and book store patrons; schools and libraries

Core Information:

- **#1 Best Family Game of the Year for 2010!**
- Handsome numbered bookshelf series
- Red-hot seller with high-quality wooden components
- Develops skills in math, advanced planning, logical sequencing, and flexible thinking

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