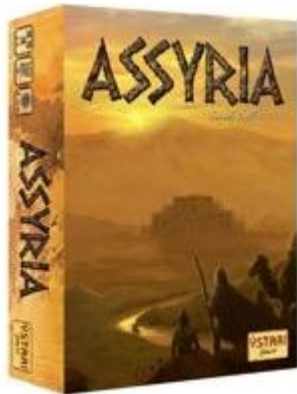


Rio Grande Games



Assyria

2000 BC. A new empire is about to emerge in the north of Mesopotamia.

Nomadic tribes gather under the leadership of Assur, a city-state dedicated to the cult of the powerful mountain god. But life in the desert is precarious, and before ruling the world, one must first learn to survive...

Players take the role of the chiefs of nomadic tribes. They travel the desert to find food and build wells and ziggurats. During the three reigns which make up the game, they try to spread the domination of their tribe over Assyria.

- For 2-4 players, aged 12+
- Playing Time 45-90 minutes
- Designed by Emanuele Ornella
- Published by Rio Grande Games
- RRP £48.00/€55.00 (inc VAT)
- Trade price £24.51/€28.09 (ex-VAT)

Carcassonne Big Box 2



The complete **Carcassonne!** This big box includes the basic game together with the expansions: **Inns & Cathedrals, Traders & Builders, Princess & Dragon, Abbey & Mayor, River 2, Count, King and Cult.** The liner of the big box is designed to store all the components neatly.

- For 2-6 players, aged 8+
- Playing Time 45-60 minutes
- Designed by Klaus-Jürgen Wrede

- Published by Rio Grande Games
- RRP £60.00/€70.00 (inc VAT)
- Trade price £30.64/€35.74 (ex-VAT)



Carcassonne: Wheel of Fortune

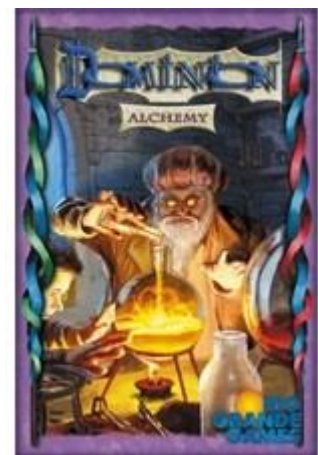
A clever tile-laying game. The southern French city of Carcassonne is famous for its unique Roman and Medieval fortifications. The players develop the area around Carcassonne and deploy their followers on the roads, in the cities, in the monasteries and in the fields. The skill of the players to develop the area will determine who is victorious.

This game is very similar to the original **Carcassonne**, but it adds the wheel of fortune, which gives players new options and adds fun to the game. It is a stand-alone game, not an expansion.

- For 2-5 players, aged 8+
- Playing Time 30-45 minutes
- Designed by Klaus-Jürgen Wrede
- Published by Rio Grande Games
- RRP £23.00/€28.00 (inc VAT)
- Trade price £11.74/€14.30 (ex-VAT)

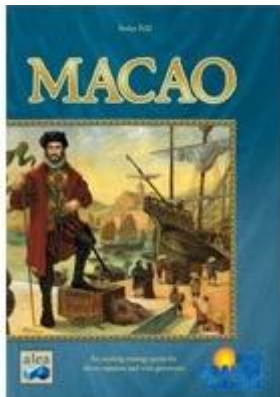
Dominion: Alchemy

There are strange things going on in your basement laboratories. They keep calling up for more barrels of quicksilver, or bits of your hair. Well it's all in the name of progress. They're looking for a way to turn lead into gold, or at least into something better than lead. That lead had just been too good of a bargain to pass up; you didn't think, where will I put all this lead, what am I going to do with this lead anyway. Well, that will all be sorted out. They're also looking for a universal solvent. If they manage that one, you will take whatever they use to hold it in and build a castle out of it. A castle that can't be dissolved! Now that's progress.



This is the third expansion for **Dominion**. It adds new Kingdom cards to the game and, as it is an expansion, requires **Dominion**, or **Dominion: Intrigue** to play the game.

- For 2-4 players, aged 8+
- Playing Time 20-30 minutes
- Designed by Donald X Vaccarino
- Published by Rio Grande Games
- RRP £24.00/€29.00 (inc VAT)
- Trade price £12.26/€14.81 (ex-VAT)



Macao

Macao, the mysterious harbour city on the south coast of China, is the Portuguese trading centre in the Far East at the end of the 17th century.

The players take on the roles of the energetic adventurers who sought their fortunes in Macao. Whether as captain or governor, as craftsman or scholar, numerous exciting functions are offered the players. Who will use his various possible actions the most wisely? Who will have the best plan and will acquire the most prestige by the end of the game?

- For 2-4 players, aged 12+
- Playing Time 60-100 minutes
- Designed by Stefan Feld
- Published by Rio Grande Games
- RRP £35.00/€55.00 (inc VAT)
- Trade price £17.87/€20.87 (ex-VAT)

Priests of Ra

Another challenging game of Gods, men, and their monuments from Reiner Knizia!



The game spans 1500 years of Egyptian history.

The priests of Ra seek to extend their power and fame.

They do this by directing farmers, warriors, merchants, and scribes. They cause others to build granaries, fortresses, markets, and libraries.

And they erect a gigantic pyramid for the glory of the Sun God Ra!

- For 2-5 players, aged 12+
- Playing Time 60 minutes
- Designed by Reiner Knizia
- Published by Rio Grande Games
- RRP £28.00/€33.00 (inc VAT)
- Trade price £14.30/€16.85 (ex-VAT)

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