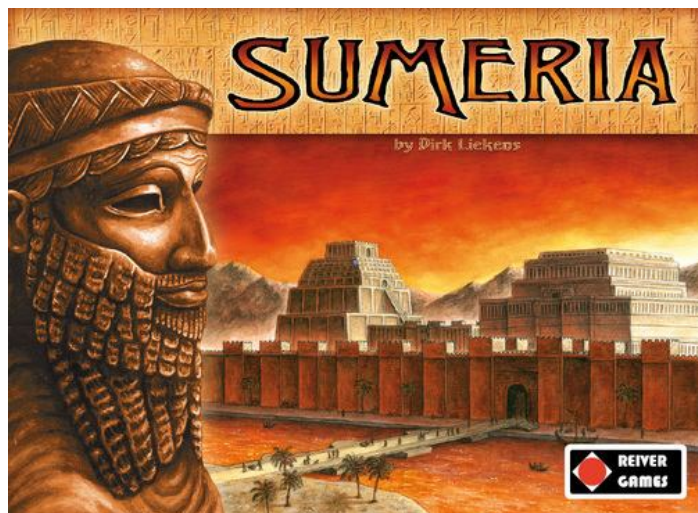




In **Sumeria**, players try to bring the city-states of ancient Sumeria to the fore. Each turn players boost the importance of one of the city-states by flooding it with their traders, increasing its power. However, when one city-state gains in power, others lose power. The aim is to have control of the pre-eminent city-states during the scoring rounds at the end of each dynasty. Players have to time their movements, as a city-state can quickly lose favour too.

The game is played through six dynasties. In each, players add and move their traders (pawns) between city-states. This changes the relative ranking of the city-states. At the end of the dynasty, players gain markers from the top city-states. Players' final points depend on how many of each type of marker they hold.

- Designed by Dirk Liekens
- Published by Reiver Games
- Rules in English and German
- For 3-4 players, aged 10+
- Playing time 30-60 minutes
- UK RRP £25.00 (inc VAT)
- Trade price £13.04 (ex-VAT)



***Sumeria* will be launched at the UK Games Expo (6th-7th June 2009) and will be available from JKLMnP the following week.**