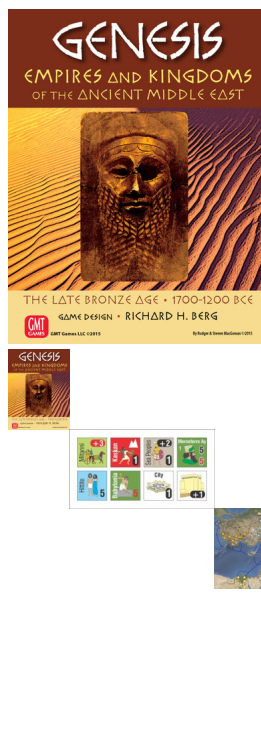


## Genesis: Bronze Age: Empires and Kingdoms of the Ancient Middle East



Genesis is a game covering the turbulent Late Bronze Age in the Middle East, where kingdoms rose and fell while establishing many of the systems and ways of life that

Rating: Not Rated Yet

**Price**

Price £56.95

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Manufacturer [GMT GAMES](#)

### Description

Genesis is a game covering the turbulent Late Bronze Age in the Middle East, where kingdoms rose and fell while establishing many of the systems and ways of life that underwrite Western Civilization. Genesis is not a simulation of events during this era. Much like its ancestor game, Pax Romana, Genesis is a game that provides the players with the historical dramatis personae and allows them to forge their own empires. It also has a great emphasis on the control of the important trade routes and commercial centers and the building of the spectacular monuments these civilizations left for posterity and wonder. Genesis can be played by from one to five gamers.

Each player represents one of the major Mesopotamian Bronze Age empires: Egypt, The Hittites, The Mitanni, Assyria, Babylonia. There are several "minor" kingdoms that come into play through the use of the Event Cards: Arzawa (Apsa, Milawata, Mallarima, Mira, Hindawa, Hapalla, ), Canaan (Hazor, Qatna, Meggido and Kadesh), and Elam (Susa).

Each is trying to expand its economic reach, allowing them to build their empire to greater levels . . . and this will mean coming into inimical contact with each other. Gods play a major role, as do the great caravan centers of the age, bringing in luxury items from as far away as what would be Afghanistan. And then there are the peasants and slaves which who can be most useful (some times), as well as the great techno

advantages in chariotry.

COMPONENTS •Three full-colour die-cut counter sheets

- One deck of 55 Cards
- One 22" x 34" full-colour map sheet
- Two Player Aid Cards
- Rulebook
- Playbook
- Five Kingdom Display Cards
- Two 6-sided dice

TIME SCALE 50 years per turn

MAP SCALE Point to point

UNIT SCALE 500 men per Strength Point for infantry and 100 for chariots

NUMBER OF PLAYERS 1-5