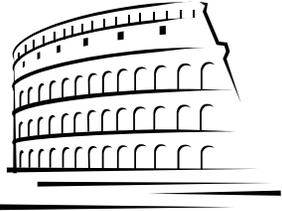


 Slaves	You're stuck in the rain – miss a turn!	 Gold	 Metals			 Animal skins		 Revenge!
 Gold								 Silver
 Silver								 Metals
		BRITANNIA						
								 Animal skins
You marry someone from the other side – collect any item as a gift.								
 Metals								Your slave runs away – lose one item.
 Revenge!								 Silver
 Slaves	 Animal skins		 Metals	A Celtic tribe helps you to fight – have another go!			 Gold	 Revenge!

ROME

Question cards

 <p>Slaves</p>	 <p>Gold</p>	 <p>Silver</p>
 <p>Animal skins</p>	 <p>Metals</p>	 <p>Metals</p>
 <p>Revenge!</p>	 <p>Metals</p>	 <p>Gold</p>
 <p>Silver</p>	 <p>Animal skins</p>	 <p>Slaves</p>
<p>The Romans</p>		

 <p>Slaves</p>	 <p>Gold</p>	 <p>Silver</p>
 <p>Animal skins</p>	 <p>Metals</p>	 <p>Metals</p>
 <p>Revenge!</p>	 <p>Metals</p>	 <p>Gold</p>
 <p>Silver</p>	 <p>Animal skins</p>	 <p>Slaves</p>
<p>The Celts</p>		

The Romans came from Italy.

TRUE

Roman soldiers wore armour to protect them in battle.

TRUE

Celtic warriors wore blue paint in battle.

TRUE

The Romans came from Bangladesh.

FALSE

Roman soldiers wore blue paint to protect them in battle.

FALSE

Celtic warriors wore red paint in battle.

FALSE

Some of the Celtic tribes became friends with the Romans.

TRUE

The Romans arrived in Britain in ships.

TRUE

The Romans built roads and towns in Britain.

TRUE

Nobody wanted to be friends with the Romans.

FALSE

The Romans arrived in Britain in planes.

FALSE

The Romans built shopping centres in Britain.

FALSE

The Romans were cross because the Celts had beaten them in France.

TRUE

The Romans found it too cold in Winter in Britain.

TRUE

The Roman army was strong and hard to beat.

TRUE

The Romans were cross because the Celts had beaten them at football.

FALSE

The Romans thought it was lovely and sunny in Winter in Britain.

FALSE

The Roman army was weak and easy to beat.

FALSE

The Roman Invasion Game – a game for 4 people, playing in pairs

What you will need to play:

A game board. One treasure board. Question cards

A dice. Counters – including 4 red and 4 blue.

Decide if you are going to be a Roman or a Celt.

If you are a **Roman**, take 4 **red** cubes and a treasure board.

If you are a **Celt**, take 4 **blue** cubes and a treasure board.

How to play:

You must move your counters around the board and collect treasure. Roll the dice to see how many spaces to move. You can move in any direction you like. If you land on a picture square, a person from the other side must pick up a question card and read the question to you. If you get the question right, you can take a cube from the pot and put it on your treasure board. If you get the question wrong, you wait until your next turn and try again. If you land on the good luck/bad luck squares, you must do as they say.

As you play, you can try and do battle with the pair from the other side. If you land on a square when someone else is on it, you can take their cubes away. If a pair has all their cubes taken away, they lose the game. If not, the first side to fill up their treasure card and get all their cubes home is the winner. You can decide whether your people would like to settle in Rome or Britain.