

END OF THE GAME

The game ends at the end of the turn when the final 2 tiles are placed. The player with the most points wins.

Each token built is worth:

monuments (4 pts)

spas (3 pts)

villa (2 pts)

house (1 pt)

In case of a tie, the tied player who built the most monuments wins. If still tied, next compare who built the most spas (and then villas if still tied). If the tie persists, the tied players share the victory.

CREDITS

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VIII

VARIANTS

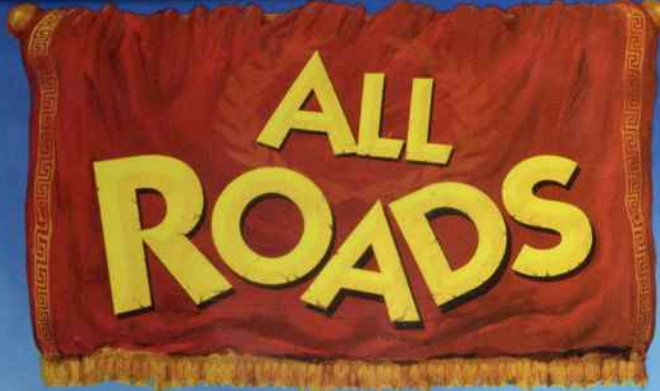
Variant: Full-Length

Two-Player Game

- › One player plays as yellow and green, the other as blue and red.
- › Shuffle all four draw stacks separately.
- › Each player stacks their own shuffled draw stacks on top of each other.
- › Each player uses all tokens of both of their own colors.

Variant: Cooperative Game

- › Play together as a team.
- › Try to build all tokens of all players.
- › Do not show your hand to the other players.



COMPONENTS

48 hex tiles (12 per player)



Road

Hot spring

Trade route

76 wooden tokens

(7 houses, 6 villas, 3 spas, and 3 monuments in each player color)



house

villa

spa

monument

4 scoring aid tiles



1 double-sized starting tile



Rules sheet

GOAL OF THE GAME

Players place tiles to create the surroundings of ancient Rome. Houses, villas, spas, monuments, and trade routes are built as players complete features outside the ancient city, scoring points for each token built. Once all tiles have been played, the player with the most points wins.

SETUP

- › Place the double-sized starting tile on the table.
- › Each player picks a color and takes the matching tiles and wooden tokens.
- › Each player forms their face-down draw stack by shuffling their tiles and then draws four tiles from it as their starting hand.
- › The player who most recently went to Rome starts the game.

II

COURSE OF THE GAME

On your turn, complete the following steps in order:

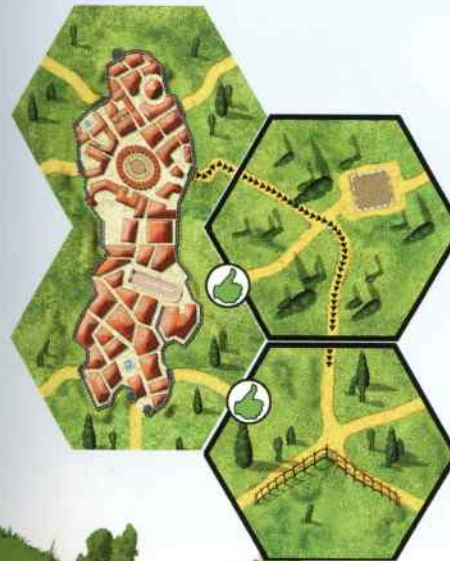
- › Play 2 tiles from your hand.
- › Build tokens and/or upgrade existing tokens.
- › Draw 2 tiles from your draw stack.

Take turns in clockwise order until all players have placed all of their tiles.

A PLAYER TURN

1. Play 2 tiles from your hand

Place any 2 of the 4 hex tiles in your hand on the table to extend the Roman landscape, following this placement rule:



- › At least one road on each tile must connect to the existing road network to form a continuous road all the way back to Rome (the double-sized starting tile)!

Tip: Communication during the game is strongly encouraged. Be sure to notify others when there are moves that are beneficial not only for them, but also for you! Sometimes it even makes sense to prepare such moves for others on purpose. Tokens can only be upgraded by creating road loops, which is difficult to do on your own, so collaboration is the key to victory!

2. Build tokens and/or upgrade existing tokens

Build new tokens and upgrade existing tokens (including other players') where your tiles created newly formed *dead ends* and *road loops*.

- › A *dead end* is formed when roads connect to the non-road side of an adjacent tile. Houses, villas, and spas are built at *dead ends*.
- › A *road loop* is formed when you can trace a contiguous road from one tile edge back to the same tile edge from an adjacent tile.

III

There are 5 build/upgrade steps:

2a) Upgrade tokens inside newly formed *road loops*.

2b) Build villas and spas inside newly formed *road loops* with *dead ends*.

2c) Build monuments inside newly formed *road loops* without *dead ends*.

2d) Build houses on newly formed *dead ends*.

2e) Build houses on trade routes on newly formed *road loops*.

2a) Upgrade tokens inside newly formed *road loops*.

If your tile placements formed a *road loop* that encloses houses, upgrade all houses inside that loop, regardless of their owner.



IV

› If a house is at a hot spring, upgrade it to a spa of the same color. Spas are worth 3 points at game end.



› Otherwise, upgrade it to a villa of the same color. Villas are worth 2 points at game end.



› Return any upgraded houses to their owners.

Note: If a player ever runs out of spa tokens, villas are placed instead. If a player ever runs out of villas, houses are placed instead.

2b) Build villas and spas inside newly formed *road loops* with *dead ends*.

If your tile placements formed a *road loop* that encloses *dead ends* without a house, build 1 spa or villa at each *dead end* inside that loop (without having to build a house first).



› If the *dead end* is at a hot spring, build 1 of your spas. Spas are worth 3 points at game end.
› Otherwise, build 1 of your villas. Villas are worth 2 points at game end.

2c) Build monuments inside newly formed *road loops* without *dead ends*.

If your tile placements formed a *road loop* that encloses no *dead ends*, build 1 monument inside the loop. Monuments are worth 4 points at game end.

If you have no monument tokens available, leave the area empty.



V

2d) Build houses on newly formed *dead ends*.

If your tile placements created any *dead end* roads, build 1 of your available houses on each newly formed *dead end*. Each house is worth 1 point at game end.

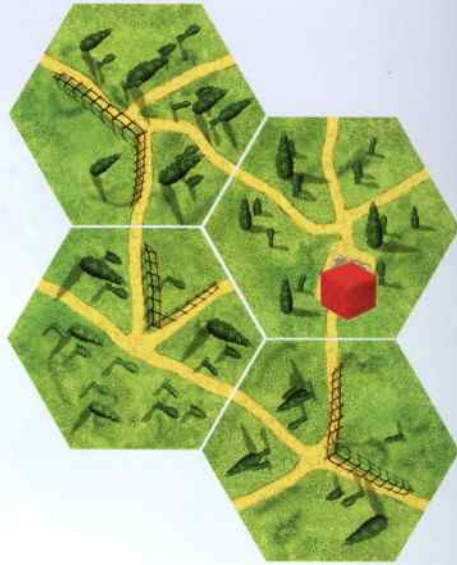
If you have no house tokens available or you want to save houses for trade routes, leave the *dead end* empty.



2e) Build houses on trade routes on newly formed *road loops*.

If your tile placements formed a *road loop* that contains a trade route, build 1 of your available houses on each newly formed trade route. Each house is worth 1 point at game end.

If you have no house tokens available or you want to save houses for other uses, leave the trade route empty.



3. Draw 2 tiles from your draw stack

Draw two new tiles to your hand from your draw stack, if available. Then, the player to your left takes the next turn.

Tip: Unoccupied trade routes may lure other players to create a closed road loop, which would let everyone inside the loop to upgrade their tokens (see action 2a).

EXAMPLE OF A GAME ROUND



1. Red places two tiles and builds houses (worth 1 point each) on both newly formed *dead ends*. Note that the topmost red house is at a hot spring.

2. Blue places two tiles, forming a *road loop*. Blue builds a villa (worth 2 points) and the red house by the hot spring is upgraded into a spa

(worth 3 points). Blue builds a house on the unoccupied trade route.

3. Yellow forms a road loop with no *dead ends* or roads leading in, which yields a monument (worth 4 points). Yellow also builds houses on the other two formed *dead ends*.