

Setup

- Give each player a Camp card and place "Rome Demands" in middle of table.
- Shuffle Order cards and deal 4 to each player.
- Give each player a Jack. Place remaining in middle of table.
- Create stack of each Site card equal to number of players. Place remaining Sites upside-down to create Out of Town Sites.
- Deal Order card face-up to each player. Determine Leader with alphabetical order of Card. Deal additional cards to break ties.
- Place all face-up Order cards in middle of table. This is the starting Pool.

Goal of the Game

Gain wealth and power (Victory Points) by completing structures for Emperor Nero and selling the building materials for personal gain.

Game Play

- If Leader "thinks": Leader draws cards (see below) and turn ends.
- If Leader "leads": Leader plays a Role card onto Camp to determine role for all players.
 - Clockwise order each player may "think" or "follow" with an Order card with same role.
 - Leader may perform 1 action plus an additional action for each client of chosen role.
 - Each player who "followed" may perform one action plus an additional one for each client of chosen role. Players who "thought" still get to take actions for their clients.
 - Move all Order cards played as roles off Camps into the Pool.

Jacks and Petitioning

Jacks are wild cards. Leader may "lead" with a Jack as any role except **Thinker**. Jack can be used to "follow" any role as well. Return Jacks to center pile at end of turn. Jacks cannot be taken or played as materials or clients. You may **Petition** and play 3 matching role cards as a Jack to "lead" or "follow".

Thinking

When taking the Thinker action choose one of the following:

- Take one Jack (if available)
- Draw Order cards from draw pile to reach maximum hand size (normally 5). May not take less!

- If at/over max hand size, draw one additional Order card.

Patron - Hire Client

Take a card from the Pool and place under left edge of Camp showing only the role name. Limited by influence. New client does not perform action on turn it is hired.

Laborer - Gather Material

Take a card from the Pool and tuck under bottom of Camp showing only the material name.

Architect/Craftsman - Lay Foundation or Build Structure

Lay Foundation

Place Order card from hand in front of you. This is the foundation of a new structure. Place Site card of matching material underneath leaving stripes showing. You may NOT lay an Order as a foundation if there is no Site of matching material.

Out of Town Sites

To use an Out of Town Site you must perform two consecutive Architect or Craftsman action on the same turn. This is not possible without a matching Client (generally).

Adding Materials to a Building

A structure must have a Site and foundation before materials may be added. Take material from (Architect = Stockpile — Craftsman = Hand). Tuck beneath bottom card of structure leaving material showing.

Completing a Structure

Structure is complete when materials equal to buildings value have been added. Tuck Site card under top edge of Camp, adding more influence. Materials stay with structure. Gain the benefits of the structures Function.

Legionary - Demand Material

1. Turn over Order card (not a Jack), place on top of hand, place cards on Rome Demands card.
2. If matching card(s) in Pool, you may take one and place in Stockpile.
3. If neighbors have matching card(s) in their hand, they must give you one. Place in Stockpile.
4. Retrieve hand from Rome Demands. You do NOT lose the revealed Order card.

Legionary Clients

If performing more than one Legionary action, reveal all materials at once. May ask for any combination of materials in hand, including duplicates if you have duplicate cards. If neighbor has part of what is demanded, must give up as much as possible. If you have fewer Order cards than Legionary actions the extra actions are lost.

Merchant - Selling Material

Take material from Stockpile and tuck face-down under Vault. Value of card counts as Victory Points at end of game. When the card is put into Vault other players may ask to see it. After current turn no player (not even you) may inspect the card. Limited by influence.

End Game

The game ends immediately when any of the following occur:

- The draw deck runs out
- A player lays a foundation which claims the last Site card (excluding Out of Town). This can't be completed.
- A Catacomb is completed
- Any player has completed the Forum and has at least one of each client
- All players decide to "surrender" to another player for whatever reason

Scoring

- 1 Victory Point for each Influence
- Combine Value of cards in Vault
- 3 Victory Points for each Merchant Bonus card
- Any Victory Points granted by the Functions of completed structures

Merchant Bonus

A player receives one of the Merchant Bonuses if they have the most of that material in their Vault. If there is a tie, the bonus is not given.