Setup

1. Set out main board. Give each player a board and all pieces of one color.
2. Place round tracker disc on circle for player count.
3. Place boat tiles in port color side up.
4. Play 4 **quarter year** tiles ordered in a stack near board.
5. Sort extra action (back) and Forum tiles (back), shuffle, and place face down piles near board
6. Randomize demand tiles (circular blue green), remove 3 from game, and place stack face down near board.
7. Place randomly 10 forum tiles in provinces at top of board (1 each).
8. Place 6/9/12 forums tiles on designated Forum $\mathbb{II}$ spaces for 2/3/4 players.
9. Place 3 extra action tiles on yellow forum spaces.
10. Fill all 20 spaces in Construction ⚒ district with pentagon construction tiles (back)
11. Each player places military leader and 1 player meeple on military camp (green oval) and 1 player meeple on work camp (red oval). Place remaining player meeples in top right area of play mat.
12. Each player places 2 action markers in each tray on player mat.
13. Sort Trajan tiles by category (icon) and place on 6 spaces on Trajan 🏛 district.
14. Determine start player. Place player discs on Senate 🖊 track start (blue circle). Start player token first, then next player's token on top, etc. Place player tokens on victory point track (order irrelevant).
15. Draw 1 bonus per player from bag. Place by player board yellow side up.
16. Draw 2 bonus tokens from bag and place on right of Senate track yellow side up.
17. Shuffle commodity cards. Place pile face down by board. Reveal top two cards and create two discard piles on left and right of draw pile.
18. In player order, each draws 3 commodity cards from any pile in any combination. If a discard pile is ever empty fill it with the top draw pile card.
19. In player order, each picks 3 Trajan tiles. May only take 1 from each category. Place tiles on slots marked II, IV, and VI on player mat.
20. Place Arch of Trajan on slot marked I.

Gameplay

Game is played over 4 **quarters** of a year. Each quarter consists of 4 **rounds**. Each lasts as long as one cycle of the time marker on the time track.

Player Turn

A player's turn consists of the following steps in order:

1. (mandatory) Rearrange action markers and move time marker
2. (if possible) Accomplish Trajan tile
3. (optional) Perform 1 action

Rearrange action markers

1. Choose 1 tray on play mat. Take all action markers (must be at least 1).
2. Allocate each one in a tray in clockwise direction until all are allocated. The ending tray is the **target tray**.

3. Advance time marker equal to number of action markers selected from tray.

Accomplish Trajan tile

Accomplish a Trajan if it is assigned to the **target tray** and there are action markers in the tray matching the colors shown on the tile. If so:

- Gain indicated victory points
- Optionally perform appropriate special action.
- Remove tile from game unless tile shows bread, helmet, or flame icon. Collect these on player mat.

Perform One Action

Optionally perform the action indicated by the icon for the **target tray**.

Actions

⛵ Seaport

Choose 1 of 4 options:

- Draw 2 commodity cards from face down pile. Discard 1 card from hand.
- Draw top commodity card from one of the discard piles.
- Play 1 or 2 cards from hand face up in front of themselves. This is player's personal display. Draw number of played cards from face down draw pile.
- Ship commodities aboard 1 of 3 ships. Played cards go into personal display and combination must match requirement on one of ship tiles. Gain victory points indicated. Flip ship to gray back side if not flipped.

$\mathbb{II}$ Forum

Take any 1 tile and place face up on designated space of player mat.

🪖 Military

Choose 1 of 3 options:

- Convert player meeting into legionnaire by moving meeple from player board to military camp.
- Move leader to adjacent province. Take tile if present and place on player mat.
- Relocate legionnaire from military camp to leader's province **if player's legionnaires aren't there**. Gain victory points indicated on province minus 3 per enemy legionnaire there.

🏛 Trajan

Take top tile from 1 of 6 stacks and put on current Arch of Trajan slot. Slide Arch to next free slot in clockwise direction. If all are filled, put in center of action circle and relocate once a slot is free. Player can't take Trajan action if no slot is free.

🖊 Senate

Advance disc on track by 1 space and gain indicated victory points. Active player puts disc on top of existing markers in space. Player can't take this action if marker is currently on 8 VP space.

⚒ Construction

Choose 1 of 2 options:

- Convert player meeple into worker by moving meeple from player board to worker camp.
- Place one worker from worker camp into construction site. If first placement, pick any space in district. Otherwise, place orthogonally adjacent to 1 of their

workers. Take tile in space if present, gain victory points, and place on indicated space on player mat. Workers may be deployed in location occupied by other player's worker.

  – If first construction of type added to player mat, immediate perform assigned action in addition to ordinary turn.

End of Game Round

The round ends when the time marker crosses its start space after the active player's turn. If there are less than 3 demand tiles revealed, reveal one and continue play. Otherwise, go to End of Year Quarter.

End of Year Quarter

1. **Meeting people's demands:** Each player must meet the people's demands. For each revealed demand tile spend matching forum tile or use Trajan tile. Trajan tiles may only be used once per quarterly scoring. Lose 4/9/15 VPs for 1/2/3 unmet demands.

2. **Balance of power in the senate:** Resolve standing in senate based on number of votes equal to number indicated on senate track plus numbers on all senate tiles on player mat. Most votes is **consul** and picks 1 of 2 bonus tiles. Keep yellow side up. Second most is **vice consul** and takes other bonus tile, gray side up. Break ties in favor of player high up track or disc that is stacked higher. Move all discs back to start space ordered lowest vote count at bottom to most at top.

3. **Remove tiles:** Remove all forum tiles used to meet people's demands. Remove all claimed senate tiles (purple forum tiles with votes indicated) regardless if they were used or not. Remove all tiles from the forum.

4. **Refill game board spaces:** Draw 2 new bonus tiles and place near senate yellow side up. Place forum tile in empty provinces without military leader or legionnaire. Refill all forum spaces with new forum tiles and yellow extra action tiles. Turn ships color side up and remove quarter year indicator from top of stack. If last was removed, go to End of Game.

End of Game

Gain victory points as follows:

- 1 VP per commodity card in hand
- 1 VP per worker in worker camp
- 1 VP per legionnaire in military camp
- 1 VP per Trajan tile on action circle
- 10 VP per set of 3 construction tiles with identical icon
- 20 VP per set of 4 construction tiles with identical icon
- Value of each bonus tile.

Winner is player with most victory points. Break tie in favor of person higher on senate track.