



Start with 2 INFLUENCE

Gold Coins allow more CLIENTELE & VAULT CARDS

INFLUENCE

Completed STRUCTURE:
Place SITE card as INFLUENCE

STRUCTURE



KEY

- = Card from the POOL
- = Card from player's HAND
- = Take a Card from here...
- = Place a Card here...

LEAD or FOLLOW with an ORDER CARD as a ROLE

LABORER

Take a material from the POOL into your STOCKPILE



CRAFTSMAN

Lay a foundation from your HAND or fill a structure from your HAND



ARCHITECT

Lay a foundation from your HAND or fill a structure from your STOCKPILE



LEGIONARY

Demand materials from the POOL and your neighbors' HANDS into your STOCKPILE



PATRON

Take a client from the POOL into your CLIENTELE



MERCHANT

Put a material from your STOCKPILE into your VAULT

GAME VARIANTS

REPUBLICA ROMANA PETITION



Play TWO cards of the same role as JACK

IMPERIUM ROMANUM PETITION



Play THREE cards of the same role as JACK

THINKER

Draw up to your hand refill size or draw one card or draw one JACK



JACK

Lead or follow any role



THE GAME ENDS WHEN

the DECK is exhausted or the SITES are exhausted or a CATACOMB is built or requirements are met for a FORUM (ROMANUM)

STOCKPILE

FINAL SCORING: 1 VP / COIN in VAULT 3 VP / Merchant Bonus Card
1 VP / INFLUENCE VPs for STRUCTURES that grant them.
[Tying player with the most cards in hand wins.]

VAULT

CLIENTELE

VAULT