RULE BOOK

Components

- 1 Game board
- 44 workers (11 red, 11 black, 11 yellow, 11 wood)
- 70 resource tcubes (20 slaves [ornge], 20 animals [green], 20 mummers [blue], 10 prisoners [white])
- 192 coins (120 [one], 36 [five], 36 [ten]
- 36 cards (15 act cards, 13 event cards, 4 instructional cards, 4 blank cards)

Set-up

Place the board in the center of the playing area each player then takes their workers (see table for amount per player) of their chosen color, the player places one worker on each track ar the 2 spot. Each player collects 50 coins. The event deck is placed next to the board, the act cards are divided into three piles; act I, act II, act III. three cards are flipped face up next to the board from each act pile, the remaining cards are placed next to the face up cards (there will be no remaining cards for act III) Place 12 of each resource on the correspondingly colored track.

# of players	2	3	4
Starting workers	7	6	5

Game end

The game can end in two ways:

> The players play an agreed upon amount of rounds (5 is recommended)
> Or one player reaches 10 on any track in which case the rest of the round is played out and scores are tallied

Scoring

Points are scored as follows

> +2 points for each step on the Empire and Clergy tracks
> +3 points for every step on the Citizen track
> +1 point for ever 5 Sestertius(coins) rounded down
> +1 point for every 2 resources rounded down
> +1 point for every worker employed

Once all the points have been added the player with the most wins, in case of a tie the player who can name the most roman gods wins, or you can just tie I don't know live your life it's just a game

Objective

The objective is for each player to score as many points as possible in the five rounds of the game. Points can be scored by;

- Advancing in the three tracks (Citizens, Empire, clergy)
- Collecting coins
- Gathering resources

At the end of the game the points will be tallied and the player with the most is the winner

Determine turn order

At the start of the game the players decide amongst themselves or roll a die to decide who will go first, after the first round the player who has the highest rank on the Empire track at the end of the last round goes first then play continues to that players left.

Steps of a round

Bidding on Acts
- Each player puts one coin on an act 1 card until all players have passed and one card has more coins then the rest
- This is repeated for act 2 and 3
- Then the acts are refreshed

Event Card
- An event card is flipped then the event is carried out
- Deploying Workers
- Each player deploys one worker and pays the 1 coin to do so unless they are over 5 on any track in which case they must pay 2 coins
- This continues until players are out of money or workers or don't wish to deploy anymore workers

THE PLAGUE STRIKES - *A terrible disease sweeps through the land the citizens are confined to their homes*
> The citizen track cannot be moved this round, the Town Square action does nothing this round

NEW LANDS DISCOVERED - *An expedition to the east has returned bring all sorts of exotic creatures to be pitted against each other*
> Add three animals to the market

ANIMALS ESCAPE - *There is a breakout from the animals pens and lions are loose on the streets they must be killed*
> Remove three animal from the market

MUMMERS STRIKE - *The mummers guild demands better conditions and cheap performers are hard to find*
> Remove three mummers from the market

TRAVELING TROOP - *A group of performers from greece are passing through rome and decided to stay*
> Add three mummers to the market

NEW AGE - *The season turn from one to another and a new era in the city has begun*
> Shuffle the discard pile into the event deck then draw another event card

Event Cards

CAESAR LEAVES FOR WAR - *Duty calls and the cesar is needed elsewhere rome grows quite without the legion*
> The empire track cannot be moved this round, the Palace action does nothing this round

ROME IS RAIDED - *Rome has been attacked by foreign invaders putting stress on the markets*
> Remove one resource from each market

PIRATES GROW BRAVE - *The empire need money for new ship so taxes must be raised*
> Each player pays 5 Sestertius (coins) if a player has no coins they lose 1 resource of their choice

SLAVES REVOLT - *The slaves rise up in rebellion but are quickly forced into submission their leaders are executed*
> Remove three slaves from the market placing them in the supply

JUPITER IS ANGRY - *A goat's entrails revel jupiter is not pleased with our worship we must appease him*
> The clergy track cannot be moved this round, the Pantheon action does nothing this round

Market
- Each player may now buy resources from the market starting with the player in the 1st spot in each market

The Show
- Each player who would like to participate in act 1 pays the proper resources and follows the instructions on the act 1 card
- This is then repeated for act 2
- Then the gamblers den is resolved if act 2 was a competition
- Then act 3 is resolved the same as acts 1 and 2

Cleanup
- Each player feeds there resources 1 coin per resource
- Each player is paid based on there standing in the three tracks
- The market is restocked

# of players	2	3	4
Resources restocked per market	3	4	6

Bored spaces

Port - *Your worker adventures to Greece in hope of finding mummers to perform in the circus*

>Flip a coin
>
>Heads take 2 mummers from the supply (not the market) if there are less than 2 in the supply take what's left. - *The journey is successful and you have new mummers.*
>
>Tails return your worker to the supply (you do not have to pay the worker, the space may be taken if the worker dies. - *A tragic accident at sea kills your worker before they make it to Greece*

War - *Your worker joins the legion headed for war in hope of capturing to fight in the circus.*

>Flip a coin
>
>Heads take 2 slaves from the supply (not the market) if there are less than 2 in the supply take what's left. - *The worker is triumphant and you have new slaves for the circus.*
>
>Tails return your worker to the supply (you do not have to pay the worker, the space may be taken if the worker dies. - *Your worker dies vallently in the field of battle.*

Gamblers Den - *You feel confident in the circus to come you decide to play the oods*

>If the first or second act has something that involves a die roll you may pay between 1 and 5 coins if you win the act you double your coins if you do not they are gone. You may not bet on another player.

Prison - *Your coworker goes to the prison to retrieve a prisoner to be put to death in the final act of the circus*

>Gain one prisoner from the supply, you may take this action multiple times in a turn and there may be 6 workers at the prison. (not all prisoners must be spent each round)

Markets - *You wish to replenish your stock for the upcoming circus you send your worker to hold your place in line so you can get the best quality*

>You may only have on worker in each market, if you do not have a worker in a market then you may not by any of that resource. You are not required to buy a resource if you are in a market.

Forest -*Your worker goes into the forest in hope of capturing a wild beast to perform in the circus*

>Flip a coin

<u>Heads</u> take 2 animals from the supply (not the market) if there are less than 2 in the supply take what's left. - *The hunt is successful and you have new animals to entertain the people.*

<u>Tails</u> return your worker to the supply (you do not have to pay the worker, the space may be taken if the worker dies. - *Your worker enters the forest and is never see again*

Town Square - *Your coworker goes to the town square to talk to the citizens*
> Move your marker up one space on the citizen track for this turn only, you will get paid at the increased rate

Place - *Your coworker goes to the Palace to speak to the Cesar*
> Move your marker up one space on the Citizen track for this turn only, you will get paid at the increased rate, you will also go first next round if this puts you in the first place on the Empire track

Pantheon - *Your coworker goes to the Pantheon to talk to the gods*
> Move your marker up one space on the Clergy track for this turn only, you will get paid at the increased rate

Guildhall - *Your slave has served you lonely for years it's time to free the slave, with a little cash in the slaves pocket*
> Return one slave to the resource supply and pay 5 coins, then add one worker of your color from the supply to your pool of workers, if you have all the workers from the supply you may not take this action.

Orical - *Your worker travels to the Orical wishing to know the future, the orical sacrifices a sheep and reads the entrails*
> Return one animal to the supply and look at the top card of the event deck, if you have no animals you cannot take this action