

## **PHASE I: New Citizens Move to Pompeii**

Players: 2 = 36 pieces each, 3 = 30 each, 4 = 25 each

### **Order of Actions:**

- 1) Play a card
- 2) Place a game piece on a free space
- 3) Draw a new card

### **Vesuvius Seethes (first “A.D. 79” card)**

Players now observe the following additional rules:

### **Prepare the Stock Pile**

Remove the “A.D. 79” and the seven “Omen” cards.

Deal the Pompeii cards into seven 4-card piles.

Shuffle the “Omen” cards back into the cards remaining in your hand. Put this face down as the Stock Pile.

Put the “A.D. 79” card on top of the Stock Pile, and two of the 4-card piles on top of it.

Each player takes one of the 4-card piles. The remaining 1-3 piles are put back into the box without looking at them.

### **Relatives Rule:**

- For each game piece already in a *building*, regardless of color, players **may** place the **same** number of pieces in a **different** building of the same color, or in a neutral building (*1 relative per building*).

### **Wild Cards:**

- Players can play an unusable card as a *wild card* to place a game piece on **any** other free space (regardless of building color). This placement does **not** bring in relatives.

### **Omen Cards:**

- When drawn, take an opponent’s game piece off the board and drop it into the volcano, then draw another card.

### **Vesuvius Erupts (second “A.D. 79” card)**

- All players immediately place their remaining game pieces in the box (**not** inside the volcano) and discard their remaining cards.
- *Exception:* If a player only holds cards for non-vacant buildings (all wild cards), they may show their hand and voluntarily call “**Vesuvius Erupts**” at any time – even on another player’s turn.

## **PHASE II: Catastrophe – Run for your lives!**

### **Lava Flow – Initial Setup:**

- Each player draws and places 1 lava tile on the board, starting with the player to the left of the player who drew the “A.D. 79” card.
- Continue taking turns until 6 tiles have been placed.

### **Order of Actions:**

- 1) Draw and place a lava tile
- 2) Move 2 game pieces

### **Rules of Tile Placement:**

- Lava tiles are placed **adjacent** (orthogonally) to other matching lava tiles.
- Lava placed on an occupied square kills **all** citizens on it. The game pieces are dumped in the volcano.
- Lava tiles may block exits – and often do!
- Citizens without means of escape (surrounded by walls and/or lava) are immediately thrown into the volcano.

### **General Movement Rules:**

- You must move 2 *different* game pieces, unless:
  - a) You only have 1 game piece left in the city.
  - b) A solitary game piece can move twice if it is moved first.
- Move a number of squares equal to the **total** number of game pieces (of any color) on the square where it starts.

### **Game End:**

- When the last lava tile is placed on the board.
- All exits are blocked.
- There are no citizens left alive in the city.

***Remaining game pieces are now thrown in the volcano (too late to escape).***