ROME
The Fate of an Empire

Designed by Joe Klipfel

SOLO
GAME OF THE MONTH

RULEBOOK

Introduction

If you want something done right, you have to do it yourself. Or so you grumble to yourself as you prepare for another day as the leader of Rome. There is greatness in this empire. You can see it. One day its monuments will reach to the sky. Its fame will spread further than any nation in history. There's just the matter of all the work that must be done between now and then. You best get started.

Rome: Fate of an Empire, the player assumes the role of the leader of a fledgling empire. You will improve your starting deck of attributes to build developments like farms, housing and—perhaps one day—the Colosseum. As your empire grows, you will move tirelessly from place to place, using your personal influence to encourage your citizens to get critical things done, such as producing resources or earning precious gold. Build your deck and your tableau wisely, and you might have enough glory points to win at the game's end.

Icon Reference

Influence token		Culture attribute	
Gold		Technology attribute	
Water resource		Military attribute	
Food resource		Industry attribute	
Iron resource		Culture bonus	
Stone resource		Technology bonus	
Strife card		Military bonus	
Loan card		Industry bonus	
		Population bonus	

# Component Anatomies
Attribute cards

Starting Attribute

Advanced Attribute

Leader Attribute

A. Card name. Note that this card is a starting attribute (it does not have an advanced attribute icon or a leader attribute icon). There are 16 starting attributes.
B. Basic action.
C. Boosted action. Boosted actions are one of four colors: red, blue, gray, green.
D. Advanced attribute icon. This is the same for all advanced attributes.
E. Leader attribute icon. This is a different icon for each leader. Each leader has 2 special leader attributes.

Development cards
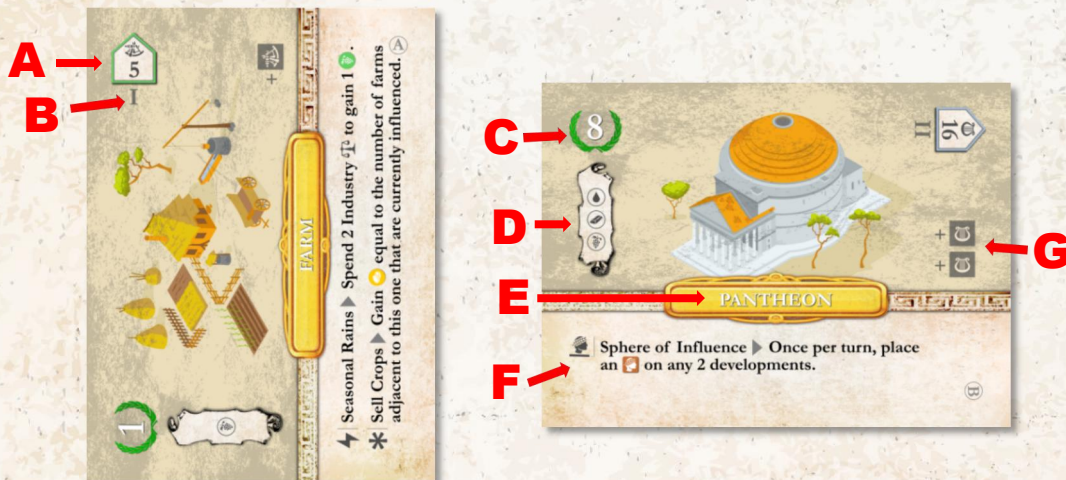
A. Build cost. This development requires 5 Technology to build.
B. Development level. There are level I and level II developments.
C. Glory points.
D. Produce action. This development produces Water, Stone and Food.
E. Development name.
F. Development action. Developments may have more than one action.
G. Bonuses provided. This development provides 2 culture bonuses.
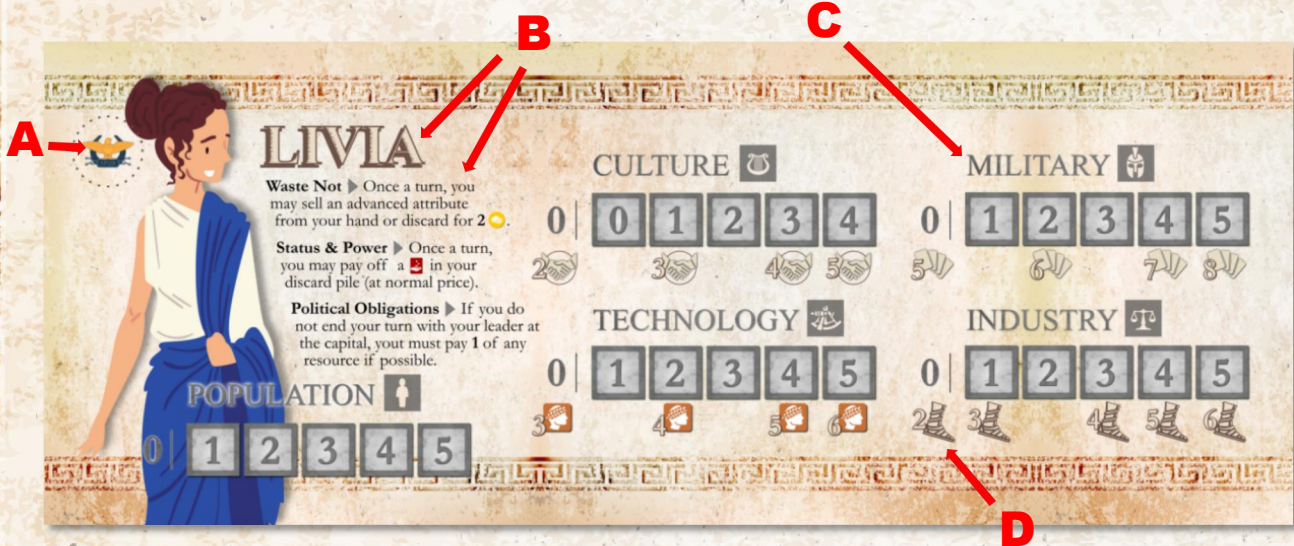
Capital and Territories

Capital

Territory

A. Capital actions
B. Territory action

Leader Boards and Attributes

LIVIA

Waste Not ▶ Once a turn, you may sell an advanced attribute from your hand or discard for 2 ○.

Status & Power ▶ Once a turn, you may pay off a ⚑ in your discard pile (at normal price).

Political Obligations ▶ If you do not end your turn with your leader at the capital, your must pay 1 of any resource if possible.

POPULATION

CULTURE 🎵
TECHNOLOGY ⚙
MILITARY 🛡
INDUSTRY 🔧

A. Leader icon.
B. Leader name and abilities.
C. Bonus name and track. This is the military bonus.
D. Bonus effect. Your industry bonus increases your movement value.

CONSPIRACIES

Before the end of turns when this card was in your hand, you must spend 1 Culture 🎵 for every space you move your leader during your turn.

Ignore the basic action of this card. You may also pay 2 Culture 🎵 to ignore Livia's Political Obligations ability.

MERCHANT

Industry 🔧 2 or Culture 🎵 2

Industry 🔧 4 or Culture 🎵 3

E. Each leader has two special attribute cards swapped into the base starting deck. Their attributes have the leader's icon.

F. The cards removed from the base deck are noted with the leader's icon and a red X.

Market board

A. The glory point (GP) track.
B. The market price. This is the cost of buying a card from the market in this column.
C. The cycle cost for this column. You may pay Industry to clear cards from the market.
D. Icons to remind you that advanced attribute cards go above the market board, and development cards go below.
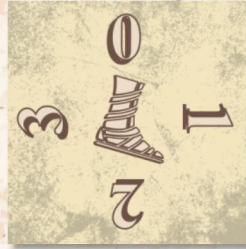
Round board

Round Board
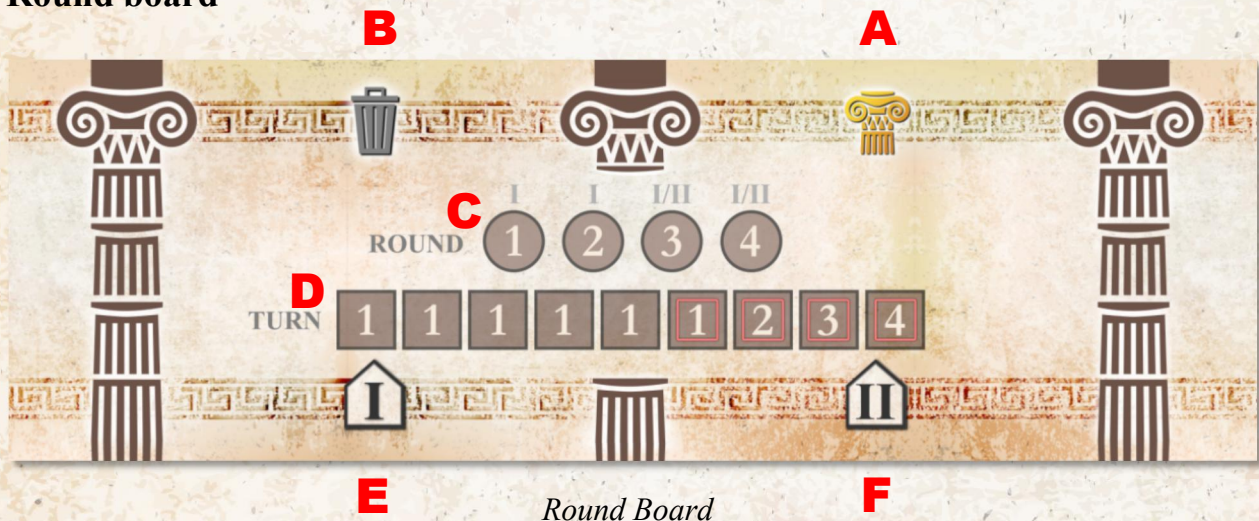
A. Place for the advanced attribute deck
B. Place for trashed cards.
C. The round track. This marks which round of the game it is.
D. The turn track. When the turn marker hits the red-bordered space of the current round's number, the round ends.
E. Place for the level I development deck
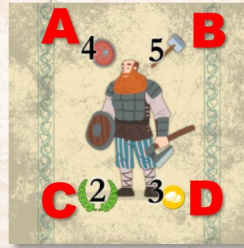F. Place for the level II development deck.

Tokens

*Influence token*   *Movement token*   *Enemy token*   *Leader meeple*   *Trade Token*

A. Enemy defense
B. Enemy attack
C. Enemy glory point (GP) reward
D. Enemy gold reward

NOTE TO CONTENT CREATORS:

In previous versions of the game, tokens were used for (from left to right) Gold, Water, Food, iron and Stone. These tokens have since been replaced by an oversized card with tracks for tracking gold and the four resources. The track uses similar icons to the above tokens.

Edicts
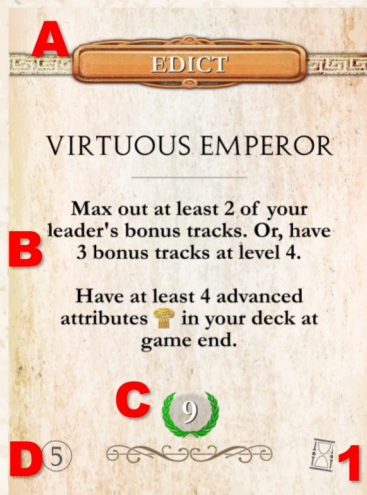
A. Name

B. Requirements

C. GP Requirement

D. Edict number

E. Full (1) vs. Partial side (2)

6

Player Area Setup

1. Choose a leader and place their leader board in your player area. Add their two special attribute cards to the base starting deck and remove the two cards that have the red X with the leader's icon. You should now have a starting deck of 16 cards.
2. Shuffle your starting deck and place it next to your player board.
3. Collect 4 movement tokens, a number of influence tokens noted at position zero on your Technology track, a number of trade tokens as noted at position zero on your Culture track, and **start with 3 gold**.
4. Place the capital card on the table in front of you, above your player board. Then shuffle the territory cards and deal them out randomly onto the table to create a 5x5 grid, with your capital in the center.
5. Place your leader meeple on your capital.
6. Draw 11 enemy tokens randomly. Place one face down on the following territory spaces:
   a.   1 on every space in the top row
   b.   In the second row, 1 token in columns 1, 2, 4 and 5.
   c.   In the third row, 1 token in columns 1 and 5.
7. Draw the top 5 cards from your starting deck. This is your first hand of the game.

Game Area Setup

1. Place the market and round-tracking boards in the center of the table. Put a cube on space "0" on the market board track. This tracks your Glory Points (GPs).
2. Shuffle the level I developments together and place the stack face down below the round board, underneath the I. Do the same for the level II developments, placing them below the II. These are the development decks.
3. Deal out 5 level I developments below the market board.
4. Shuffle the advanced attributes and place the stack face down above the round board.
5. Deal 5 advanced attributes above the market board.
6. Place a cube on the "1" round space and on the "*" space (the first space) of the turn track on the round-tracking board.
7. Create separate stacks of strife and loan cards with 10 cards in each stack.
8. Reminder to content creators: the tokens for gold and the four resources has been replaced by an oversized card with tracks. Players use cubes to track the values.
9. Shuffle all edict cards. Determine how many you need based on your game mode and difficulty setting (see p. 22). Draw the number of edicts you need +1, and then choose one to remove from the game. If you are playing with a mix of full and partial edicts, choose which ones to be on which side now. Set some extra cubes nearby to help track when you complete portions of an edict's requirements.

Key Terms and Concepts

You will get more context on most of these terms later, but for now (and for future reference), here are explanations of a few important terms and concepts in the game.

Pay – If an effect instructs you to pay something (usually gold or a resource) reduce the appropriate track accordingly.

Spend – An effect that instructs you to spend something, it is usually referring to one of the four attributes (Military, Culture, Technology, Industry). You must play cards from your hand that provide enough of the appropriate attribute to carry out these effects.

Gain – If an effect instructs you to gain something, it means take that item from the common supply and put it in the appropriate place in your player area. If you gain gold or resources, increase your tracks accordingly. If you gain strife or loan cards, put them in your discard pile.

Trash – If an effect instructs you to trash a card, place it in the area labeled *trash* above the round board. Trashed cards are removed from the game. You **can** trash strife and loan cards, but it is important that when trashed, they go in the trashed area. Whenever you trash a strife or loan card, you are also required to **trash another** of the same type from the top of the respective stack. Returning strife and loan cards by other means returns them to their respective stacks.

Required vs. voluntary actions – Most actions are voluntary, but some actions say you *must* do something. For example, some When Activated development actions are required.

Same-type vs. different-type resources – Same-type resources refer to two resources of the same type, such as 2 water or 2 stone. For example, if an action asks you to pay 2 same-type resources, you could pay 2 of any resources, as long as they were the same type as each other.

Different-type resources refer to the opposite. For example, if an effect requires you to pay 3 different-type resources, you could pay any 3 resources, as long as they are not the same type as each other (e.g., 1 water, 1 stone and 1 food).

Play a card – To play a card means to put a card from your hand onto the table, somewhere near your player board. You resolve either the basic or boosted action of played cards (more on this in the action phase section of this rulebook). Unless their effect says otherwise, played cards are put into your discard pile during the cleanup phase.

Cycle a card – Cycling a card means choosing a card from one of the markets to put to the bottom of the appropriate market deck. Do not replace the cycled card until the end of your turn. The main way to cycle a card is by paying Industry (**see page 14**) A different effect that allows you to cycle a card will typically specify which market you may do this to, but if not you may choose the market.

Partially resolving an action – You typically are allowed to resolve just part of an action and skip other parts. For example, if a card allows you to cycle a card and also says you may pay 1

Gold to gain 3 Iron, you can decide to only resolve the part about cycling a card (even if you have the gold to pay for the iron).

Ready and spent influence tokens – When you influence a development, you place an influence token on with its ready side (the brown side) face up. To spend an influence token, flip it to its spent (red) side. If an effect asks you to ready an influence token, flip a spent influence token to its ready side. As noted in the leader actions section of this rulebook, remember that you may only influence a development if your leader is currently there and if there is not already a ready or spent influence token on it.

Aggressive enemies - Aggressive enemies refer to enemy tokens that have been rotated 90 degrees so that they are sideways. Aggressive enemies function exactly like regular enemies with the exception that you do not gain their rewards when you defeat them (you do still remove them from the map). **Trajan's Campaigns leader ability** instructs you to add aggressive enemies. This means take an enemy token from the supply and place it sideways (to make it aggressive) on any card on the map that does not already have an enemy token. This can be territories and/or developments. As with territories, you cannot use any abilities or actions of developments with enemies on them. If you need to add an enemy and there are no available spaces, take 1 Strife into your discard instead.

Special Attributes

One of each leader's special attributes is more powerful than the normal starting card it replaces, and the other has some sort of drawback or detriment the leader must deal with. As in reality, all leaders may face difficulty during their tenure and may have some negative qualities in addition to their more admirable ones.

The special attributes are some of the most complicated cards in the game. The rule of thumb is follow the card's text, even if it asks you to break the rules of the game a little.

Special attributes **MAY NOT** be trashed unless the card itself says otherwise. If a card effect says you *must* do something, you have to do it even if you don't want to. Special attributes may be discarded at the end of your turn unless the card effect says otherwise. You may play special attributes face down for 1 of any attribute or for movement, but you still must resolve any negative effects on the card that are still applicable. For example, even if you play Feed the Army face down, you still must resolve its negative basic action and pay 1 Gold. If the card says it must be put into play, you cannot play the card (not even face down) to avoid this.

Leader Boards and Leader Abilities

Each leader's player board is unique. Every leader's bonus tracks are slightly different, making them better at some things and worse at others. Each leader also has one or more abilities on their board.

Leader abilities, like special attributes, can be either positive or negative. If a leader ability offers some benefit at some cost, it is optional to use on your turn. If the ability only states some negative effect, it is required and you must abide by it even if you don't want to.

Gameplay

Rome: Fate of an Empire is played in a series of rounds made up of multiple turns. During your turn, you'll take actions to do things like build developments, gain resources or conquer enemies.

How to Win
Complete all requirements of all your edicts, including glory point (GP) requirements, by the time the game ends.

How to Lose
Fail to complete all edict requirements by the time the game ends. The game can also end in **collapse**. Collapse happens if you take the last strife or loan card from its respective stack.

Game Length (Standard vs. Short)
Choose which game length you want before you start playing. See *Difficulty Settings* on page 22 to determine edict setup.

A **standard game** lasts 4 rounds. Standard games take around 90 minutes. The standard game provides the opportunity to build more developments and achieve more during the game. It is the recommended game mode to feel the most satisfying play arc.

A **short game** lasts 3 rounds. Short games take around 60 minutes. Short games are good for when you are pressed for time or just want to get in a quick game.

A Turn
Your turn is made up of three phases:

1. Active Projects phase

2. Action phase

3. Cleanup phase

1. Active Projects Phase

At the start of your turn, check to see if you have any active projects in your projects area. An **active project** is a development on the table below your player board. For every active project, you must do one of the following:

1. Pay 1 gold

2. Gain 1 strife

Then, check to see if you have any trade agreements that give you resources or gold. If so, gain these now. Then, proceed to the action phase.

2. Action Phase

There are many different actions you can take during the action phase. You can carry out as many or as few actions as you choose (or are able to). Most of the time you will be taking actions that will directly or indirectly help you get more developments into your tableau. This includes things like playing attribute cards to build developments, buying advanced attributes to improve your deck, moving your leader and dropping influence, and using development actions to gain resources or gold.

Below is a list of the actions you can take. Then, each action is explained in greater detail.

- Play attribute cards
- Buy a card
- Build a development
- Leader actions
  - *Move*
  - *Influence*
  - *Make a trade agreement*
- Development actions
  - *Produce*
  - *When influenced*
  - *While influenced*
  - *When spent*
  - *Resting leader*
  - *Ongoing*
  - *When developed*
- Conquer
- Return strife
- Pay off loans
- Exchange

Play Attribute Cards

The main way you will do things on your turn is by playing attribute cards from your hand. To play a card, place it on the table and resolve it in the appropriate way based on how you will use the card.

Regardless of how or for what reason they were played, attribute cards played during your turn are discarded in the cleanup phase. Some cards, however, break this rule with their effect. In these cases, follow whatever instructions are printed on the card.

Below are the ways that you can play attribute cards.

For the Basic Action

The basic action of an attribute card is the text on the upper half of the card with the plain background. You can always play an attribute card for its basic action for free. Resolve the effect printed on the card after playing it.

Most often, the effect is simply gaining an amount of one of the four attributes. For example, a card may simply read, "Military 6." In this case, the effect of the card is to give you 6 of the Military attribute. Any attributes gained during your turn accumulate until spent. So in the same example if later in your turn you played a card for Military 9, you would have a total of Military 15, which you could spend to accomplish some other action (most often, you'll spend attributes on building developments, explained a little later).

When you spend attributes (most often on building developments), reduce the total amount of that attribute you generated this turn accordingly. For example, if you played cards to generate 10 Technology this turn and then spent 6 of that Technology to build a development, you would have 4 Technology remaining to spend on other things.

Any unspent attributes generated are lost at the end of your turn.

Rather than providing attributes, some attribute cards have other effects on them. Carry out whatever effect is printed on the card.

For the Boosted Action

All attribute cards also have a boosted action. This is the bottom half of the card and has one of four colors as a background: red, blue, gray or green. To play the boosted action of a card, you must spend a resource of the corresponding color. Reduce the appropriate resource track to reflect this, and then tilt the card to remember it has been boosted. *For example, to play the boosted action of a red card, you must spend 1 Iron resource.*

When you play an attribute card, you play **either** the basic action **or** the boosted action, not both. Some cards, however, will break these rules based on the card's text. In these cases, follow the instructions on the card.Remember that gold can act as a wild resource.

You can use 1 gold instead of the needed resource to boost any attribute card.

For 1 of Any Attribute

You may play an attribute card to gain 1 of any attribute by playing it face down.

For Movement

Movement is how your leader gets from place to place. Thus playing a card for movement is also considered a leader action. Playing a card for movement is a key action in the game. It allows you to leverage your developments to gain resources, gold and other helpful effects.

To play an attribute card for movement, place it on the table as normal. Then, place a movement token on the card, setting the token to the number of movement points you get based on your

industry bonus (the track on the bottom-right portion of your player board). These are now movement points you can spend to move your leader from place to place.

Your leader pawn can only move in orthogonal directions. 1 movement point spent allows your leader to move to 1 orthogonally adjacent development. When you spend a movement point in this way, rotate an active movement token to reduce it by 1.

You have a personal supply of four movement tokens, so you can play up to four attribute cards for movement on your turn. Any movement points not spent during your turn is lost.

If you move into a space that is adjacent to a space that has an enemy token, flip the enemy token to reveal the enemy.

To Cycle Market Cards

You can spend Industry you generate to cycle cards from the market. You pay a specific amount of Industry based on the column the card is in. These values noted along the middle of the market board for convenience. From left to right, the column's cycle costs are:

- 1 Industry
- 1 Industry
- 2 Industry
- 2 Industry
- 3 Industry

The column's cycle cost is the same whether the card is an advanced attribute (above the board) or a development (below the board). You must pay the column's cycle cost for each card you cycle. In other words, paying the column's cost does not allow you to cycle both cards in that column; only one card. You'd have to pay it again to cycle the other card.

Important: It does not matter how the Industry was generated. It does not have to come from card play. It could also come from Industry produced by a development, or some other game effect.

For example, say you play two attribute cards from your hand to generate 3 Industry. You then exhaust an influence token to generate 2 more Industry from a development's produce action. That's 5 Industry total. You decide to cycle the advanced attribute card in column 3 (cost of 2 Industry), the development card in column 3 (cost of 2 Industry), and the development card in column 2 (cost of 1 Industry). You flip these cards face down and put them to the bottom of their respective decks.

Buy a Card

On your turn you may buy any number of developments or advanced attributes. To buy one of these cards, pay the appropriate amount of gold based on the card's position in the market. Take the gold from your personal supply and put it back into the general supply. Then take the card from the market and do the following based on which type of card you bought.

- If you bought an advanced attribute, place it face down on top of your deck.

- If you bought a development, place it either into your hand, your discard pile, or your projects area (below your player board).

Developments in your hand do count against your hand size limit. They can at any time on your turn be placed into your projects area for free. You may also discard developments from your hand or projects area to your discard pile at any time.

Do not replenish the market until the cleanup phase.

Build a Development

You may only build developments that are currently in your hand or projects area. To build a development, first look at its build cost. The build cost has a number value and the icon for one of the 4 attributes. You must spend at least as much of the needed attribute as the build cost requires. The main way to generate attributes is to play attribute cards. You may also find other ways, such as through produce actions on development cards.

Once you have spent enough of the needed attribute, place the development into your empire.

You must follow these restrictions when placing a development:

- The new development must be orthogonally adjacent to an existing development or your capital
- The development must be in a space currently occupied by a territory
- The territory it replaces must not have an enemy token on it

When you place the new development, remove (or cover up) the territory that has previously been occupying the space.

Immediately after building a development, **increase the appropriate bonus on your player board** by moving the cube on the bonus's track. The bottom-right corner of the development card has icons to indicate which bonus or bonuses will be increased: $+$ 🛡️, $+$ ⚓, $+$ ⚖️, $+$ 🎵, or $+$ 👤.

For each icon present, increase the corresponding bonus track on your player board once. Then check the icons below the bonus track. You may unlock a reward when reaching a new threshold on your bonus tracks!

- POPULATION 👤 - No unlocks when moving up this track, but many effects key off of population (most notably the tax action at your capital).
- CULTURE 🎵 - Gain an additional trade agreement token to your personal supply when you reach the trade agreement icons.
- TECHNOLOGY ⚓ - Gain an additional influence token to your personal supply when you reach these icons.

- MILLITARY ⛨ - Your hand size increases to the indicated amount when you reach the noted thresholds.
- INDUSTRY ⚖ - The value of your movement tokens (how much movement you get for each card you play for movement) increases to the indicated amount when you reach the noted thresholds.

If you need to increase a bonus track but it is already at its maximum, gain 1 GP for each space you were not able to increase the track.

Also, immediately after building a new development, move your marker on the glory point track by the number of glory points the development is worth (found on the top-left of the development card).

Typically you are only allowed to develop in spaces occupied by a territory. But, you may choose to pay 1 gold to instead replace an existing development.

Leader Actions
Leader actions are things you do that revolve around your leader's standee.

Move
This was explained in the **Play Attribute Cards** action section earlier, in the paragraph labeled *For Movement*.

Influence
Influencing means placing an influence token on a development. As explained later in this rulebook, influence tokens are the main way you can use your developments to do things for you.

At any time during your turn, you may place an influence token on a development your leader standee is currently at. You may not place an influence token if there is already an active or spent influence token on the space.

If the development you just influenced has a When Influenced action, resolve it immediately. Some actions require you to spend an influence token to resolve the action. Spending an influence token means flipping it from its brown side (the ready side) to its red side (the spent side).

Make a Trade Agreement
Some territories have trade agreements available on them. If your leader pawn is on that territory, you can spend the required amount of technology to begin the agreement. Mark this by placing a trade token face up in the appropriate space **(A)**.
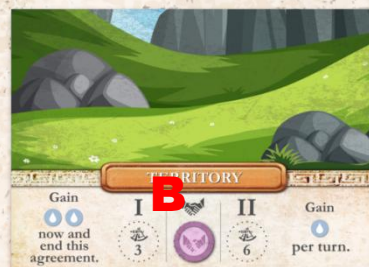
When an agreement is ended, flip the trade token face down and move it to the center circle with the X **(B)**. Trade tokens marking ended trade agreements must stay there until the end of the game, or until that territory is developed. If the territory is developed, you get the token back to your supply, face up. It can be used again. (Note: you can get additional trade tokens by upgrading your Culture bonus track).

There can only be one trade agreement on a territory at a time. If there is already a trade token on the territory, whether face up or face down, you cannot begin another agreement there.

There are level 1 and level 2 trade agreements. Level 1 agreements are usually cheaper and typically give you a one-time benefit and then instructing you to immediately end the agreement. Level 2 agreements last until the end of the next round (e.g., if you begin a trade agreement in the middle of round 1, the agreement is active until the end of round 2). When you begin a level 2 agreement, gain its benefit immediately and at the start of every ensuing turn (during the active projects phase) while it is active. At the start of the next round, flip it to the "X" side to remember that this is now the final round that the trade agreement will be active. After that round, end the agreement by moving the token to the center "X" circle on the territory.

Development Actions

Most developments have one or more development actions. These are actions you can take at under specific conditions, based on the type of development action it is. You can take as many development actions as you are able on your turn, even multiple actions on the same card.

The following are the different types of development actions.

Produce
A produce action is available on any development with at least one icon in the production section of its card (the parchment on the left side of the development card—see left). To use a development's produce action, spend an influence token on it and then gain whatever is indicated in the production section. This could be one or more resources or a number of any attribute (which can be added to attributes gained from attribute cards played this turn). Note that if you exhaust an influence token to activate a produce action, you may <u>not</u> also activate a When Spent action at the same time (see the When Spent section below). You must choose one or the other.

When Influenced
A development's When Influenced actions are resolved immediately after placing an influence token on the development. Some When Influenced actions simply offer a benefit, in which case you can resolve it immediately. Other When Influenced actions list some cost to carry out an action. You must be able to pay the cost to carry out this action. You may also choose to skip the action if you like. Some developments have required When Influenced actions. These will tell you that you *must* carry out the action. You must be able to pay the cost of any required When Influenced actions to drop an influence token on the development.

While Influenced

While Influenced actions are only available as long as there is a ready influence token on the development.

When Spent

To resolve a When Spent action, spend an influence token (flip it from ready to spent) and then resolve the action. If you choose to spend an influence token to resolve a When Spent action, you may not also resolve the development's produce action. You must choose one or the other.

Resting Leader

Resting Leader actions are resolved during the cleanup phase. You resolve a Resting Leader action only if your leader is on that development at the end of your turn. Note that some territories have Resting Leader actions available. You may not resolve a Resting Leader action on a development or territory that has an enemy token on it.

Ongoing

Ongoing actions are effects that are always present. Typically these are restrictions on development placement or some type of ongoing benefit. You do not have to influence the development to resolve ongoing actions. They are always in effect for free.

When Developed

When Developed actions are resolved when a territory with a When Developed action is replaced by a development. They are resolved only once.

Conquer

Conquer actions refer to attacking an enemy token. Conquer actions are another way to gain glory points and gold, and can be helpful for freeing up territories to develop. Remember, you cannot develop territories that have an enemy token on them. You can freely move into spaces with enemy tokens on them without taking a conquer action; it is voluntary. You cannot benefit from a territory's abilities if there is an enemy present.

To do a conquer action, complete the following steps.

1. Ensure your leader is on a territory on which there is an enemy token.

2. Spend any amount of Military (it must be at least 1).

3. Compare the amount of Military spent to the enemy's defense and attack.

    a. If you spent at least as much Military as the enemy's defense (shield icon), it is considered a successful conquer action and you have defeated the enemy.

        i. Before collecting rewards from the defeated enemy, you must check to see if you must take damage. Look at the enemy's attack value (on the top-right). If you spent at least as much Military as the sum of the enemy's defense and attack values, you do not take any damage. If you did not spend this much Military, you must take damage equal to the difference between your total Military spent and the sum of the enemy's defense and attack values. You must immediately put 1 Strife into your discard for every point of damage taken.

            For example, let's say an enemy has a defense of 5 and an attack of 3. You spend 6 Military for the conquer action. This means it was a successful conquer action because you spent at least as much Military as the enemy's defense value. But, you must still take 2 damage. You spent 6 Military and the sum of the enemy's defense and attack values is 8 (5+3=8). So you must take 8-6=2 damage. You immediately put 2 Strife cards into your discard pile.

        ii. Place the defeated token face up in your player area and gain the enemy's rewards (the values at the bottom of the token). Depending on the enemy you may gain gold, glory points or both.

    b. If you did not spend at least as much Military as the enemy's defense value, it is an unsuccessful conquer action. You must take damage equal to the enemy's full attack value. You must also leave the enemy token where it is. You may choose to once again attempt a conquer action against this enemy at a later time.

Return or Trash Strife

Strife cards in your deck at the end of the game are worth -2 glory points during scoring. They also bloat your deck during the game, as you may do nothing with them but discard them during your turn. The game provides **three** main ways to get rid of strife from your deck.

The first way is your capital's **Festival** action.

The second way is to take a **Return Strife** action. To do this, spend at least 5 Culture and then choose a strife card in your hand to return to the top of the general supply of strife cards. This action is noted on each strife card for reference.

The third ways is to **trash** the strife card. There are a few cards, developments and leader abilities in the game that allow you to trash cards. You are allowed to trash strife like any other card, but it follows special rules. Place the strife card into the trashed pile, and then also trash the top card in the strife stack. Be careful! Remember that your game ends in a loss if you ever take the last card in the strife pile.

Pay Off or Trash Loans

Loans in your deck at the end of the game are worth -3 glory points during scoring. Like strife, they also bloat your deck. The main way to get rid of loans is to take a **Pay Off Loans** action. To do this, pay 3 gold and return 1 loan card from your hand to the general supply of loan cards. This action is noted on every loan card for reference.

As with strife, you can trash loan cards. This follows the same rules as trashing strife (see above).

Exchange

At any time on your turn, you may take an **Exchange** action. To do this, pay 4 same-type resources (returning them to the general supply) and take 1 gold from the general supply. Note that this does not count as *gaining* gold for the purposes of other game effects that depend on gaining gold.

3. Cleanup Phase

After you decide you are done taking actions during your turn (or cannot take any more), begin the cleanup phase. During this phase you will take care of a little upkeep to be ready for your next turn.

1. Resolve any relevant Resting Leader actions

2. Remove any spent influence tokens from your empire and return them to your supply face up

3. Discard any cards played this turn

4. Replenish the market. Slide advanced attribute and development cards in the market to the right to fill in any empty spaces. Then draw from the appropriate decks to fill in any remaining empty spaces from right to left. (See the *Market Development Levels* description in the *End of Round* section below to know which decks to deal from).

5. Draw your next hand. Draw from the top of your deck until your hand size is what your Military bonus indicates.

6. Advance the cube on the turn track one space. If the cube entered a space that has the current round's number in it, the round ends immediately. Proceed to End of Round (see next section).

End of Round

Round end is triggered when one of two things happens:

1) Your deck was empty at the start of your turn and you have no more valid actions you can (or want to) make.

2) The turn tracker advances to the round-ending position (see point #6 in the Cleanup Phase section above).

At round end, complete the following steps:
1. Shuffle your pile to become your deck for next round.
2. Advance the round marker one space and reset the turn track marker to the left-most space (the space with the star icon).
3. Cycle all cards in the advanced attribute and development markets. Then replenish the markets with new cards. Take note of the market development levels (explained in more detail in the next section).

Market Development Levels
In rounds 1 and 2, by default you deal from the level 1 development deck when filling in the market. You unlock the ability to deal from the level 2 development deck at the beginning of round 3. However, you can unlock this ability early when you build your fifth development, so there is a chance you could have the ability to deal from the level 2 development deck before the start of round 3.

Once you unlock the ability to fill in the market from the level 2 development deck, you have the choice of which deck to deal from (level 1 or 2) for every empty space in the market. In other words, you could fill in empty market spaces with all level 1 developments, all level 2's, or a mix.

Note: see end of game rules on next page.

End of Game

When the relevant round is over (end of round 3 for a normal game; end of round 4 for an epic game), the game ends immediately. Then, figure out if you've won.

- You need to have fulfilled all stated requirements on your edict cards.
- You must also have attained the Glory Point (GP) requirement, as required by your difficulty setting (see below).

Remember, you must subtract GPs for all strife and loan cards in your deck. Your net GP score is what you compare to the GP requirement from your edict cards. Also remember your game ends in a loss if you ever take the last loan or strife card from their respective decks.

Difficulty Settings

Note: When choosing edicts at setup, always draw 1 more than you need and choose which one to remove from the game.

Short Game (3 Rounds) - *for each difficulty level in a short game, use the sum of both edict cards' GPs as the requirement*
- Casual: 1 full edict. Start with 7 gold instead of 3.
- Easy: 2 partial edicts. Start with 7 gold instead of 3.
- Normal: 2 partial edicts.
- Hard: 1 partial edict and 1 full edict.
- Expert: 2 full edicts.

Standard Game (4 Rounds)
- Casual: 2 partial edicts and 1 full edict. Use only the two *higher* GPs of the edict cards.
- Easy: 1 partial edict and 2 full edicts. Use only the two *lower* GPs.
- Normal: 3 full edicts. Use only the two *higher* GPs.
- Hard: 3 partial edicts and 1 full edict. Use the total of *all* GPs.
- Expert: 2 partial edicts and 2 full edicts. Use only the two *highest* GPs.

Note: get an introduction to the different leaders on the next page.

The Leaders

Augustus

Augustus truly has the talent to jump-start an empire with his knack for trade. He has more trade tokens than other leaders and enjoys greater flexibility in using them for trade agreements. He also is aided by his Agrippa ability, which makes actions that cost military less expensive. His final strength is in his Princeps Civitatis card, which allows Augustus to maintain influence over the Capital even when not physically there. His weaknesses, though, come in the form of Civil War, which forces him to discard cards or take loans, as well as his insistence in creating a City of Marble that is more costly to build. Augustus is used best when he leans into resource generation early and converts it to gold engine later with his developments.

Fulvia

Fulvia has access to her family's fortune, which gives her an alternative income source: spending movement and stone to create gold. She also has an interesting relationship with strife with her Ruthless Politics ability. She can spend strife as if it were a wild attribute. A nice feature, until it comes time to take the hit in Glory Points at the end of the game. This is a dynamic complicated by her favorable population bonus track, which makes it more efficient to uses taxes to generate income. And even further complicated by the Perusine War, which makes it trickier to clear strife. The player who learns to use strife to Fulvia's advantage rather than detriment could accomplish much with her. Lastly, and not to be forgotten, is Octavian, a card that distracts Fulvia from her other responsibilities and could even lose her points in the end.

Hadrian

Hadrian is a cultural leader. He has a boosted culture bonus track. He also can generate gold with culture thanks to his Institutions card. And, he enjoys cheaper Festival actions, making strife a less salient issue in Hadrian's empire. Hadrian unfortunately has a reputation for defensiveness and pacifism (perhaps unfairly in the eyes of the historians, but that's an issue for another time). He has a weak Military bonus track. He also is constantly in short supply of stone thanks to his famous wall construction. And, lastly, Hadrian was well known for traveling about his empire. A fact that, in this game at least, is a costly distraction from his normal duties. Hadrian is one of the less complex leaders to play, but it will still take discipline to play into his strengths and fully understand the ideal rate of gaining strife and the proper cadence of festival actions.

Livia

Livia is perhaps as complex a leader to pilot in this game as she was a real-life character of history. In terms of bonus tracks, she struggles with culture but excels at movement. But before you start to feel breathing room, realize that her Wife of the Emperor ability forces her to be present in a space to develop there. Which means she needs to keep moving to be successful. She also deals with a challenging Conspiracies card, which forces her to spend culture and makes it even more challenging to move about her empire. All that said, Livia can be a powerful leader when wielded skillfully. She can turn her engine profitably in the mid and end game with her Waste Not and Status & Power abilities. And, her Copper Mines card gives her an alternative source of iron and gold. Livia has no pre-scripted strategies. She is flexible, but this could just mean you have enough rope to hang yourself with. Or maybe to hang your political enemies. But, hey, none of that was ever proven, so we're good here. Just move on.

Marcus

Marcus Aurelius is a philosopher at heart. He struggles with population, so tax income can be a challenge. And he also faces a steep increase in the cost of military-related actions. But he excels at influence, enjoying more influence tokens than other leaders and an ability that allows him to double up on tokens on a single development. In terms of cards, his Meditations make his other cards better and adds flexibility to his turns. But his Plague card ties up influence, forces him to discard cards, and may even reduce his empire's population. There are a few different successful strategies to employ with Marcus, but over time you may discover just how powerful his extra influence can be. And, just how devastating the plague can be to his empire.

Trajan

Trajan is a military man. He rose up from among the ranks and in some respects he never left. Though, you may find (as did many of his contemporaries) that Trajan was as skilled a politician and administrator as he was a general. He struggles more than the other leaders with influence, but that's fine. He can fund his burgeoning empire with conquest. Trajan enjoys a large hand size and flexibility in boosting his military actions. His Expansion card gives him the quite exclusive and valuable ability to trash cards, or even bring a card back from his discard for a second use in a single round. Trajan's Feed the Army card is one major challenge he faces. It costs real money to keep this army fed, equipped and trained. But perhaps Trajan's most difficult (and asymmetric) challenge is his Campaigns ability, which adds aggressive enemies to the board. This may incentivize you to adopt a strategic arc of conquest early and a flurry of development in the late game. Or maybe you are the Great Trajan and you do what you want, accomplishing your goals by shear force of will and charisma.