

FOUNDATIONS
OF
ROME

RULEBOOK



Welcome to Rome!

I am Aurelia, and I will be helping you learn how things work around here!

At the request of our great king and founder, Romulus, it will be your honor to build spacious insulae, bustling marketplaces and glorious monuments alongside your fellow builders in this, the Eternal City!

Let's get started, shall we?

GAME OVERVIEW

Over three rounds of play, you will compete to be the greatest builder in Rome by purchasing empty Lots in strategic patterns and using them to construct your buildings.

More complex buildings are harder to construct, but they bring their builder even greater glory
(in the form of Victory Points).

At the end of the game, the player with the most glory is the winner!



COMPONENTS

- (A) 1 City board, showing the area of the city of Rome, divided into 100 vacant Lots.
- (B) 1 Deed board, where deeds to the city's lots are sold
- (C) 1 Score board, which has a Victory Point and Population tracker.
- (D) 4 Double-layer player boards
- (E) 100 Deed cards
- (F) 40 coins, in denominations of Silver 1's (20x) and Gold 3's (20x)
- (G) 96 Buildings, 24 in each player color, of 3 general types:
 - 32 Residential Buildings (Beige)
 - 32 Commercial Buildings (Grey)
 - 32 Municipal Buildings (Ivory)
- (H) 40 Ownership tokens (10 per player)

GAME SETUP

1. Lay out the **City board**, **Deed board** and the **Score board** near each other.

2. Each player chooses a color and takes the **player board**, **buildings**, and **ownership tokens** of their color. Place one of your Ownership tokens next to the **Victory Point Tracker** on the Score board and another next to the **Population Tracker**. Keep the remaining 8 Ownership tokens in a supply near your player board.

3. Decide who will be the first player. By default, the owner of the game chooses who it will be, and can choose themselves!

a. The starting player takes a value of 5 in **coins**. Going clockwise, each player gets 1 more in coins than the previous player. So, in a four-player game, the first player takes a value of 5, the second takes 6, the third 7, and the last player gets 8.

b. Place the rest of the Coins near the Deed board (to create a “**bank**”).

4. When playing with 5 players (requires the 5th Player expansion), you will play on the entire board. When playing with fewer players you will use less of the board, and not use particular rows or columns of **Lots**. Depending on the number of players, you will need to remove some of the **Deed cards** from the game:

a. For four players, remove all the **Red Deed cards** (Column J and Row 10). You will play on a 9x9 layout using 81 Lots.

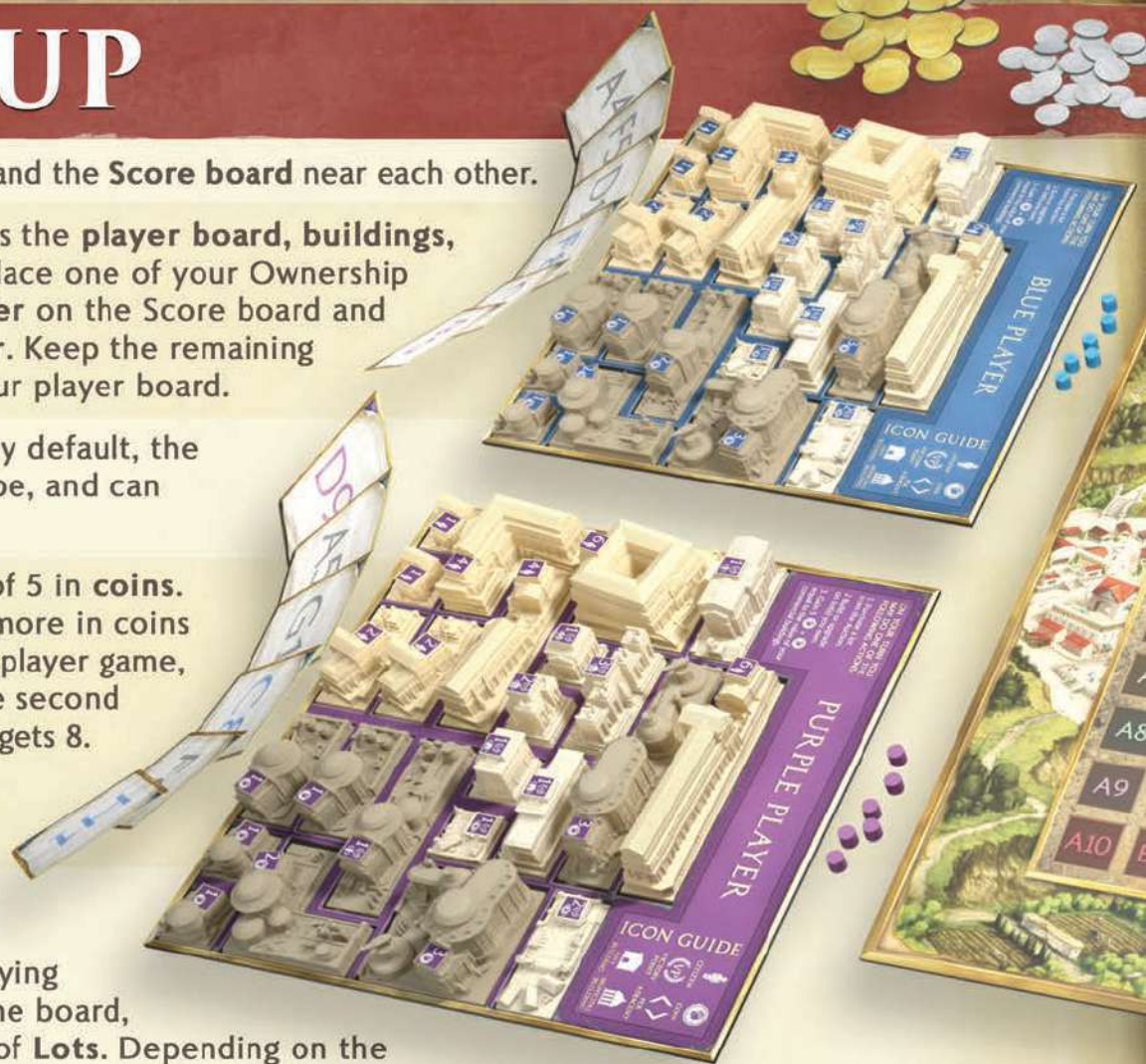
b. For three players, remove all the **Red and Purple Deed cards** (Columns I and J and Rows 9 and 10). You will play on an 8x8 layout using 64 Lots.

c. For two players, remove all the **Red, Purple, and Blue Deed cards** (Columns H, I, J and Rows 8, 9, 10). You will play on a 7x7 layout using 49 Lots.

5. Shuffle the remaining Deed cards together and deal six to each player.

6. Place Ownership tokens of your color on each Lot that appears on the Deed cards you were dealt. At this point, you will have two Ownership tokens left.

7. Then, place your cards in a pile in front of you. Each player has their own pile of Deed cards that they acquire during the game. Should a question arise, players can look at these piles to determine who owns each Lot.





8. Split the rest of the Deed cards into three approximately equal piles. Place one pile each on the Round 1, Round 2, and Round 3 spaces on the Deed board.
9. Using the Round 1 pile, turn over six Deed cards and place them face up on the “for sale” area of the Deed board.

You are now ready to start building Rome!

HOW TO PLAY

Foundations of Rome is played over three rounds, each representing approximately ten years in the early history of the city. I expect to see great things from you in that time!

During a round, the players take turns, starting with the first player and going clockwise. The round continues until the stack of Deed cards for that round (on the Deed board) runs out.

At the end of the round, players will score Victory Points, recorded on the Victory Point Tracker. After the third round scoring is complete, the game ends.

PLAYER TURNS

On your turn, you **must** choose **one** of the actions shown below to complete. After you complete your action, your turn is over and the player to your left begins their turn.



OR



OR



TAKE INCOME

BUY A DEED

CONSTRUCT
A BUILDING

ACTION: TAKE INCOME

You may petition Romulus for more resources. Doing so will gain you coins totalling a value of 5 from the bank.

In addition, you also receive coin equal to the total value of coin listed on all your commercial buildings out on the City board.



Example: Cornelia decides to take income on her turn. She gets 5 in coins from Romulus, plus 3 in coins for her Bakery and Artisan Studio she has on the City board, so she takes a total of 8 in coins from the bank and adds them to her supply.

Here's a helpful tip!

Look at your player board to quickly tally up how much coin the buildings you've built provide. You can do this for other building types as well!



ACTION: BUY A DEED

You may not take this action if all of your Ownership tokens are already on the City board. You will have to take income or construct a Building instead.

You may purchase any of the Deed cards available on the Deed board by following these steps:

1. Pay the number of coins shown above the Deed you wish to purchase. These coins go to the bank.
2. Take the Deed card from the Deed board and add it to your Deed card pile.
3. Slide the other Deed cards to the left to fill the empty space, if needed.
4. Fill the last spot by turning over the top Deed card from the deck for the current round.
5. Place one of your Ownership tokens on the matching a Lot on the City board.

Important! When the last Deed card for the current round is drawn, do not refill the Deeds For Sale when taking this action until the end of the round (see "The End of the Round" on page 8).

Example: Fabius would benefit from acquiring Lot B4. Fortunately for him, it is available on the Deed Board! He pays 4 coins to the bank (A) and takes the Deed card from the Deed board (B). Then he slides the three higher-priced cards down one space each (C) and turns over a new Deed card from the deck (D), placing it on the 10-coin space. Now he places his Ownership token on Lot B4 of the City board (E).



ACTION: CONSTRUCT A BUILDING



You can only construct Buildings on Lots that you own.

Each player has their own supply of 24 Buildings at the start of the game. Buildings come in different shapes and sizes. In order to build one, you must first own a set of adjacent Lots that match the shape of the Building (A).

To build, choose the building you want from your supply and place it on top of the Lots you own. Return your Lot ownership tokens to your supply for later use (B).

You may build on empty Lots you own without restriction. You may also “build over” a Building you constructed earlier, but only if the new Building is bigger than the one you are building over. *The type of Building does not matter.*

Example: Cassius instead decides to build the Domus Maximus over the top of two Domus' he already built. He can do this because the Domus Maximus is 2-Lots in size, while each Domus is only 1-Lot each in size. The two smaller Buildings are removed from the City board and Cassius places his Domus Maximus.

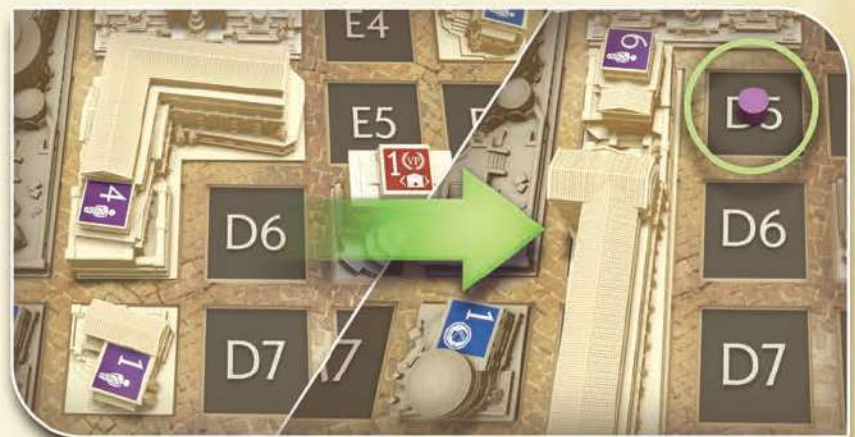


*You can **never** build over a Building of the same size or a larger building.*

So, you could never build an Artisan Forum (size 3) on top of an Insulae (also size 3), nor a Foundry (size 4).

If you build over one of your Buildings, remove the Building from the City board and return it, and any of your Lot ownership tokens used, to your supply. You may reuse that Building again later as normal.

When building over one of your own buildings, any Lots you own remain owned by you, even if the shape of the building changes.





*There is a limited number of each Building type available! **You cannot construct a Building if you do not have one available in your supply.***

*Also, there is **no cost (in Coins)** when constructing a Building. Romulus supplies the materials and labor required to build it!*

THE END OF THE ROUND

When the current deck of Deed cards runs out, the round will soon come to an end. Continue taking turns and playing normally, including buying Deeds from the Deed board, until all of the Deeds available for purchase have been bought.

Do not refill the Deed board when you buy the final Deed for that round.

Once the Deed board is empty for the round, each player takes one final turn to collect income or build (including the player who purchased the last Deed on the Deed board).

END OF ROUND SCORING

After the round is over, players score Victory Points for the Citizens living in the Buildings they have constructed and for the Municipal Buildings they have built, as well as earning Coins from their Buildings that provide income.



RESIDENTIAL BUILDINGS

Each player counts the number of citizens they have on their Buildings on the City board, marking their total on the Population Tracker. Each player scores Victory Points equal to their population total. Additionally, the player with the most Citizens scores a bonus. That Victory Point bonus changes each round:

$$\text{ROUND 1} = 4 \text{ VP}$$

$$\text{ROUND 2} = 7 \text{ VP}$$

$$\text{ROUND 3} = 10 \text{ VP}$$

Ties are "friendly:" If two or more players are tied for first place on the Population Track, they both get the bonus.

If you have no Citizens on your Buildings, you do not get any Citizen points at the end of the round.

VICTORY POINT TRACKER									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

POPULATION TRACKER									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30



MUNICIPAL BUILDINGS

Next, you receive Victory Points based on values shown in the icons on your Municipal Buildings in the on the City board. Municipal Buildings reward Victory Points dependent on the other buildings directly adjacent to them (*share an edge*) on the City board.



Awards points for Citizens on adjacent Residential Buildings



Awards points for every Coin on adjacent Commercial Buildings



Awards points for every adjacent Building – regardless of type!



Awards points for every two Citizens on adjacent Residential Buildings



Awards points for every adjacent Municipal Building

It does not matter which player owns the adjacent buildings. Your Municipal Buildings provide Victory Points for any adjacent buildings – not just your own!



Example: Porcia has built a Resplendent Library, which provides 1 Victory Point per adjacent building with Citizens, regardless of who owns those buildings. In the example shown, Porcia will earn 6 Victory Points from her Resplendent Library during the end of round scoring.



COMMERCIAL BUILDINGS

Each player takes 1 value in coins from the bank for each coin symbol on the Commercial Buildings they have constructed on the City board (like the Take Income action, but without getting 5 value in coins from Romulus).

Additionally, players gain a flat amount of Victory Points for each of their Commercial buildings on the City board. The amount of Victory Points a Commercial building is worth is printed on the inside of the player board.



During the third round, players gain Victory Points instead of coins for their commercial Buildings.

REPLENISH DEEDS

After all players have collected their Victory Points and coins, refill the Deed board using cards from the next round's deck. A new round begins with the player to the left of the one who took the last turn in the previous round.

END OF GAME

The game ends after the third round. During the third-round scoring, players gain Victory Points as normal through end of round scoring, with two additions:

Collect coins: Instead of collecting coins from their Commercial buildings, each player scores bonus Victory Points equal in value to the number of coins they would have received in the final round.

Empty Lots: You score 1 Victory Point for each Ownership token you have on the City board.

The player who has the most Victory Points is appointed the leader of the new Senate by Romulus, and their name is heralded throughout the illustrious history of Rome!



OPTIONAL RULES

Once you are familiar with the game, and you are ready for a new challenge, you can add any or all of the following optional rules to the game, in any combination you choose!

DEED DRAFTING

If you would like a less random start to the game, you can use this optional rule.

Like the normal game, shuffle the Deed cards and randomly deal six to each player, but deal them all face down. Hold your cards in your hand, hidden from the other players.

Simultaneously, each player chooses one Deed card from their hand and, at the same time, places it face up on the table in front of them. They then place their Ownership tokens on those Lots and add the Deed cards to their own pile.

Next, each player passes the rest of the Deed cards in their hand to the player on their left.

Continue selecting and passing cards until all of them have been chosen. At this point, each player will own six empty Lots on the board, and will have six Deed cards in the pile in front of them.

ADVANCED POPULATION SCORING

After playing a few games, try this alternative. The player with the most population scores Victory Points equal to his population total plus the bonus, just as in the standard game. **Each of the other players score Victory Points equal to the number of Citizens of the player in front of them on the Population Track.**

Example: It is the end of round 2 and time for scoring. Paul has 13 Citizens, John has 10, Sally also has 10, and Tom has 0.

Paul scores 20 points (his current population + the round bonus of 7 points for having the highest population).

John scores 13 points (John scores points equal to the next Citizen marker ahead of him. Paul is the next player ahead of him on the track, so John scores 13 points for the 13 Citizens which Paul has.)

Sally also scores 13 points, just like John. She is on the same space as John, and ties are friendly.

Tom does not score anything. In order to score you must have at least one Citizen on the track. If he had built just one building with a Citizen he could have scored 10 points for the next player(s) ahead of him on the track (John or Sally with 10 Citizens each).

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