GARUM

2~4

8+

30~40

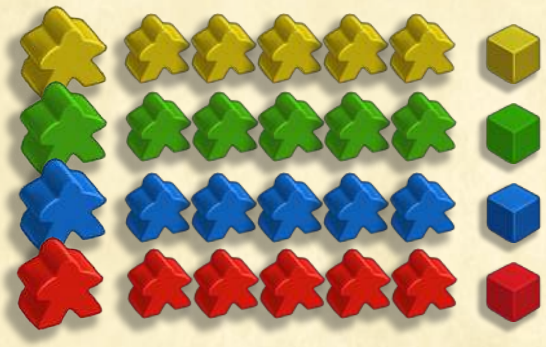
Among so many treasures that flock to Rome, garum *is the finest and most profitable of them all. From the factories of* Troia, *in* Lusitania, *and* Baelo Claudia, *in* Baetica, *comes the most appreciated and valuable* garum *sauce of the whole empire.*

In those regions there is fish, salt and clay of the finest quality to make the amphoras that carry the sauce into Rome. The most powerful families of the empire will pay any price for a small amount of this strong and appreciated condiment.

By emperor's command you went to the Iberian Peninsula with the mission to produce the best garum *of the empire.*

COMPONENTS

- **1 board game** (double sided)
- **4 scoring charts** (double sided)
- **4 scoring tiles** (double sided)
- **20 *vilicus*** (small workers)
- **4 *dominus*** (large workers)
- **4 scoring markers** (cubes)
- **1 first player token**
- **16 *aureus***
- **64 fish tiles**
  (hereafter referred as tiles)
- **1 rule book**
- **"Privileges" mini-expansion**
  (Find the rules at *www.pythagoras.pt* or BGG)



FISH TILES

FACE - playing face.

BACK - player colour / species:
- blue = tuna
- green = mackerel
- yellow = mollusc
- red = shellfish

GAME SETUP
(TROIA VERSION FOR 4 PLAYERS)

1. Place the board game on the centre of the table.

2. Each player chooses a colour and gets:

   - 2A 5 *vilicus*;
   - 2B 1 *dominus*;
   - 2C 1 scoring tile;
   - 2D 1 scoring marker, placing it on the zero space of the board scoring track;
   - 2E 1 scoring chart;
   - 2F 16 tiles of that colour, which are shuffled and placed as a draw pile (face down).

3. Shuffle the sixteen *aureus* and place them next to the board (value facing down).

4. Each player draws the top four tiles from their respective draw pile (forming a four tile hand).

5. Draw the initial player, who gets the amphora.

GAME OBJECTIVE

In this game, you strategically place your tiles in the *cetarium* (brine tanks) to establish influence lines, which may then be scored if controlled by a worker. The more specimens of your colour in a line, the more points you get. You may also score by getting bonuses.

GAME TURN

The game is played over 16 rounds. Each round the first player (the amphora holder) turns an *aureus* face up. Its value will indicate the *cetarium* to be used for the round. Turns proceed clockwise. In your turn you should carry out two or three actions, in the following order:

- **1** - Place a tile in the *cetarium*;
- **2** - Place a *vilicus* or *dominus*;
- **3** - Draw a tile from the draw pile.

Actions 1 and 3 are mandatory. Action 2 is optional.

SETUP FOR *BAELO CLAUDIA* VERSION

1. Place the board with the *Baelo Claudia* version face up;
2. Each player removes the 4 tiles that are not used in this version (example for the green player);

3. Remove the following *aureus*:

4. Players draw the three top tiles of the respective draw pile (forming a three tile hand).

BAELO CLAUDIA VERSION

Played the same way as *Troia*.
Duration: twelve rounds.

GAME PLAY

The first player (the amphora holder) turns an *aureus* face up, revealing its value to all players.

1 - PLACE A TILE IN THE *CETARIUM*
The player places a tile (from the hand) inside the *cetarium* holding the same value as the *aureus* revealed for this turn. The tile may be placed in any of the areas defined by the *cetarium* boundaries and the dashed lines.

> ***BAELO CLAUDIA* VERSION**
> Players' hands are formed by three tiles.

BONUS

Players may obtain bonuses when using *cetarium* marked spaces.

- **2 victory points**
  By covering the bonus space with the very same species.
- **1 victory point**
  By covering the joker bonus with any species.

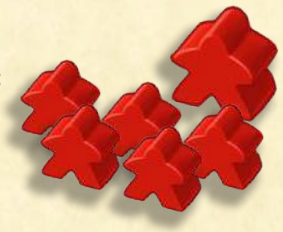
EXAMPLE 1
Tanya flipped the *aureus* with a 10 face value, showing it to all players. Starting her turn, she places a tile in the *cetarium* 10. She gets one victory point by covering the joker bonus. Not intending to place a worker, she draws a tile from her pile, ending the turn.

Then, the other players, Andrea, Peter and David, take their turn.

2 - PLACING A *VILICUS* OR A *DOMINUS*
The player places a *vilicus* or a *dominus* (only one worker per turn) over an influence line (vertical or horizontal) passing through the *cetarium* where he just placed the tile. Upon placement, workers can no longer be moved or removed. There can be no more than a single worker on any influence line. Whenever there are already three filled *cetarium* along an influence area, and you place a tile in the fourth one, you can not then place a worker over any influence line of that area.

The two worker types score differently (see scoring):

- **1 *dominus*** (large worker) - foreman
- **5 *vilicus*** (small workers) - apprentice



There are eight influence areas on the board (four vertical and four horizontal). There are four *cetarium* and four influence lines for worker placement, in each influence area.

> ***BAELO CLAUDIA* VERSION**
> The influence area comprises three *cetarium*. Player may only place workers upon placing tiles on the first and second *cetarium*.

EXAMPLE 2
Players added tile to *cetarium* 14. In their turn they may place workers on the horizontal influence area, comprising *cetarium* 13, 14, 15 and 16, or on the vertical one, comprising *cetarium* 14, 3, 2 and 9.

EXAMPLE 3
In this turn players will place tiles on *cetarium* 2.
Assume that *cetarium* 14, 3 and 9 are already full, as per previous turns. Players may no longer place workers on the vertical influence lines passing through *cetarium* 2. They may do so on the horizontal influence area of *cetarium* 2, provided that at least one of the *cetarium* 11, 1 or 6 is not yet full.

3 - DRAW A TILE
The player draws the top tile of their draw pile. Such action does not take place when the draw pile is spent.

ROUND END
Discard the *aureus* (it will no longer be used). Pass the amphora to the next player, clockwise.

END OF GAME AND SCORING

At the end of the game (when the last tile is placed on the board and all *cetarium* are full), players score victory points, moving the marker along the board score track. Each player adds up the specimens of their own colour, present in the vertical or horizontal lines controlled by their own workers.

Workers placed over influence lines without specimens enough to score will be penalized: *vilicus* (-1 victory point) and *dominus* (-2 victory points).

Whenever a player reaches the top of the board score track he gets the scoring tile with the appropriate +25/+50 face up. After adding all victory points from influence lines and bonuses, the winner is the player with the highest score. In case of a tie, the winner is the one, among the tied players, with fewer *vilicus* on the board. If there is still a tie, the players share the victory.

EXAMPLE 4: SCORING AN HORIZONTAL AREA

David (green) *dominus*: 9 specimens = 22 points
David (green) *vilicus*: 6 specimens = 2 points
Peter (red) *vilicus*: 4 specimens = -1 point

VARIANTS

- **EMPEROR**
  Aureus are not used. At the start of each round, the first player chooses in which *cetarium* tiles will be placed. General rules are the same as for the original version.
- ***HARUSPEX* (roman priest)**
  During setup all *aureus* are sequentially revealed so that players know the exact order in which *cetarium* will receive tiles. General rules are the same as for the original version.

HISTORIC INFORMATION

Garum *was a fermented fish sauce, used as condiment in ancient Rome cuisine. Made from fish, such as tuna, sardine and mackerel, it was then mixed with small shellfish and molluscs, and left in brine inside* cetarium *(fermentation tanks). Amphoras were filled up with the resulting sauce, which was then exported to the different regions of the empire.*

Troia, *possibly the island of Acala, was the biggest industrial fish brining center of the Roman Empire, and has been occupied until the fifth century AD. Hans Christian Andersen named it the "Setúbal Pompeii". One can visit the ruins of such a "portuguese wonder", to see the houses, factories, thermal springs, mausoleum and necropolis, so characteristic of roman citizenship.*

Baelo Claudia *was a city on the Betica province, in Spain, where an important garum production industry was established. The city reached great prestige and wealth between centuries I BC and II AD, but entered in decline in the third century AD, most probably upon being struck by an earthquake. It is possible to visit the place, where various interesting buildings can still be seen.*

GAME AT 2 OR 3 PLAYERS

- **2 PLAYERS GAME**
  General rules are the same as for Troia and *Baelo Claudia* versions. At the beginning of the game each player gets the tile piles of 2 colours, which they will alternately play among themselves.
- **3 PLAYERS GAME**
  General rules are the same as for Troia and *Baelo Claudia* versions. Shuffle the tiles of the ghost-player and place them, face down, on the centre of the table. After the turn of all players, the first player takes the top tile of the ghost-player pile and strategically places it in the *cetarium*. The ghost-player does not get any bonus points nor places workers.

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ACKNOWLEDGEMENTS: *The game designer dedicates this game to his parents, Fernando e Clara Gomes.*

Thanks to Hans im Glück for the use of the Meeple from Carcassonne.

premio ARCHIMEDE 2016 dal 1992 dedicato ad Alex Randolph
La Grossa-lista

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