ROME

CITY OF MARBLE

1 game board

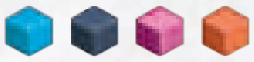
4 player boards

12 blue Fountain tiles

48 Civic Building tiles
(24 each of 4 types)

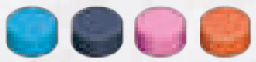
48 Imperium tiles
(12 Arena, 12 Theater, 12 Temple, 12 Bath)

64 Commission Cubes
(16 each of 4 player colors)



12 Magistrates
(3 in each of 4 player colors)

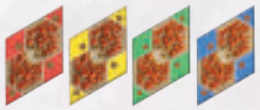
12 Action disks
(3 in each of 4 player colors)



7 Hill tiles

8 Bridge tiles

60 Neighborhood tiles
(12 red Arenas,
14 yellow Theaters,
16 green Temples, 18 blue Baths)



39 Aqueduct pieces
(13 gray, 13 brown, 13 white)

16 coins

Board Setup

1. Place the **game board** in the middle of the table.
2. Shuffle the **7 Hill tiles** face down and reveal three of them. Place these three on the matching spaces on the game board. Return the remaining tiles to the box.
3. Shuffle the **8 Bridge tiles** number side down. Without revealing them, place one Bridge tile on each of the seven Bridge Spaces on the game board. Return the remaining tile to the box without looking at it.
4. Separate the **60 Neighborhood tiles** into stacks and place each stack on the matching colored space on the board.
5. Separate the **48 Imperium tiles** into stacks and place them on the board in their spaces.
6. Form a supply with the **16 coins**. Place them next to the board near the Treasury.
7. Form a fountain supply with the **10 blue Fountain tiles**.
8. Form an Aqueduct supply by sorting the **39 Aqueduct pieces** so that they are grouped by color.
9. Form a Civic Building supply by placing the **48 building tiles** in a pile.

Player Setup

1. Each player selects a color and the matching **player board**.
2. Each player receives **3 Action disks** in their color: one to place on the 0 space of the score track; two to place next to their player board.
3. Each player receives **3 Magistrates** in their color and places them in the center box on their player board.
4. Each player receives one of each color of **Neighborhood tile** and places them in the center box on their player board.
5. Each player receives **16 Commission Cubes** in their player color and places them near their player board.

GAME OVERVIEW

It is the reign of Augustus Caesar and players represent the powerful Patrician families of Rome. As leading citizens of the great city, they influence and direct the construction of this ever expanding metropolis. Through shrewd placement of Neighborhood tiles, the players will commission the construction of the Civic Buildings so important to daily life in ancient Rome: Temples for worship; Baths for health and camaraderie; Theaters for philosophy and the arts; Arenas for entertainment and diversion. By building these, players will gain and be able to exercise Imperium, a measure of their real power in Roman society.

The players take two actions per turn, pausing after each to resolve any completed Construction Sites before proceeding to the next. As Civic Buildings are constructed, influential players score points representing their success.

The final round is triggered when three of the four stacks of Neighborhood tiles are exhausted at the end of a players turn. Each player in order, including the player who triggered the final round, performs one last action. At the end of the game, players score extra points for Bridges, Aqueducts, Fountains and Coins. Bonus points are awarded for Imperium and whoever has the most points secures the prestigious title of Architect of Rome!

BUILDING THE CITY

Most of your actions during the game will revolve around building the city of Rome. **Construction of the city always begins around one of the three Hill tiles chosen at the beginning of the game.**

The city is formed out of the rhombus-shaped Neighborhood tiles. The tiles are placed on the board within the triangular city grid. A Construction is a grouping of three, four, five or six Neighborhood tiles that will form a Civic Building Construction Site.

At the points of each Neighborhood tile are sections of the hexagonal Construction Sites where the Civic Buildings are built. When all six sides of the Construction Site hexagon have been placed on the board, the Construction is resolved and the Civic Building is placed.

PLAYING A TURN

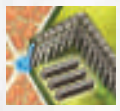
On your turn, you will choose an action space on their player board, place an Action disk on it and perform that Action. Then, choose a second Action space, place a disk on it and perform that Action.

- Actions may be chosen **in any order**.
- Actions may be chosen **more than once** per turn.
- You must **resolve a completed Construction entirely** before taking a further action.
- You must take **two actions** per turn.
- You may spend **Imperium tiles** to take additional actions. *[see Imperium]*

At the end of your turn, move all tiles in the leftmost box on your player board to the center box on your player board and remove your Action disks from their player board. Additionally, if you have any Magistrates on the Imperium or Treasury spaces on the board, take the matching Imperium or coin rewards and return the Magistrates to the center box on your player board.

The player most likely to have been raised by wolves takes the first turn. Or *(shameless plug alert!)* download the FREE R&R Hub mobile app and use the start player application. Turns proceed clockwise after each player completes their turn.

ACTIONS

1. DRAW TILES

2. EXPAND AQUEDUCTS

3. RECALL A MAGISTRATE

4. PLAY NEIGHBORHOOD TILES

DRAW TILES

Draw two **different** Neighborhood tiles and place them in the leftmost box on your player board.

- If, in the unlikely circumstance you wish to draw tiles but are unable to draw two different tiles (because only one stack of tiles remains), you may draw two of the same tile.
- Tiles drawn remain in the leftmost box on your player board until the end of the turn, at which point they are moved to the center box on your player board.

EXPAND THE AQUEDUCTS

You can only expand an Aqueduct after it has been started. ***[see Aqueducts]***

Extend one or two of the three Aqueducts by adding two Aqueduct pieces from the supply. You may extend one Aqueduct by two pieces or two Aqueducts by one piece each.

RECALL A MAGISTRATE

Remove one of your Magistrates from the board and place it in the center box on your player board.

- This Magistrate is immediately ready to use for your next action.

PLAY A NEIGHBORHOOD TILE

Play one Neighborhood tile on the board. You may play a Magistrate on this tile. You must follow these tile placement rules:

- You can only use Neighborhood tiles and Magistrates from the center of your player board.
- Tiles must be placed so that they touch a Hill tile or a previously played Neighborhood tile along a long edge.
- Tiles may not overlap Hill tiles or previously places Neighborhood tiles.
- Tiles must be placed so that they fit within the triangular city grid. Tiles will cover two triangles.
- Tiles may not be placed outside of the triangular city grid.

If a tile completes a Construction Site, you must resolve that Construction before doing anything else. ***[see Resolving Construction]***
If you place a tile that covers a Bridge Space, immediately take the Bridge tile. You may look at the tile, but keep the value hidden until the end of the game. ***[see Bridge Spaces]***
If you place a tile that connects to a Water Source spot, take three matching Aqueduct pieces to place immediately. ***[see Bridges, Aqueducts & Fountains]***

Resolving Construction

A Building is created when a Construction Site is completed. A Construction Site is a hexagonal feature created by the placement of Neighborhood tiles. To determine the type of Construction created and the Civic Building that can be built, count the number of buildings in the Construction Site hexagon. The more buildings in the Construction Site, the larger and more impressive the Civic Building built. When the last tile needed to complete a Construction Site is placed on the board, play immediately pauses. You must now resolve the Construction by following these five steps:

1. **Determine Construction Type.** Count the number of buildings in the Construction Site and determine the Construction type:

BUILDING CREATED	# OF BUILDINGS IN CONSTRUCTION SITE
Temple	*EX:*
Baths	*EX:*
Theater	*EX:*
Arena	*EX:*

2. **Count Influence at the Site.** Each Magistrate token on a Neighborhood tile within the Construction Site provides one point of influence **provided that it is on a tile that matches the building type**. Magistrates on any other color of tile provide ZERO influence in that District:

CONSTRUCTION TYPE	MAGISTRATE HAS INFLUENCE IF ON A
Temple	
Baths	
Theater	
Arena	

3. **Construct Civic Building.** If one player has the most influence in the District, they build the matching Civic Building. Place a tile of that building on the construction site and a Commission cube of that player's color on top of that tile to show ownership.

   If there is a tie for the most influence in the Construction Site *or* if **no player** has influence at the site, then a **Fountain** tile is placed on there. ***[see Fountains]***

4. **Earn victory points.** A player who builds a Civic Building immediately earns victory points and advances their disk on the Scoring Track the appropriate number of spaces:

For Building a **Temple**	2
For Building a **Bath**	3
For Building a **Theater**	5
For Building an **Arena**	8

5. **Gain Imperium.** Each player, in order, **may** remove just **one** of their Magistrates from the newly completed Construction site and place it in the Imperium space on the board that matches the building Constructed, or in the Treasury if a Fountain was placed. ***[see Imperium]***

NOTE: If a single tile completes two or more Sites at once, the player who placed that tile decides the order in which they are resolved.

Example: *Julia places a yellow tile on the board, and puts one of her Magistrates on the tile.*

1. *She has just completed a Construction Site with five buildings, which means a Theater will be built.*
2. *Julia has two Magistrates on yellow tiles in the new Site. Claudia has two Magistrates in the Site as well, but only the one on the yellow tile counts because it is a Theater tile. Tiberius has one Magistrate on a yellow tile there as well. Since Julia has more matching Magistrates than any other player, she controls the Construction and can place one of her Commission cubes here. Her score goes up 5 points.*
3. *Now Julia can remove one of her Magistrates from a yellow tile and place it on the Theater Imperium space. Claudia is next, and she removes her Magistrate from the red tile and places it on the Theater Imperium space. Tiberius chooses to leave his Magistrate on the board.*

Bridges, Aqueducts and Fountains

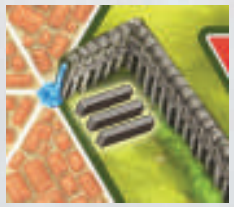
There are seven Bridge Spaces and three Aqueducts. These spaces give the players opportunities to score additional victory points.

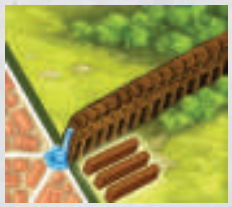
BRIDGE SPACES

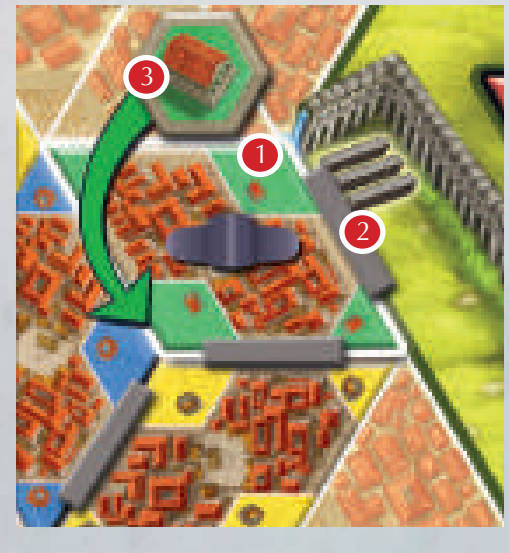
When you place a Neighborhood tile that covers one of the seven Bridge Spaces, take the Bridge tile from that space and place it face down next to your player board. This is in addition to any other results of playing that tile (such as placing a Magistrate and completing a Construction). You may look at the tile. At the end of the game, the Bridge tile is worth a number of victory points equal to the value shown on the tile.

AQUEDUCTS

There are three Water Source locations. Each of these is the starting point for one of the 3 Aqueducts. →





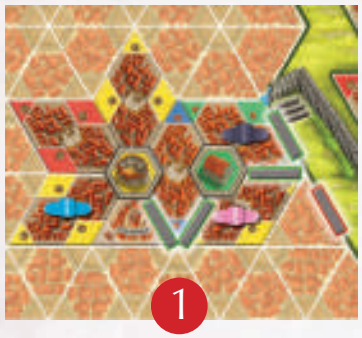


When you place a Neighborhood tile that touches one of the three Water Source vertices you ***must*** immediately build a new Aqueduct. This is in addition to any other results of playing that tile (such as placing a Magistrate and completing a Construction). Take three Aqueduct pieces of the color indicated by the connected Aqueduct from the supply and place them on the board. The first piece must be placed connecting to the Water Source vertex.

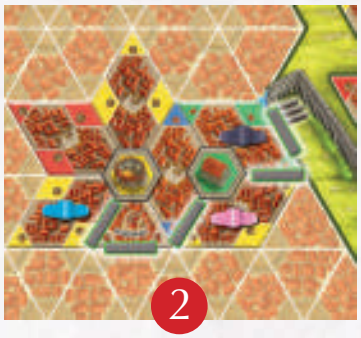
Example:

1. *Hadrian places a tile touching the gray Water Source, completing a Temple Construction Site.*
2. *First he takes three gray Aqueduct pieces from the supply and places them along the edges of the tiles, heading into the city.*
3. *Then he resolves the effects of creating the new Temple site.*

Each Aqueduct is formed by a series of Aqueduct pieces. These pieces form an unbroken line that will wind its way through the city. When you place Aqueduct pieces on the board, you must obey these rules:

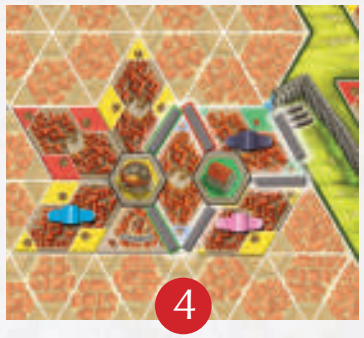


Aqueduct pieces must be placed on the edge of a Neighborhood tile.



Aqueduct pieces may be placed on the touching edges of two adjacent Neighborhood tiles **or** on the edge of a tile next to an empty space or the edge of the board.

Each piece added to an Aqueduct must be added to the end of the line farthest from the Water Source vertex.



An Aqueduct can bend and twist as many times as you wish, but it can never branch or loop back upon itself.

Different Aqueducts must not intersect or come into contact with each other.

FOUNTAINS

Fountains are placed on the board when no player has the most influence in a completed Construction Site. Fountains are opportunities to score additional victory points in two ways.

- When you place an Aqueduct piece that connects to any Fountain, immediately take a coin.
- If you removed a magistrate to the Treasury when a fountain was built, then you will get a coin when he is returned to your board.

IMPERIUM & TREASURY

Imperium

Each type of Civic Building has a corresponding Imperium space on the board. A player may send their Magistrate to the appropriate Imperium space if that Civic Building is built when resolving Construction.

A player with a Magistrate on an Imperium space at the end of their turn may take a matching Imperium tile and return their Magistrate to the center box on their player board.

Example: *Julia had a Magistrate on the green Temple Imperium space at the start of her turn and placed a Magistrate on the yellow Theater Imperium space during her turn. At the end of her turn, Julia takes a green Temple Imperium and a yellow Theater Imperium and returns both Magistrates to her player board.*

Treasury

The Treasury functions like the Imperium spaces, but a player may only send their Magistrates here if a Fountain is built when resolving Construction. Magistrates on the Treasury earn coins instead of Imperium.

A player with a Magistrate on the Treasury at the end of their turn takes a coin from the supply and return their Magistrate to the center box on their player board.

Please note: Magistrates may be placed on the Imperium and Treasury spaces during any player's turn, but a player may only return a Magistrate to their player board **at the end of their own turn**.

Use of Imperium

Players with Imperium may spend it to take additional actions on their turn. Return an Imperium tile to the supply to take an additional action.

- The color of Imperium does not matter. Each tile can be spent to take one additional action.
- You may spend as many Imperium tiles as you wish on your turn. Take an additional action for each tile spent. Return spent Imperium tiles to their respective piles.
- You may only spend Imperium tiles already in your supply.
- You must resolve a completed Construction entirely before taking any additional action.

ENDING THE GAME

The Final Round

When three of the four stacks of Neighborhood tiles are exhausted at the end of a players turn, the Final Round is triggered. Each player in order, including the player who triggered the Last Round, performs one final action.

- You **must** take only **one** action.
- You **CANNOT** spend Imperium tiles to take additional actions.
- If in the rare circumstance you are unable to perform any action, you must pass.

Final Scoring

Once each player has taken their final action, end of game scoring occurs:

Bridges

Turn over any Bridge tiles you have collected during the game. Add the value shown on the tiles to your score. Bridges are worth 1–4 victory points as indicated by the value shown.

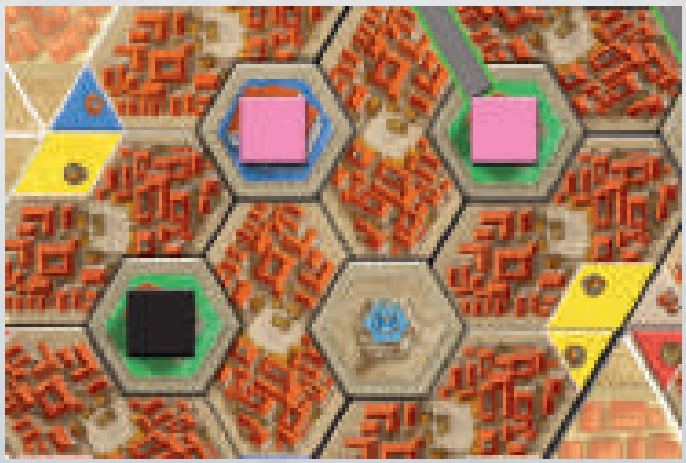
Aqueducts

Each Civic Building connected to an Aqueduct scores two bonus victory points. It doesn't matter who placed the Aqueduct, whoever commissioned the Civic Building always gets the bonus.

Example: *The gray Aqueduct connects to Octavia's Temple, so she scores two victory points. It also connects to Julia's Arena, two Temples and a Theater, earning her eight victory points!*

Fountains

Each Civic Building adjacent to a Fountain scores one bonus victory point per adjacent Fountain.



Example: *This fountain has three Civic Buildings around it. Julia earns one victory point for her Bath and one for her Temple. Octavia earns one victory point for her Temple.*

Coins
Players who collected any coin score one bonus point for each coin and advance their disk on the Scoring Track the appropriate number of spaces.

Additionally, the player or players who have collected the most coins by the end of the game earn two bonus victory points.

Imperium
Whoever holds the most Imperium tiles of a color scores 5 bonus victory points. If more than one player is tied for the most, each tied player earns two bonus victory points.

The player with the highest total of victory points is the winner! If there is a tie, the tied player who constructed the most Civic Buildings wins. If they are still tied, then the tied player with the most total Imperium tiles is victorious. In the unlikely event they are still tied, then they share the victory and all Rome basks in your shared glory.

CREDITS

Game Design: Brett Myers

Editing: Frank DiLorenzo, Ferdinand Köther

Illustration: Dennis Lohausen, Andreas Resch

Graphic Design: Jenn Vargas

Translations:

German - Ferdinand Köther

French - Stephane Athimon & Natacha Athimon-Constant

Dutch - Nico Delobelle & Arne De Cnodder

Thanks for Meritorious Testing & Feedback:

Dave Chalker, Greg Daigle, Peter Dast, Steven Dast, James Droscha, Brad Fuller, Mark Goadrich, Kory Heath, Joe Huber, Andrew Juell, Kane Klenko, Will Niebling, Kevin Nunn, Jon Michael Rasmus, Dave Ross, Jeph Stahl, Sean Weitner, Alex Yeager and the many designers at Protospiel for valuable play test feedback.

Special thanks to my good friend Michael Carlson for our discussions on the 'placeness' of neighborhoods and the organic nature of city growth.

www.RnRgames.com
©2015 R&R Games, Inc. All Rights Reserved

60 | AGE EDAD 14+ | 2–4 PLAYERS

R&R GAMES INCORPORATED | THE GAMES YOU WANT TO PLAY!