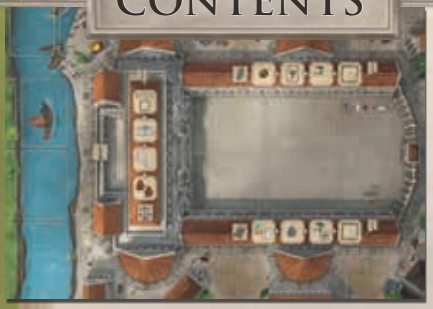
Forum Trajanum

Emperor Trajan is planning the building of a monument for eternity: the Forum Trajanum. It will be the biggest and most magnificent Emperor's forum the Roman Empire has ever seen. The building, now almost completed, is supposed to demonstrate Trajan's success as Optimus Princeps in an impressive way, but also foster the well-being and the glory of the honorable citizens of Rome – inside and outside the city.

Each player governs a Colonia, founded by Trajan himself, and thus is the head of one of the highest-ranking cities of the entire Roman Empire. While players are trying to optimally develop their own Colonia, they must not fail to send envoys to Rome who report on the progress, contribute to the development of the Forum Trajanum and, with this, ensure support from Rome for the Colonia.

Contents


1 gameboard


5 mosaic boards


4 player boards
(front A / back B – you may use the back in later games if you wish to play with individual street grids)


56 single building tiles


24 street cards


12 Forum markers


4 victory point markers


3 column fragments
(plinth, pillar, and capital)


20 coins


4 slide bars


5 multiplication markers


12 Trajan cards


40 workers


10 builders


10 assistants


1 starting player figure
(Trajan)


12 Tribunes


16 construction crane tiles


48 double building tiles


136 Colonia tiles
(envoys)

2 player aids per language
(no image)

Object of the Game

Each player tries to optimally develop his Colonia. At the beginning of the game, the rectangular street network of each Colonia is covered with Colonia tiles. Each round, **2 street cards** are revealed; they determine from which two streets you take **1 Colonia tile** each. You may **keep one** of these 2 tiles and must **pass the other** to your right neighbor. Then you must **choose** between the tile you received from the player on your left and your originally chosen tile in order to activate certain citizens on your behalf or to obtain resources.

The resources are used primarily for carrying out **building actions in your own Colonia** and accommodating **envoys on the Forum of Trajan** in Rome. Through the building actions, players have opportunities to collect victory points as part of immediate scoring rewards or when end of cycle scoring is triggered. Additional victory points can be gained by fulfilling tasks on the Trajan cards.

The game is played in **3 cycles of 4 rounds each**. After each cycle, there is a scoring phase with various scorings based on the players' achievements in their Colonia and the Forum. At the end of the third cycle, the player with the most victory points wins the game.

Set up

Game Board

1 Place the **gameboard** in the middle of the table.

2 Shuffle all **Street cards** and form 3 face-down draw piles of 8 cards each. Place 1 pile on each of the card spaces for the draw piles.

3 Depending on the number of players, lay out a certain number of **mosaic boards** on the Forum square in any arrangement:

Players	2	3	4
Boards	3	4	5
Arrangement			

4 Sort the **double building tiles** by color. Per color, place about one half with the front and the other half with the back facing up on the corresponding spaces, so that one pile shows 1 gray building + 1 colored structure and the other pile shows 2 colored structures.

5 Position one **Forum marker** of your color in front of the first space of each benefit track (basilica, market, and library).

6 Each player takes the **victory point marker** in his color and places it on space "0" of the victory point track.

7 Separate the **single building tiles** according to the color of their backs and place about one half with the front and the other half with the back facing up on the corresponding spaces.

8 Place the **multiplication markers**, the **coins**, the **assistants**, the **Tribunes**, the **builders**, and the **workers** as a supply next to the gameboard.

9 Shuffle the **Trajan cards** for cycles I, II, and III separately and draw one card each. Lay these cards face up next to the corresponding piles of street cards next to the gameboard. The remaining cards are placed back into the box; they are not needed in this game.

Attention! For an easier start, use only 1 Trajan card in the introductory game. For this purpose, pick one card from pile III and place it on position III.

10 Place the **column fragment** showing 3 victory points (plinth) on the place for the Trajan's Column, the fragment with 2 victory points (pillar) on the second draw pile, and the fragment showing 1 victory point (capital) on the third card pile.

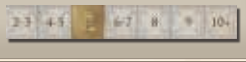


If you need the **player aids**, keep them next to the gameboard, accessible to all players.

Player Boards

1 Each player receives 1 **player board**, his Colonia. For the first game, use the front side (A) on which the symbols are identically arranged on all 4 boards.

2 Position the **slide bar** at the top left of the prestige track, with the basic side facing up.



3 Each player receives 1 **construction crane** per color. Place the 4 different-colored construction crane tiles in the 4 corners of your Colonia with the colored side facing up (it's your choice what color to place where).



4 From the 34 **Colonia tiles** of your color, first pick the 3 tiles with the female envoys:



Mix your 3 tiles, face down, and draw 1 of them. It shows a symbol from one of the 3 different social classes:



patrician *merchant* *craftsman*

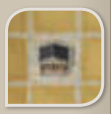
Lay the tile face up onto the left space of one of the two applicable rows in your Colonia – this **citizen's special ability** will be available to you from now on (explanations see p. 26).

Place the 2 remaining tiles **face up** in any two diagonally opposite corners of your Colonia (i.e., on 2 construction cranes).





5 Mix the remaining Colonia tiles, face down, and place one tile each, with the back facing up, on each individual Colonia space – with the exception of the 4 temples that you can already see in the Colonia. These remain empty and cannot be overbuilt during the game. The two Colonia tiles that you have placed on the remaining unoccupied construction cranes in the corners are turned over to their front side, so that there is now 1 face-up tile in each corner.



6 One Colonia tile is left over; place it with the back facing up, on the applicable space at the river. Before you do that, you may look at the front of this tile.



7 In addition, each player receives the following starting resources: 1 Tribune, 1 builder, 1 assistant, and 1 coin, and places them on the storing space of his Colonia. Then take 1 worker of each color and randomly assign one of these workers to each player. (Remaining workers go back into the supply.)

Whoever was the last to be in a city center becomes the starting player and receives the **starting player figure**.



Course of the Game

The game is played over 3 cycles. Each cycle consists of 4 rounds. After each cycle, a scoring phase is conducted, with scorings for the construction cranes, the Colonia, the envoys placed on the Forum square, and the fulfilled conditions of the respective Trajan card.

Starting a new cycle – Erecting the Trajan's Column

Place the next column fragment

At the beginning of cycles II and III, you place the column fragment of the current card pile on top of the previously placed column fragment. The number on the top fragment indicates the minimum number of victory points you will recieve for erecting a triumphal column in your own Colonia during this cycle.



Starting a round

Reveal 2 street cards

At the beginning of each round, you draw 2 street cards from the current draw pile (that is the one that has no column fragment on it any more). Lay both cards face up one next to the other in the street card display.



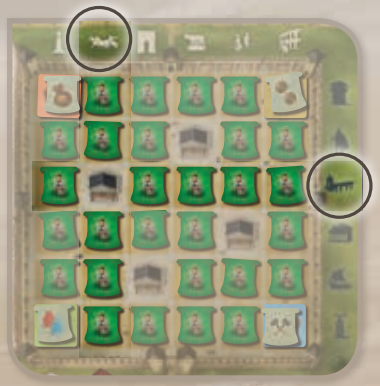
The revealed cards (or, more precisely, the symbols on the revealed cards) specify from which streets in your own Colonia you must pick 1 Colonia tile each.

Course of a round

After revealing the street cards, a round proceeds over 2 phases:

1. *Simultaneously* – Each player takes 1 Colonia tile from each of the 2 streets. Pass one of them face down to the player on your right and receive a new tile from the player on your left.

2. *In clockwise turn order* – Each player
a) uses one Colonia tile on his turn, and
b) carries out a building action.



1. Taking Colonia tiles



According to the revealed street cards, each player takes 2 Colonia tiles from his Colonia. He chooses one of them to keep and passes the other one, face down, to his right neighbor.

> **Note:** After taking the first tile from your Colonia, you may have a look at the front before you pick the second tile. This can be relevant, for instance if you think about taking a face-up tile from one of the construction cranes. However, you may not put back a tile you have looked at and choose a different one.

Once all players have passed a tile to their right neighbor, they may look at the tile they have been given by their left neighbor.

2. a) Using a Colonia tile

Now the starting player lays his two tiles face up on the corresponding spaces of his Colonia.



Then he may choose which of the two tiles he wants to use. The other players turn over their tiles only when it's their turn.

The benefits of the Colonia tiles

Resources and citizens

The front of the Colonia tiles depicts resources or citizens.



The resources available

The Colonia tiles show the following resources: builders, workers, assistants, coins, Tribunes, or upgrades. If a tile you use depicts resources, you recieve these immediately.



Builder: A builder enables you to erect a gray building (symbol on the parchment).



Worker: A worker enables you to erect a colored structure.
Or you can change 2 workers of the same color into 1 builder.



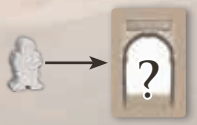
Assistant: An assistant enables you to change a worker's color.



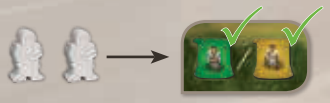
Coins: You need them to pay your citizens before the scoring phase.



Tribune: A Tribune gives you flexibility in two respects:
a) *Ignore a street card:* If you give up 1 Tribune, you can ignore a street card and take a Colonia tile from anywhere in your Colonia.



b) *Use the second Colonia tile:* If you give up 2 Tribunes at the beginning of your turn, you may use both tiles (your own and the one you received from the other player).
Important: You need to own both Tribunes **before** you use the 2 tiles.





Upgrade: An upgrade allows you to move the slide bar on your prestige track 1 space to the right.





Multiplication markers:
If you are entitled to a specific resource – e.g., an assistant – but there is none left in the general supply, one player takes a multiplication marker if he has several assistants at this time. He places the marker under the respective resource (in this case, an assistant) in his own supply, so that he can backfill assistants to the general supply.



The citizens in the Colonia

Special abilities and victory point multipliers

Among the 34 Colonia tiles of a player, there are 6 tiles showing citizens from 3 different social classes. If you place a citizen in a citizen row of your Colonia, it will become active.



Active citizens support you in two ways:

In general

- Every time you build a **triumphal column**, you immediately gain victory points for the column itself plus 1 point for each active citizen in your Colonia (see p. 24).
- The citizens multiply your victory points at the Colonia scoring – the more citizens are placed in a row, the more victory points you receive at the **scorings for the different gray buildings** that you have erected in the respective row (see p. 27).
- The citizens may also be needed to fulfill tasks for the **Trajan scoring** at the end of a cycle (see p. 28).



Special support of a certain row

- Each citizen row provides one special ability – and a bonus when placing the second citizen in this row. The **citizens' special abilities** will be explained on page 26.

Where to place the Colonia tiles

When you use a tile (your own or the one you recieved from another player) that shows a citizen symbol, you always place it in your own Colonia on a corresponding citizen space.



Place all other tiles **from other players** (used or unused) **face up on the right next to your Colonia**.

Place all other tiles **of your own** (used or unused) face down **on the ship space in your Colonia**. Later on, you will need these tiles as envoys for the Forum square. (Tiles you have placed on citizen spaces in your Colonia won't be available for the Forum square, of course.)





Special case:

You aren't able to pick a Colonia tile from at least one of the streets specified.
Depending on how you take tiles from the streets of your Colonia, it might occur that you'll be able to take only one or even no Colonia tile later in the game, since there are no tiles left in the streets specified by the street cards. If this happens to you, you have the following possibilities:

Taking 2 tiles with the help of Tribunes
By giving up 1 or 2 Tribunes, you choose 1 (or 2) Colonia tile(s) from other streets in your Colonia. With this, you have two tiles again and can pass one of them, as usual.

Taking 1 or no tile – the neighbor has the choice
If you are not able or willing to give up a Tribune, you take 1 tile that you keep (or no tile). As you don't pass a tile, the neighboring player may pick one tile from the tiles that he already received from you during the game and that are lying face up next to his Colonia. He will thus have two tiles as normal and will play his turn as usual. A tile from you used in this way goes out of the game.
(If you take no tile at all, you use only the one you receive from your neighbor.)

Construction cranes



The corners of the Colonia – using face-up Colonia tiles more purposefully and possibly scoring (once) for structures of a certain color in the next scoring phase

At the beginning of the game, each player has one Colonia tile lying face up in each of the 4 corners of his Colonia. If you take one of these tiles on your turn, you uncover the colored construction crane tile underneath it. Then, in the next scoring phase, you receive victory points one time only for each structure in your Colonia that matches the color of this construction crane. In the first scoring phase, you earn 3 points for each such structure; in the second scoring phase, 2 points, and in the last scoring phase, 1 point.



Once you have scored for a construction crane, turn the construction crane tile to its colorless back side. Construction cranes – no matter which side is facing up – may never be overbuilt.



2. b) Building action

Single or double building tiles –
building with builders, workers, and / or assistants

If you have the appropriate builders, workers, and possibly assistants, you can place 1 building tile per turn in your Colonia. Building tiles can **only** be placed on **vacated spaces** in the street grid of the Colonia.

Attention: The 4 spaces of the Colonia on which you can already see temples may not be overbuilt.



Basic rules of building in the Colonia

To build a gray "building" (gray icon on parchment), you are required to return a builder back into the supply.
To build a colored structure, you are required to return a worker in the color of this structure back into the supply.
If you don't have the required color worker to build a specific colored building you may return an assistant back into the supply. This assistant is required to support the "non-specialist" worker enabling it to build a building of another color.

Single building tiles



Single building tiles show a gray building on one side and a colored structure on the other. Depending on whether you build a gray building or a colored structure, you place the tile into your street grid with the corresponding side facing up. You can place single building tiles into the street grid if you give up (return to the supply) the following figures:

a)  1 builder → build a gray building, i.e., a single library, basilica, market, or triumphal column.

b)  1 worker → build a single colored structure in the figure's color, i.e., a single fountain, house, stable, or park.

c)  1 worker + 1 assistant → build a single colored structure of any color.

Take the chosen single building tile from the applicable pile on the gameboard and place it on a vacated space of your street grid.

Double building tiles



Each double building tile has two different sides. Depending on which side is facing up, you use it to conduct a double building action: You build either a gray building and a structure of a specific color, or 2 neighboring structures of the same color.

Depending on the building combination, you are required to give up:

a) For 1 gray building and 1 colored structure:

1 builder + 1 colored worker. If you want to build a building tile with a triumphal column and a park, for example, you are required to give up 1 gray builder and 1 green worker. Alternatively, you can give up 1 builder, 1 non-green worker, and 1 assistant. Or you give up 2 workers of the same color (to replace a builder) plus 1 green worker.



b) For 2 structures of the same color:

- 2 workers of the same color: If you give up 2 blue workers, for example, you can build a blue double building tile into your street grid.

- 2 workers of different colors + 1 assistant: The assistant changes 1 worker into the color you want.

- 2 workers of any color + 2 assistants: The assistants change the colors of both workers, so you can build any color.

Example: *Tom gives up 1 orange and 1 green worker plus 1 assistant in order to build an orange double building tile. It would also be possible for him to give up 1 blue and 1 green worker plus 2 assistants, so he can change the color of both workers in order to build the orange double building tile.*

As soon as you have built a building tile into your street grid, you receive the associated building benefit.

Benefit for gray buildings*
Resources or victory points



Triumphal column – You receive **victory points** immediately: The current value indicated on top of the column fragment of the Trajan's Column on the gameboard + 1 point for each active citizen in your Colonia.

Example: *During the first third of the game, Tanya builds a triumphal column. For this, she receives 3 victory points + 2 victory points for the two citizens that already are in her Colonia. She advances her victory point marker 5 spaces.*



Basilica, market, library – You move your Forum marker 1 space forward on the applicable **benefit track** and may use the benefit depicted. From space 2 on each track, you can choose whether you want to use the **benefit you just reached or a previous one**.

Library:





1st Library: Obtain1 worker and 1 Tribune.



2nd Library: Obtain 1 builder.



3rd Library: Place an envoy on an eagle space on the Forum square.



4th Library: Take a Colonia tile from your street grid and use it immediately.

Basilica:





1st Basilica: Obtain 2 assistants.



2nd Basilica: Obtain 2 Tribunes.



3rd Basilica: Gain 1 upgrade on your prestige track.



4th Basilica: Carry out 1 additional building action, provided you have the applicable 1 builder and/or worker(s).

Market:





1st Market: Obtain 1 coin.



2nd Market: Choose an area bonus – see p. 25 (possibly even 2, if you have activated the appropriate citizen – citizens' abilities see p. 26).



3rd Market: Place one of your envoys on any colored space in the Forum, irrespectively of the color placement rule (see p. 25) – but not on eagles.



4th Market: Take a Colonia tile from your street grid and use it immediately.

End of the benefit track



Once you have built the fourth market, basilica, or library, the corresponding benefit track ends for you. After obtaining the fourth benefit, you move your marker from this track to the space next to the Trajan's Column.



For this, you immediately score victory points equivalent to building a triumphal column (victory points for the current value of the column + number of your active citizens).

Note: You may build buildings of this type even later on (which can be important for the Trajan scoring), but you no longer receive benefits for that.

* representing the magnificent buildings in the Forum Trajanum in Rome (see Brief Trajan Lexicon – page 31)

Benefit for colored structures

Placing 1 or 2 envoys on the Forum square



When you have built a colored structure in your Colonia, you may use one of your Colonia tiles lying at the bottom right of your Colonia as an envoy. Send this envoy (with the back facing up, so that the envoy is visible) to Rome and place the tile on an unoccupied mosaic space of the Forum square – a space that has the **same color as the just-built structure**.

Observe the following specifics when you place envoys:



1. Empty color area:

The color areas on the mosaic boards have different sizes. One color area consists of all squares of the same color which are horizontally or vertically connected with each other on one or more mosaic boards. If no color area has been started in a specific color, you can place your envoy on any mosaic space in this color.



built structure *corresponding color area*

2. Started color area:

If there are already one or more envoys (no matter whose) lying in a color area that has not yet been completed (i.e., there are still unoccupied mosaic spaces there), you are required to place your envoy in this color area, too, if you have built a structure of this color. (Exception: You have activated the citizen **Patrician I** who allows you to ignore this color placement rule – see citizens' abilities, p. 26).

Note: You are not required to place your envoy adjacent to already-laid-out envoys.

3. Completed color area:



If you complete a color area (an area can even comprise several mosaic boards) by putting 1 or 2 envoys there, you gain an area bonus of your choice. You immediately take either:

- 1 Tribune or
- 1 assistant or
- 1 coin or
- 1 upgrade or
- 2 victory points



Note: If you have no envoys left that you can place on the Forum square, you may nonetheless build colored structures in your street grid (which can be important for the Trajan scoring), but you won't receive a benefit.

Attention: The total number of building tiles per color is limited. Once there is no tile of a certain kind left, you can no longer build using this type of tile. But if only one of the two piles of one type of tiles has been depleted, you may take tiles from the second pile and build this tile with the back side facing up.



Eagle spaces



Normally, no envoys may be placed on eagle spaces (exception: you use the appropriate benefit on the library track). It is worthwhile, however, to place an envoy adjacent to or on eagle spaces, since each of your envoys that is orthogonally adjacent to an eagle space counts 1 victory point at each scoring, and each envoy on an eagle space scores 2 victory points. If you have activated the citizen **Patrician I** (see p. 26), envoys that are diagonally adjacent to eagle spaces also give you 1 point each.

End of the turn and end of the round

Once the starting player has finished his turn, play continues **clockwise**. His left neighbor reveals his two tiles, chooses which of them he wants to use, and carries out a building action – and so on.

After each player has had one turn, the round ends. The **starting player figure is passed to** the next player on **the right** of the current starting player, and a new round is started by revealing two new street cards.

The citizens' special abilities

First citizen (on the left) in a row



When you place the first citizen in a row (i.e., on the left space), you receive the special ability and the victory point multiplier 2 for gray buildings in this row.

The citizens' special abilities:

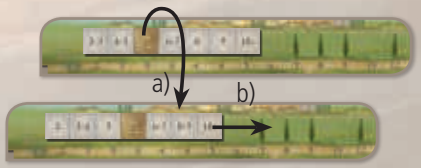
Patrician I – a) You may ignore the **color placement restriction** (see p. 25 – "Started color area") when placing an envoy in the Forum. Instead, you may start a new color area of your choice in the color you have just built this turn.

b) In addition, at the Forum scoring, gain (at the scorings) 1 victory point for each of your envoys that is on the Forum square *diagonally* next to an eagle (see "Eagle spaces", p. 25).

Patrician II – You may choose not only 1, but **2 different** area bonuses available (Tribune, assistant, coin, upgrade, 2 victory points) if you complete a color area (or take the benefit of the second level on the market track). For area bonuses, see p. 25.

Merchant I – a) At the moment when you activate this citizen, you turn the slide bar on your prestige track over. (The slide bar remains on this side for the rest of the game – even if the Merchant I becomes inactive – see below.)

b) Besides, every time you receive an upgrade, you may advance onto the next cypress.



Merchant II – **Once** per turn **in your building phase**, you may exchange 1 resource coin, Tribune, or assistant for another.
Note: An assistant that you received through such an exchange can, for instance, be turned by a craftsman (see below) into a builder in the same round.

Craftsman I – **Twice** per turn, you may exchange 1 assistant for 1 worker of any color.

Craftsman II – **Once** per turn, you may exchange 1 assistant for 1 builder.

Second citizen (on the right)



If you place a second citizen into a row, it increases the victory point multiplier to 3 (for an explanation of the scoring, see p. 27) but it does not double the special ability. However, you immediately gain the extra one-time bonus depicted:

1. Place an envoy from your ship into the Forum (if available at that moment).
2. Take 1(!) area bonus (at this point, the first citizen doesn't give you a second bonus).
3. / Take 1 coin *or* 1 Tribune.
4. / Take 1 coin *or* 1 assistant.
5. Take 1 worker of your choice.
6. Take 1 builder.

Inactive citizens: In order to be able to still use the victory point multiplier for the Colonia scoring and the special ability in the next cycle, you need to pay the citizens at the beginning of each scoring phase.
Citizens you have not paid become inactive. Turn those citizen tiles to their back side. Inactive citizens of a social class can be reactivated for 1 coin at the beginning of the next scoring face.

Special case: If the first citizen of a row is inactive and you place the second citizen in this row, the first becomes active again.


inactive citizen

End of the cycle – Scoring Phase

Before the scoring: Pay citizens

A cycle ends after players have gone through one pile of street cards. Now you need to pay the citizens in your Colonia if you want them to remain active. Only if you do can you keep using (or reactivate) their special abilities and their function as victory point multipliers. This costs **1 coin for each row with at least 1 citizen** (in this context, it doesn't matter whether it's 1 or 2 citizens). If you are not able or willing to pay certain citizens, you turn these over with the envoy facing up; with this, they become inactive. As long as a citizen is inactive, he is of no use and is considered as if he didn't exist (see, Inactive citizens, p. 26).

After paying your citizens (or not), the scoring phase proceeds as follows:

1. Construction crane scoring
2. Colonia scoring
3. Forum scoring, consisting of eagle scoring and area scoring
4. Trajan scoring *(with limitations in the introductory game)*

1. Construction crane scoring
Scoring structures in the crane's color

Check whether there is a **colored construction crane visible** in one or more corners of your Colonia. If you do, since you took the Colonia tile from this space during the current cycle, you now score for it.

After the first cycle, you score 3 **victory points for each structure** in your Colonia **that matches the color of this construction crane**. After the second cycle, you score 2 victory points for each such structure, and after the third cycle, 1 victory point each.

As soon as you have scored for a construction crane, you turn the construction crane tile over to its colorless back; it will then remain there until the end of the game. Cranes may not be overbuilt.

If you have taken more than one Colonia tile from the construction cranes in your Colonia during this cycle, you score for every colored construction crane visible.

Example: During the second cycle, Tanya has uncovered a green construction crane in the upper left corner. She has 4 green structures in her Colonia; consequently, she receives 8 victory points and advances accordingly on the victory point track. After that, she turns the green crane over so that its colorless back is facing up.



2. Colonia scoring
Gray buildings

The following factors are important for the Colonia scoring:

1. the six **citizen rows**
2. the number of **active citizens** in a citizen row
3. the number of **different types of gray buildings** in the street that belongs to the citizen row

Start with the top row and count the **different** gray types of buildings in the associated street (4 maximum).

Multiply this number by the value of this row:

- If there are no citizens in the row, you earn 1 point for each different gray building (4 points maximum).
- If there is 1 active citizen in the row, you earn 2 points for each different gray building (8 points maximum).
- If there are 2 active citizens in the row, you earn 3 points for each different gray building (12 points maximum).

Score for all six rows in this way.

3. Forum scoring
Envoys on the Forum square

The following factors are important for the Forum scoring:

1. the number of your envoys on the Forum square that are next to or on eagle spaces
2. the position of the slide bar on your prestige track
3. the number of your envoys on the Forum square that form the **largest connected** area in your color (horizontally and vertically – but not diagonally)

Eagle spaces

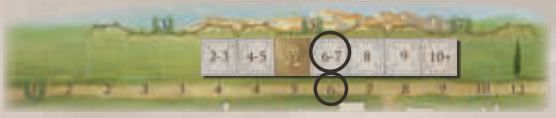
For each of your envoys on the Forum that is **orthogonally adjacent** to an eagle space, you receive **1 victory point**.
For each of your envoys on the Forum that is **on** an eagle space, you receive **2 victory points**.

If you have activated **Patrician I** in your Colonia, you receive 1 victory point as well for each envoy **at the corners** of the eagle spaces.

Largest connected area

The slide bar on your prestige track indicates how many victory points you receive for your largest connected area of envoys on the Forum square for this scoring. The number on the slide bar that corresponds to the number of envoys of your largest area determines how many points you receive. The value **below** this number indicates the actual points.

Example: Tom has a connected area of 6 of his envoys on the Forum. For this, he receives 6 victory points.





4. Trajan scoring *(with limitations in the introductory game)*
Building patterns and collecting resources

The Trajan head on your slide bar indicates how many points you receive if you fulfill one of the two tasks that the Trajan card specifies for the current cycle. The value **above** the Trajan head symbol indicates the actual points.



For each Trajan scoring, there is one Trajan card with two different tasks on display that you can try to fulfill during the current cycle. So you can see from the beginning what conditions you are required to meet in order to score at the Trajan scorings.

Trajan scoring in the introductory game: Have only one Trajan scoring – at the end of the game, i.e., after the third cycle.

Notes regarding the Trajan cards:

The upper task is always a **building task**. Therefore, when the street cards are revealed, think carefully which spaces to uncover, and during the building phase, consider what you want to build there. (The specifications as to what patterns will score points help you to decide where you could take Colonia tiles from the streets.)

The bottom task is (primarily) a **collecting task**. For this Trajan scoring, you need to have certain combinations of resources or a combination of resources and citizens or triumphal columns or construction cranes. You are not required to give up these resources and might use them in the next cycle.



For completed tasks, you earn 3, 5, or 7 victory points.
How many points you receive depends on the position of the Trajan head on your slide bar.

If you fulfill one of the two tasks, you receive the number of points matching the value that is currently shown **above** the head. If you fulfill both tasks, you receive double the points. If you fulfill a task multiple times, you also receive the points for that multiple times.

First cycle



Building task: 1 colored structure horizontally between 2 gray buildings

Collecting task: 1 Tribune + 1 coin



Building task: any 1 building tile above a temple and 1 below the same temple

Collecting task: 2 active citizens from different social classes + 1 envoy on the ship space



Building task: 2 different gray buildings directly one below the other

Collecting task: 2 assistants + 1 coin



Building task: the 2 sides of a construction crane (scored or not) surrounded by any building tiles

Collecting task: 1 builder + 1 worker + 1 assistant

Second cycle



Building task: a square of any 4 building tiles

Collecting task: 1 assistant + 2 coins



Building task: 1 gray building vertically between 2 colored structures

Collecting task: 1 Tribune + 1 builder + 1 assistant



Building task: 4 structures in different colors (anywhere in the Colonia)

Collecting task: 1 worker + 2 triumphal columns in the Colonia



Building task: 1 colored structure vertically between 2 gray buildings

Collecting task: 2 scored construction cranes + 2 active citizens from different social classes

Third cycle



Building task: 2 gray buildings vertically between 2 colored structures

Collecting task: 1 active citizen from each social class



Building task: 3 structures in different colors directly below one another

Collecting task: 1 triumphal column in the Colonia + 1 Tribune + 1 builder



Building task: the 4 corners of a temple surrounded by colored structures

Collecting task: 2 scored construction cranes + 2 workers in different colors



Building task: 3 different gray buildings directly below one another

Collecting task: 1 of your own Forum markers on the place next to the Trajan's column + 1 assistant + 1 coin

Note: The specifications have to be met exactly, e.g., if a task requires a vertical arrangement, it has to be fulfilled in a vertical orientation. Each element that is relevant for fulfilling a task may be scored only once; that means, for example, that any building tile can be part of only one combination per scoring.

Scoring Example
in the third (and final) scoring phase

Payment:
Tom has 4 coins, that means he would be able to pay his 4 citizens. But since he wants to fulfill the task "1 of your own Forum markers on the place next to the Trajan's Column + 1 assistant + 1 coin", he pays only Craftsman I, but not Craftsman II, in order to keep 1 coin. Consequently, he turns over Craftsman II to the back and accepts that this craftsman loses his function as a victory point multiplier for the Colonia scoring that follows (as well as its special ability).





Construction cranes:
Tom has uncovered the green construction crane. There are 3 green structures in his Colonia. After the third cycle, he receives 1 point for each of these structures, i.e., a total of **3 points**. After scoring for the construction crane, he turns it over to its colorless back.

Colonia scoring:
In the first citizen row, Tom has no citizen and 1 gray building. He scores 1 point for this.

In the second row, he has no citizen and 3 gray buildings, one of them twice. He receives 1 point for each different building; in total: 2 points.

In the third row, he has 1 citizen and 1 gray building; in total: 2 points.

In the fourth row, he has 1 citizen and 2 different gray buildings. He receives 2 points per building; in total: 4 points.

In the fifth row, he has 2 citizens and 4 different gray buildings. For each building, Tom receives 3 points; in total: 12 points.

In the sixth row, Tom has 1 inactive citizen and 1 gray building. Since the citizen is inactive, Tom receives only 1 point. At the Colonia scoring, Tom earns a total of 1 + 2 + 2 + 4 + 12 + 1 = **22 points**.

Forum scoring:
Eagles – Tom has 4 envoys next to eagles (1 point each) and 1 on an eagle (2 points); in total: **6 points**.

Largest area – Tom's largest connected area consists of 7 envoys. The "7" of the slide bar on his prestige track is currently above the value "9" so he scores **9 points** for the area of 7 envoys.

Altogether 6 + 9 = 15 points.

Trajan scoring:
Tom has been able to fulfill 2 tasks (1 building task [3 different gray buildings directly below one another] and 1 collecting task [1 of your own Forum markers on the space next to the Trajan's column + 1 assistant + 1 coin]).



The Trajan symbol of the slide bar on his prestige track is currently below the value "7"; so, for each task he has fulfilled, Tom receives 7 points.
At the Trajan scoring, he earns a total of (2 x 7 =) **14 points**

Total score
Overall, Tom earns **3 + 22 + 6 + 9 + 14 = 54 points** at this scoring phase.

Beginning a new Cycle



Place the next column fragment on the Trajan's Column on the gameboard, pass the starting player figure to the player on the **right** of the current starting player, and reveal the first 2 street cards from the new draw pile. Then continue as described above.

End of the game

The game ends after the scoring phase of the third cycle (i.e., after 12 rounds). The player with the most victory points wins. In case of a tie, the player who has the most active citizens in his Colonia wins. If there is still a tie, the player who has the most resources left wins. And if there is a tie even then, the players involved share the victory.

For mixed player groups

For advanced players who play with a group that includes beginners, it is also possible to play with a little handicap. In this case, the beginners start with 1 extra coin and 2 active citizens, that is they have two special abilities from the beginning.

After having set up the game, each beginner may choose a second citizen from one of the 2 open tiles in the corners of their Colonia. Keep in mind that the structures in the color of the uncovered construction crane give you 3 victory points each during the first scoring phase.

Brief Trajan lexicon

Trajan (born Marcus Ulpius Trajanus) has gone down in history as the best Roman Princeps (Optimus Princeps). He was the first Emperor of Rome who came not from the city but from a province. During his reign (98 to 117 AD), the Roman Empire reached its largest extent. And Trajan undertook numerous building projects and social operations. Among other things, he established several cities (Coloniae); and with the construction of the Forum Trajanum, he erected a monument during his lifetime to serve as his memorial that has (partially) survived to this day.

The **Forum of Trajan** is the biggest and, to this day, best preserved of the so-called Emperor's forums in Rome that were erected by Caesar, Augustus, Nerva, and Trajan to supplement the Forum Romanum. A forum was needed for tasks in government and administration, but also served as a city square and market place. In order to have the Forum Trajanum (or Forum Traiani) built, Trajan first ordered the removal of an approximately 35-meter-high hill. Prominent elements of the Forum of Trajan were the Trajan Markets, the Basilica Ulpia, two libraries, and the Trajan's Column. Trajan's successor, Hadrian, is said to have had a temple added in honor of Trajan.

The **Trajan Markets** consisted of multi-story semicircular buildings with shopping streets that were partially roofed, so that customers could go shopping and stay dry even when it was raining. The upper stories probably served administrative purposes. Some researchers consider the Trajan Markets the oldest shopping mall in the world.

The **Basilica Ulpia**, with its impressive portico, probably housed offices, e.g., for justice and trade. The Basilica Ulpia was not used for religious purposes. Two centuries later, however, it served Emperor Constantine as an inspiration for the construction of Christian churches and the Basilica of Maxentius.

The **Library**, consisting of two buildings, kept Latin books in one of them and Greek books in the other.

The **Trajan's Column**, still preserved to date, is located between the library buildings. It is a triumphal column commemorating Trajan's merits in the victory over the Dacians and the integration of Dacia as a Roman province. The relief of the column depicts scenes from the wars against the Dacians. Instead of Trajan, a statue of the apostle Peter has been standing on top of the column since the Middle Ages. The height of the Trajan's Column is said to have matched the height of the hill that was removed for the construction of the Forum of Trajan.

Originally, a **Colonia** was a settlement built within the Roman Empire but outside of Rome that served to secure newly conquered provinces. In these settlements or cities, usually systematically arranged like a chessboard, there lived a part of the original population as well as newly settled Romans who became landowners this way. The Colonia Ulpia Traiana (nowadays, Xanten, Germany), for example, was one of about 150 cities that had major municipal rights in the Roman Empire. Even though the modern term "colony" is derived from the word "Colonia", the Coloniae are not to be confused with the Roman provinces.



For more than a thousand years, the **Trajan's Bridge** across the Danube, constructed during the wars against the Dacians and 1135 m long, was the longest bridge built by humans. As evidence of this achievement, the Tabula Traiana, a large carved block of stone, can still be found at the banks of the Danube in present-day Serbia.



The **Tropaeum Traiani**, built in 109 AD in present-day Romania, commemorates Trajan's victories over the Dacians. The term "Tropaeum" is derived from the ancient Greek word "Tropaion", which can be traced back to the meaning of "to flee" or "flight". It refers also to the wooden "military scarecrows" that – decorated with weapons and armor – were positioned at that place on the battlefield where the enemy had taken flight and thus the Romans had achieved victory.

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Warning! Not suitable for children under 3 years. Small parts. Choking hazard.