Porta Nigra



The Great Designer Series - #1

A game by Wolfgang Kramer
and Michael Kiesling
for 2 to 4 players, aged 12 and up

Augusta Treverorum rose to be the biggest Roman city north of the Alps in the late Roman Empire. Founded in the time of Augustus, it was built up by generations of Roman architects to be the Emperor's residence and a world-renowned city in the early 4th century. The remains of its most impressive structures can still be visited in modern day Trier, foremost among them the massive Porta Nigra - the "black gate".

Components

1 game board



4 master builder stands
1 of each player colour



60 Romans
15 of each player colour



4 player boards
1 of each player colour



4 victory point markers
1 of each player colour



12 action markers
3 of each player colour



28 honour cards



18 torch tokens



1 round marker



16 influence tokens



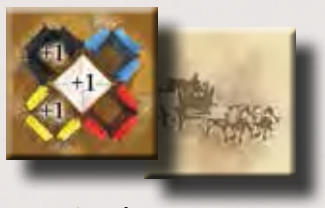
4 "+100/+200" victory points markers



90 bricks



10 supply cards



32 action cards
8 of each player colour

The 8 cards in your player colour constitute your action card deck.



20 building cards



51 coins
29 "1-sesterce" coins
12 "5-sesterce" coins
10 "10-sesterce" coins



Object of the Game

In *Porta Nigra,* you supervise the construction of the magnificent buildings of ancient Augusta Treverorum.

On your turn, you play one action card from your hand of 2 cards to determine which actions you may carry out. You must collect bricks and place them according to their colour on the 4 construction sites of the game board. Timing is important, as to collect the right bricks you must move your master builder from quarter to quarter of the city, at a cost of 1 coin per quarter border crossed. With the right timing, you can also collect a variety of building cards as rewards for advancing some important building sections.

At the end of your turn, you draw 1 action card from your action card deck. Once every player's action card deck is empty, the round ends and you receive a mix of coins and victory points for every brick you have built. After 2 rounds (or 3 in a 2-player game), the game ends and you receive victory points mainly for majorities in the construction sites and for the sets of building cards you have collected.

The player with the most victory points is considered to be the greatest Roman architect north of the Alps and wins the game.

Setup

1. Place the **game board** in the centre of the table.
2. Place the **bricks**, the **coins (sesterces)**, the **"+100/+200"** victory points markers, the **torch tokens** and **influence tokens** next to the game board as a reserve. The reserve of coins is considered to be the bank.
3. Shuffle the 10 **supply cards** and place them as a face-down draw pile next to the game board.
4. Place the **round marker** on the first space of the round track.
5. Shuffle and place the building cards face down as a draw pile next to the game board. **Draw 6 building cards** from the draw pile and place them face up in the 6 spaces of the building cards display.
6. Shuffle the honour cards and place them face down next to the game board. **Reveal 14 honour cards** and place them face up in the honour cards display. The honour cards display has 7 card spaces. Place the honour cards in two rows.
7. Every player takes **20 sesterces** and **1 torch token** from the reserve and places them in her play area.
8. Every player chooses a **player colour** and does the following:

   - Take all of the following components in your player colour: the **player board**, the **victory point marker**, the **master builder stand, 3 action markers** and **5 Romans**. Place your victory point marker on space 0 of the victory point track. Place the master builder, the 3 action markers and the 5 Romans next to your player board (i.e. your play area). The remaining Romans of your colour are placed in a common reserve next to the game board.
   - Take the **action card deck of your colour**. If you are playing with **4 players, remove the action card with the "2 or 3 players only" sign** from your action card deck and return it to the box. Shuffle your deck and place it face-down next to your player board. Draw 2 cards from your action card deck and put them in your hand. Keep the cards in your hands hidden from the other players.



2 or 3 players only

Finally, return all unused components to the box.



Gameplay

If you are playing with 2 players, the game is played over 3 rounds. If you are playing with 3 or 4 players, the game is played over 2 rounds. Determine a starting player at random using your favoured house rule. She will begin the game by taking the first turn. Play then continues in a clockwise order, with each player taking a turn until each player has played all her action cards. After the first round (and also after the second round of a 2-player game), there is an intermediate scoring round. After the last round, the final scoring sequence takes place.

Quarters

Each sector of the game board is called a **quarter** and each quarter contains one of the 4 buildings and its building spots: Amphitheatre, Basilica, City Wall and Porta Nigra. Each quarter also contains one shop of the brick market.

Basilica quarter

building icon of the Basilica



building spots of the Basilica

Bricks and colours

As all the bricks are in fact grey, they only adopt a colour by being placed in certain locations. **Once a brick has been placed in any location, it has the colour of that location** and keeps it until the end of the game. There are three locations a brick can be placed on: a **shop** in the brick market, a player's **personal supply** on the player board and a **building spot** of one of the 4 buildings.

Player board



personal supply of black bricks

Brick market



white shop *red shop*

Player turn

Every turn is split into 2 phases:

1. Refill phase:

a) Check the number of bricks in the brick market.

b) Check the number of building cards in the building cards display.

c) Check the number of honour cards in the honour cards display.

2. Action phase:

Choose 1 action card and resolve it entirely. Use influence tokens. Place the resolved action card in your discard pile and draw 1 action card.

1. Refill phase

a) Bricks: At the start of your turn, check the number of bricks in the brick market. If there are **fewer than 7 bricks** in total, you must refill the brick market. To refill the brick market, draw a card from the supply cards pile and place **1 brick in every shop indicated** by a "+1" on the card. If there are already bricks in a particular shop, place a new brick on top of the others. Repeat this process until there are **at least 14 bricks** in the brick market. Place used supply cards in the discard pile. If the draw pile of supply cards runs out, shuffle the discard pile and form a new face-down draw pile with it.

On the **first turn of the game**, you must fill the brick market up for the first time. In the manner described above, draw supply cards and place bricks until there are **at least 14 bricks** in total in the brick market.

b) Building cards: Check whether there are **6 building cards** in the building cards display. If there are fewer than 6, fill the display up by drawing cards from the building cards pile and adding them face up. If the draw pile of building cards runs out, there will be no new building cards for the rest of the game.

c) Honour cards: Check whether there are **14 honour cards** in the honour cards display. If there are fewer than 14, fill the display up by drawing cards from the honour card pile and adding them face up. If the draw pile of honour cards runs out, there will be no new honour cards for the rest of the game.

Example:

At the beginning of her turn, Nicole checks the brick market and finds that there are only 5 bricks left. She starts refilling the market by drawing a supply card from the draw pile. The card indicates that she must place 1 yellow, 1 red, 1 blue and 1 white brick on their respective shops in the brick market. By placing these 4 bricks, the new total is 9 bricks in the brick market. Thus, Nicole draws another supply card which tells her to add 3 new bricks. As the new total of 12 bricks is still not enough, she draws another card which tells her to place another 4 bricks. This brings the total to 16 bricks and thus no more supply cards are drawn.

After refilling the brick market, Nicole takes a look at the building cards display and sees that 2 cards are missing, so she draws 2 cards from the building cards draw pile and places them face up in the building cards display.

Then going on to the honour cards display, she draws 1 card as there are only 13 there.

Nicole is now ready to go on with her turn, carrying out her action phase.



Supply card indicating 1 white, 1 yellow, 1 red and 1 blue brick

2. Action phase

At the beginning of your **first turn** of the game, place your **master builder** in any quarter of the game board.

Play 1 action card from your hand.

The number of torches at the bottom of the card you play indicates how many actions you may perform (2 or 3 actions). However, you may only perform actions whose action icons are on the card. **Each action may only be carried out once**. After you use an action, place one of your action markers on that action icon. You may carry out the actions on the card in **any order** you like.

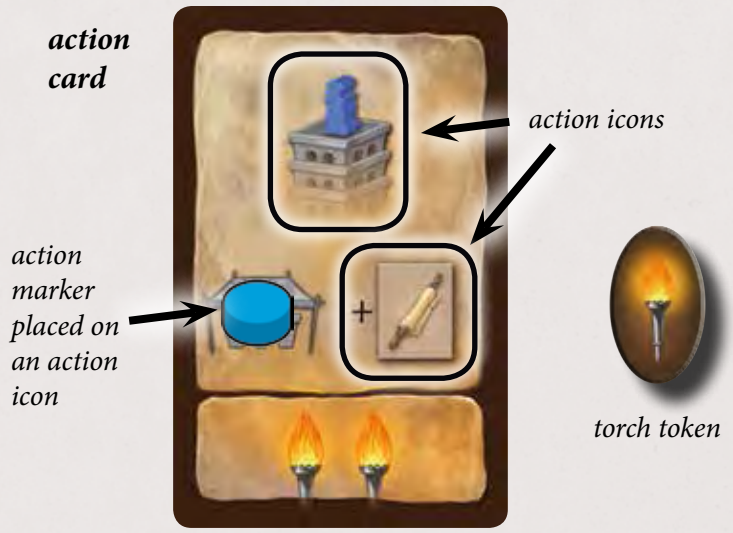
You may also use a **torch token** from your play area to carry out an additional action. Place the torch token on a free action icon on the card you played and resolve the chosen action. You may use as many torch tokens during your turn as you want, provided there are free action icons remaining.

At any point during your turn, you may perform **influence actions** by returning influence tokens to the reserve. There is no limit to the number of influence tokens you may spend on influence actions. However**,** you can only buy **up to 1 honour card** per turn. (See p. 7.)

At the end of your turn, return all used action markers to your play area and return all used torch tokens to the reserve. Then place the action card you played this turn in a discard pile next to your player board. Next, **draw one card** from your action card pile, if possible. If you cannot draw a new card because your draw pile is empty, you will only have a hand of 1 card for your next turn. On your last turn of a round, you have to play your last action card from your hand.

Example:

This action card allows Courtney to carry out 2 actions, as the card shows 2 torches on the bottom. She chooses 1 of the action icons, resolves its action and covers the icon with an action marker. Then she chooses one of the uncovered actions, resolves it and covers it with another action marker. There is one action icon left uncovered on the action card. If Courtney also wanted to resolve this last action, she would have to use a torch token.





Actions

Every action card has a different combination of action icons. There are 5 different actions.

A. Buy 1 brick | B. Place 1 building element | C. Take 1 influence token | D. Take 1 torch token | E. Take coins



buy-icons

A. Buy 1 brick

This action icon allows you to buy exactly 1 brick from a shop of the brick market. Most buy-icons show the colour of the shop from which you must buy the brick. Only the grey "any colour"-icon (with a question mark) allows you to buy from any shop. **Important:** to buy a brick from a shop, your master builder must be in that shop's quarter!

To buy 1 brick, execute the following 2 steps:

1. If necessary, move your master builder to the quarter containing the shop and pay any costs for his movement.
2. Buy 1 brick from this shop of the brick market. Place the brick in your personal supply on your player board.

You cannot perform this action if you do not have enough sesterces to either pay the master builder's movement or to buy a brick of a certain colour.



quarter border

1. Move your master builder

If necessary, move your master builder in a **clockwise direction** to the quarter containing the shop of the colour you are allowed to buy from. *Note: You are **not** allowed to move counter-clockwise.*

You must pay 1 sesterce to the bank for every quarter border your master builder crosses.



The white shop is special, as it is the only shop that is part of all 4 quarters and thus accessible from any of the 4 quarters.

Example:

The action card Thomas played shows a black buy-icon and the black shop has 1 brick in it. Thomas decides to use this action. Unfortunately, his master builder is in the quarter containing the red shop. Thus Thomas has to move his master builder in a clockwise direction across two quarter borders to reach the black shop: From the red shop quarter to the yellow shop quarter and from there to the black shop quarter. To move his master builder to the black shop quarter, Thomas must pay 2 sesterces, because he crosses 2 quarter borders.

If it had been a white buy-icon, Thomas could have left his master builder in the initial quarter, as the white shop is accessible from any quarter.



black buy-icon

2. Buy 1 brick

Buy exactly 1 brick from its shop.

To buy a brick from the red, blue, yellow or black shop, you must use a buy-icon of that shop's colour or the grey "any colour"-icon. Your master builder must also be in that shop's quarter.

To buy a brick from the white shop, you must use a white buy-icon or the grey "any colour"-icon, but your master builder may be in any quarter.

The cost of the brick depends on its colour and must be paid to the bank:

A black brick costs 1 sesterce, a blue brick costs 2 sesterces, a red brick 3, a yellow brick 4 and a white brick costs 5 sesterces. (These costs are also indicated on your player board.)

After paying its cost, take the brick from its shop and place it in your personal supply of that colour on your player board. If you already have bricks of that colour, place the new brick on top of them.

Important: If the shop of a coloured buy-icon is empty, you cannot buy a brick of that colour. However, this buy-icon then automatically acts just a grey "any colour"-icon in every respect.



Example

Since the black shop is empty, Thomas can use the black buy-icon on his card to buy a brick of any other available colour. He still must be in the quarter of this other colour's shop to buy from it.

Example (cont.):

Thomas uses the black buy-icon and is thus allowed to buy 1 black brick from the black shop. His master builder is in the quarter with the black shop, so he pays 1 sesterce to the bank and takes 1 black brick from the black shop. He places this new brick in his personal supply of black bricks on his player board.

costs for bricks



B. Place 1 building element

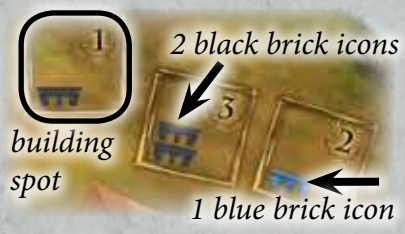


"place 1 building element"-icon

This action icon allows you to place **exactly 1 building element** on an **empty** building spot in the quarter where your master builder is located. A building element is a **stack of 1 to 8 bricks of one colour**. Each of the four buildings has several building spots and each building spot shows what is **required** to place a building element on it (defined by the colour and number of brick icons).

Building spots in the **Porta Nigra** always show only a single brick icon to indicate the colour of the building element required. How many bricks of that colour you use to assemble your building element is up to you. However, the number of bricks must be at least 3 and at most 8.

Important: You must place **1 of your Romans** on top of your building element. Therefore, you may only carry out this action if you have a Roman in your play area to place on it.





building spots of the Porta Nigra

To use this action, execute these 3 steps:

1. Choose 1 empty building spot of a building for which you have the required bricks in your personal supply and if necessary move your master builder to the building's quarter, paying the associated costs.
2. Assemble a building element that matches the requirement of the chosen building spot and place one of your Romans on top.
3. Score the victory points of the chosen building spot and check for matching building cards. Place the building element along with your Roman on the chosen building spot and then check for master builder rewards.

1. Choose a building spot and move your master builder

Choose 1 empty building spot for which you have the required bricks in your personal supply. If necessary, move your master builder in a **clockwise direction** to the quarter containing the chosen building spot. *Note: You are **not** allowed to move counter-clockwise. You are only allowed to build in the quarter where your master builder is.*

You must pay 1 sesterce to the bank for every quarter border your master builder crosses. You are not allowed to move if you cannot pay these costs.

2. Assemble the building element

From your personal supply, take a stack of bricks that matches the number and colour required by your chosen building spot. These bricks form your building element. Then place 1 of your Romans on top of this building element, to indicate that it is yours.



Example:

The Amphitheatre building has one building spot that requires 3 red bricks. If you want to place a building element there, you have to assemble 3 red bricks from your personal supply and put 1 of your Romans on top. As an alternative you could also use 1 or more white bricks.

White bricks are special as they can also be used as bricks of any other colour. When assembling a building element, you can always replace any brick of a required colour with one of your white bricks.



3. Collect rewards and place the building element

Execute these 4 steps:

a. Victory points

Score the victory points that are indicated in the chosen building spot by moving your victory point marker on the victory point track the appropriate number of spaces forward.

In the Porta Nigra you score victory points according to the number and colour of bricks that you have used to assemble your building element. You score 1 victory point per black brick, 2 per blue brick, 3 per red brick, 4 per yellow brick and 5 per white brick.



victory points

b. Building card reward

Check whether there is a building card in the building cards display that:

- shows the building icon of the building to which your chosen building spot belongs AND
- whose single brick icon matches the **colour** of the brick icons of your chosen building spot.

If there is a matching building card, take this building card an place it in your play area. *By collecting building cards, you score additional victory points at the end of the game (see p. 9).*



brick icon *building icon*

building card

c. Place the building element

Place the building element on the chosen building spot.

d. Master builder reward

After you have placed your building element, check whether (and how often) this triggers the master builder reward of that building. The unique master builder reward of a building is triggered each time the **total** number of your bricks in **that building** reaches a **new multiple of 3** (i.e. your overall 3rd brick, 6th brick, 9th brick, etc. placed in that building will each trigger this reward once). Immediately collect the appropriate reward each time it is triggered.

Refer to pages 10 and 11 for a detailed description of the 4 buildings and their master builder rewards.



master builder reward

Example (placing 1 building element and collecting rewards):

Michael decides to use the "place 1 building element" icon on his action card to place a building element. He chooses a building spot of the Basilica that requires 2 yellow bricks. He moves his master builder to the quarter containing the Basilica, paying 1 sesterce as he had to cross one quarter border. He assembles a building element with 2 yellow bricks from his personal supply and puts 1 of his Romans on top. He scores 9 victory points immediately. Then Michael checks the building cards display, where he finds the Basilica building card with the yellow brick icon and takes it. Afterwards, Michael places his building element on the spot. After placing these 2 new bricks, Michael has a total of 4 bricks in the Basilica. As he has now more than 3 bricks, this triggers the master builder reward of the Basilica once (which grants him 1 torch token and 1 Roman of his player colour). If later on Michael reaches 6 bricks in total in the Basilica by placing another 2 bricks on a spot there, he would trigger the master builder reward once more.



+ C. Take 1 Influence token

Take 1 influence token from the reserve and place it in your play area.

Influence tokens are used to pay for influence actions. *See "Influence actions" below.*

Influence Actions

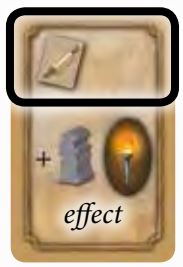
At any time during your turn, you may pay influence tokens to the reserve in order to carry out any of the following influence actions:

1x per turn

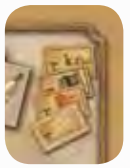


honour card

Once per turn, you may **buy 1 honour card from the honour cards display.** Pay the costs shown on the top of the honour card and resolve its effect immediately. Then return the honour card to the box.



- Most cards only cost influence tokens (between 1 and 3), but some require you to **discard additional cards** from your play area. These cards are shown on the upper right of the honour card.



Example: Discard 4 building cards that each shows a different building icon

- Most honour cards are resolved immediately, except for those that are **substitute building cards** or **final scoring cards**. These cards are placed in your play area and take effect in the final scoring. (See "Final scoring" on p. 9.)

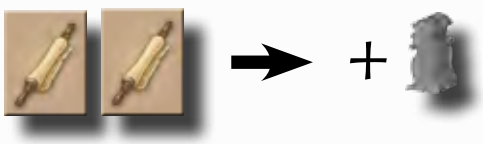


substitute building card (costs 2 influence tokens and has a building icon)

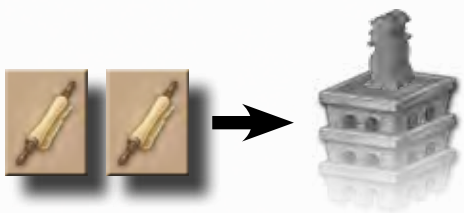


final scoring card (costs influence tokens and requires you to discard certain cards)

- See the back of this rulebook for an overview and explanations of the honour cards.



Pay 2 influence tokens and **take 1 Roman** of your colour from the reserve and place it in your play area.



Pay 2 influence tokens and **then use the "Place 1 building element" action**. (*See p. 6.*)

Example:

Nicole has collected three influence tokens over the previous rounds. Now she spends 1 of them on 1 honour card that shows a cost of 1 influence token and immediately resolves the card's effect. As she is also in need of Romans, she pays 2 influence tokens to add one of her Romans from the reserve to her play area.

+ D. Take 1 torch token

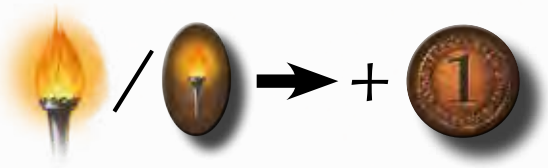
Take 1 torch token from the reserve and place it in your play area.

+ E. Take Coins

Take as many sesterces from the bank as the icon shows (3, 4 or 5) and place them in your play area.

Special Action: Torches to coins

Your torches can also be used to take 1 sesterce per torch from the bank. This means you can **either** forfeit one of your allowed actions from your action card **or** return 1 torch token to the reserve to take 1 sesterce. If you forfeit one of your actions from your action card, cover the torch icon on your card with one of your action markers to indicate that you have forfeited this action.



End of a round

A round ends after the last player in turn order has played her last action card and resolved it.
If this was the last round for your player count, the game ends (see the bottom of this page).

Otherwise, there is an intermediate scoring round:

2-player game

After the **first** and **second round**, each player - in turn order - carries out the following 2 steps:

1. Count the **total number of bricks** you have placed on the game board (in all 4 buildings combined).
2. Divide this number as you see fit between sesterces and victory points. Take the chosen amount of sesterces from the bank and score the chosen amount of victory points.

After every player has taken her sesterces and scored her victory points, a new round begins.



3 or 4-player game

After the **first round**, each player - in turn order - carries out the following 2 steps:

1. Count the **total number of bricks** you have placed on the game board (in all 4 buildings combined) and **double** this number.
2. Divide this number as you see fit between sesterces and victory points. Take the chosen amount of sesterces from the bank and score the chosen amount of victory points.

After every player has taken her sesterces and scored her victory points, a new round begins.



Example: Intermediate scoring round

After the first round in a 4-player game, Thomas counts all the bricks he has built in all buildings. He has built a total of 10 bricks. As it is a 4-player game, Thomas doubles this number, thus he has a total of 20, which he divides into 15 victory points and 5 sesterces. He scores the 15 victory points and takes the 5 sesterces from the bank.

A new round begins

Begin a new round by executing these steps:

1. The player with the fewest victory points appoints the starting player for the next round (she may choose herself). In the case of a tie, the youngest tied player determines the starting player.
2. The starting player moves the round marker to the next space.
3. Each player shuffles her action card discard pile and places it as a new draw pile next to her player board.
4. Each player draws 2 action cards from her action card pile into her hand. Then the starting player takes her turn as usual.

End of the game

The game ends at the end of the round in which the round marker reaches the last round indicated for your player count. In a game with 2 players, you play 3 complete rounds. In a game with 3 or 4 players, you play 2 complete rounds.

The game may end prematurely if at least 1 of these 2 conditions is met:

- During any player's turn the brick reserve **and** the brick market are completely depleted.
- A player places her 15th building element, thus having no Romans left in her play area or the reserve.

The player during whose turn one or more of these conditions are met scores 5 victory points immediately and then finishes resolving her current action card.
Then each other player continues to play **one final turn**.

After the game has ended, carry out the final scoring sequence.

General notes:

- The number of **bricks is limited**. If the reserve of bricks is empty, no new bricks enter the game any more.
- The number of **Romans** per player colour is **limited to 15**.
- The reserve of **coins**, **torch tokens** or **influence tokens** is considered to be **infinite**. If you ever run out of one of these components use substitutes.
- If your victory marker moves past space 99, place a "+100/+200"-victory point marker with the "+100"-side up in front you. If your victory marker should move past space 99 a second time, turn your "+100/+200"-victory point marker to the "+200"-side.

Final scoring sequence

After the game has ended, execute the following scoring sequence:

1. Set collection scoring: score victory points for your collected building card sets.
2. Final scoring cards: score victory points for your final scoring cards.
3. Play area scoring: score victory points for Romans, sesterces, influence tokens, torch tokens and bricks in your play area.
4. Majority scoring: score victory points for majorities in buildings.

1. Set collection scoring

Form sets of your collected building cards (including substitute building cards). Each set may include **up to 4 cards** and each card of that set must show a **different building** (a different colour requirement is not enough).

Score victory points for each set as follows:

A set of only **one** building card scores 2 victory points.
A set of **two** different building cards scores 6 victory points.
A set of **three** different building cards scores 12 victory points.
A set of **four** different building cards scores 20 victory points.



Example: *Nicole has two sets, one with 3 different building cards and one with only 1 building card:*

= 12 victory points



= 2 victory points

2. Final scoring cards

Score the victory points shown on any final scoring cards in your play area.

*Note that you had to discard 4 building cards of 4 different buildings to receive the 30 victory points card in addition to paying 2 influence tokens. Thus you **do not score these discarded building cards during the final scoring sequence**. When you bought the 42 victory point card, you discarded the 30 points card and to buy the 56 points card you had to discard a 42 victory points card. Discarded cards are out of the game.*



final scoring cards

3. Play area scoring

Score the components left in your play area: You receive **1 victory point** for each Roman, for every 3 sesterces, for each influence token, for each torch token, and for each brick on your player board.



4. Majority scoring

Finally, in each of the 4 buildings victory points are awarded for **brick majorities**. Depending on the building, majorities may apply to the whole building or certain parts of that building. (See the next 2 pages for a detailed description of the majority scoring in each building.)

In each scored part, the player with the most bricks and the player with the second most bricks receive victory points.

In the **case of a tie**, the tied player who has placed the higher value bricks in the scored part wins the tie. The value of a brick is equal to the cost of its colour on your player board: White bricks are the most valuable, black bricks the least.



majority



second most

The Winner

The player who collected the most victory points wins the game. In the case of a tie, there are multiple winners.

Building Rules

Basilica



Basilica icon

The Basilica comprises 2 rows, A and B, with 5 building spots in each.



Basilica quarter

Master builder rewards

Take 1 torch token and 1 Roman of your colour from the reserve and place them in your play area. This reward is triggered each time the total number of your bricks reaches a new multiple of 3 in the Basilica (see p. 6).



Example:

Michael first placed a building element with 2 blue bricks in row A, which did not trigger a master builder reward. But in a later turn, he placed a building element with 2 red bricks in row B, thus triggering the master builder reward for his 3rd brick, as he now has a total of 4 bricks in the Basilica. Thus, he takes 1 torch token and 1 Roman in his colour from the reserve.

Majority scoring

Row A and B in the Basilica are scored separately. Whoever has placed the most bricks in a row receives 12 victory points, whoever has placed the second most bricks receives 6 victory points.

Ties go to the higher valued bricks (see p. 10).



Example:

During the final scoring sequence, Courtney has one building element with 4 white bricks placed in row A and wins the majority over Michael, who has 2 building elements there, one with 2 yellow bricks and one with 2 blue bricks. In row B though, Michael wins as he is the only player who has built a building element there. Courtney scores 12 victory points in total and Michael scores 18 points in total.

Amphitheatre



Amphitheatre icon

The Amphitheatre comprises 3 rows, A, B and C, with 5 building spots each.



Amphitheatre quarter

Master builder rewards

Take 5 sesterces and 1 Roman of your colour from the reserve and place them in your play area. This reward is triggered each time the total number of your bricks reaches a new multiple of 3 in the Amphitheatre (see p. 6).



Building cards special rule:

You can never receive a building card of the Amphitheatre by placing a building element in row C of the Amphitheatre.

Majority scoring

Every row (A, B and C) of the Amphitheatre is scored individually. Whoever has placed the most bricks in a row receives victory points according to the following table.

Ties go to the higher valued bricks (see p. 10).



Example:

Thomas has built a building element with 3 yellow bricks in row A of the Amphitheatre and Nicole one with 3 red bricks. Thomas wins this majority, as his yellow bricks are worth 4 sesterces each and Nicole's are only worth 3 sesterces each. Thus he scores 15 victory points and Nicole only 5.

City Wall



City Wall icon

The City Wall comprises a single row with 10 building spots.



City Wall quarter

Master builder rewards

Take 1 brick from the reserve and place it in your personal supply of white bricks. This reward is triggered each time the total number of your bricks reaches a new multiple of 3 in the City Wall (see p. 6).



Majority scoring

Whoever has placed the most bricks in the City Wall building spots receives 20 victory points. Whoever has placed the second most bricks receives 10 victory points.

Ties go to the higher valued bricks (see p. 10).



Porta Nigra



Porta Nigra icon

The Porta Nigra has 9 building spots.



quarter of the Porta Nigra

Special building spot requirements

Each building spot in the Porta Nigra only shows a single brick icon to indicate the colour of the building element required. The number of bricks you use to assemble this building element is up to you, but it must be at least 3 bricks and at most 8 bricks of that colour.

Victory points for building elements

The victory points scored for placing a building element in a Porta Nigra building spot depend on the colour and the number of the bricks you used. For each brick of your building element you score points as follows:



Note: If you use a white brick as a substitute for a brick of another colour, it counts as a brick of that other colour when scored.

Master builder rewards

Take 1 influence token and 1 Roman of your colour from the reserve and place them in your play area. This reward is triggered each time the total number of your bricks reaches a new multiple of 3 in the Amphitheatre (see p. 6).



Majority scoring

The height of the building elements in the Porta Nigra may vary from 3 to 8 bricks. When awarding points for majorities, **each level is scored individually**, starting with level 3 and going up to level 8 (if applicable).

At each level, the involved players count their **building elements** of that height. Whoever has more building elements of that height takes first place. Ties go to the higher valued bricks (see p. 6). If a tie cannot be broken, all tied players receive the victory points of the subsequent place. (In a tie for first place, all tied players receive the points of second place. In a tie for second place, the tied players receive no points.)

At each level, the victory points for first and second place are as follows:



Example - Placing a building element in the Porta Nigra

Nicole has moved her master builder to the Porta Nigra quarter and wants to place a building element there. She has 6 yellow bricks in her personal supply and 1 white brick. As there is still an empty building spot that requires yellow bricks she chooses this spot. In addition to her 6 yellow bricks she uses her white brick to assemble a building element of 7 yellow bricks. For this, she scores 28 victory points (7 x 4). Then she checks the building cards display for a matching building card but finds none. Finally, she places the building element on the building spot and checks how often this triggers the master builder reward: She already has one other building element of 3 bricks in the Porta Nigra which triggered the master builder reward once before. Her 7 new bricks take her to a total of 10 bricks now. This triggers the master builder reward twice: once for reaching a total of 6 bricks and once for reaching a total of 9 bricks. Therefore, she takes 4 of her Romans and 2 influence tokens from the reserve. For the majority scoring sequence at the end of the game, she is now in the running for the majority in level 3 and in level 7.

Action Icons



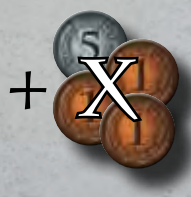
Buy-icons (p. 5).



"Place 1 building element" - icon (p. 6).



Take 1 influence token from the reserve (p. 7).



Take X sesterces from the bank (p. 7).



Take 1 torch token from the reserve (p. 7).

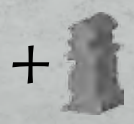
CREDITS

Authors: Wolfgang Kramer and Michael Kiesling
Illustrations and graphics: Michael Menzel
Rule book and Rule book layout: Philippe Schmit
Rule book revision: Neil Crowley, Viktor Kobilke

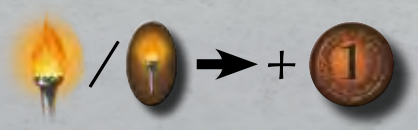
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Other Icons



Take 1 Roman of your player colour from the reserve and place it in your play area.



Torches to coins (p. 7).



Take 1 brick from the reserve and place it in the correct section of your personal supply.



Score X victory points immediately.



Score during the final scoring sequence.



Use a white brick as any other colour when assembling building elements.



If the shop of a specific buy-icon is empty, that buy-icon turns into a grey buy-icon (p. 5).

Honours cards Overview

28 honour cards



Final scoring cards



To buy one of these cards, you must not only pay the number of influence tokens shown but also discard from your play area all the cards shown in the top right corner. Place the acquired final scoring card in your play area. Its victory points are only scored during the final scoring sequence (provided you have not discarded it for another final scoring card).



You may take **1 brick** from the reserve and put it **on top of any one of your building elements in the Porta Nigra** (underneath your Roman). You do not receive victory points for this placement but you do receive the master builder reward if it is triggered by this placement (see page 11).

Substitute building cards



These cards count in all regards as normal building cards.