by Giancarlo Fioretti

CONSTANTINOPOLIS™



Rules of Play

Welcome

By the 6th century, the city of Constantinopolis had grown to become the greatest "emporium" of ancient times. Strategically located between the Golden Horn and the Sea of Marmara at the point where Europe meets Asia, Constantinopolis was extremely important as the successor to ancient Rome and was the largest and wealthiest city in Europe throughout the Middle Ages. It was known as the Queen of Cities.

In ***Constantinopolis***, players take the roles of local merchants striving to increase their wealth by producing different kind of goods to be sold overseas, in the city markets, or out of their own commercial buildings.

The Object of the Game

In ***Constantinopolis***, 2–5 players vie to become the most influential merchant in the city of Constantinopolis. By fulfilling delivery contracts to foreign cities, developing local commercial activities, donating goods to the city, and financing public buildings, players gain Fame Points (FP /) that measure their influence in the city.

At the end of the game, the player with the most Fame Points is the most important merchant in Constantinopolis and wins the game!

Components

Constantinopolis includes:

- This Rulebook
- 1 Game Board
- 5 Player Sheets
- 106 Contract Cards
- 22 Ship Cards, divided into 3 types:
  - » 9 Small Ships (Parvus Dromo)
  - » 8 Medium Ships (Medius Dromo)
  - » 5 Large Ships (Magnus Dromo)
- 5 Market Cards
- 68 Building Tiles, divided into five types:
  - » 24 Production Buildings (red)
  - » 18 Commercial Buildings (yellow)
  - » 12 Utility Buildings (green)
  - » 8 Public Buildings (purple)
  - » 6 City Walls (grey)
- 85 Coin Tokens, with differing values:
  - » 13 Coins with a Value of 30 Gold
  - » 18 Coins with a Value of 10 Gold
  - » 13 Coins with a Value of 5 Gold
  - » 13 Coins with a Value of 2 Gold
  - » 28 Coins with a Value of 1 Gold
- 90 Wooden Goods Tokens, divided into five types:
  - » 10 Luxury Goods (yellow)
  - » 16 Military Goods (black)
  - » 20 Industrial Goods (red)
  - » 20 Consumer Goods (blue)
  - » 24 Alimentary Goods (green)
- 20 Wooden Trading Post Tokens (4 for each color: black, blue, green, red, yellow)
- 15 Wooden Player Markers:
  - » 5 Public Office Markers (1 for each color)
  - » 5 Fame Point Markers (1 for each color)
  - » 5 Production Level Markers (1 for each color)

Component Overview

The following sections briefly identify and describe the components of ***Constantinopolis***.

Game Board

The main portion of the game board is a map of Constantinopolis on which various components are organized and kept during the game. The game board features spaces for the various types

of available buildings, for the Market Cards and Ship Cards, and for selecting and tracking public offices. The Fame Point Track runs around the perimeter of the board. For more information, see "Game Board Breakdown" on page 4.

Player Sheets

These sheets are used to track which buildings players possess and the status of their trading ships, as well as to store their coins and goods. For more information, see "Player Sheet Breakdown" on page 5.



Contract Cards

These cards indicate demand for goods overseas and passengers seeking transport. Players use their goods and ships to fulfill these contracts, and they gain wealth, and often Fame Points, by doing so.



Ship Cards

These cards represent the ships players can use to fulfill contracts overseas. The cargo space and cost for each ship varies based on the size of the ship, which can be small, medium, or large.



Market Cards

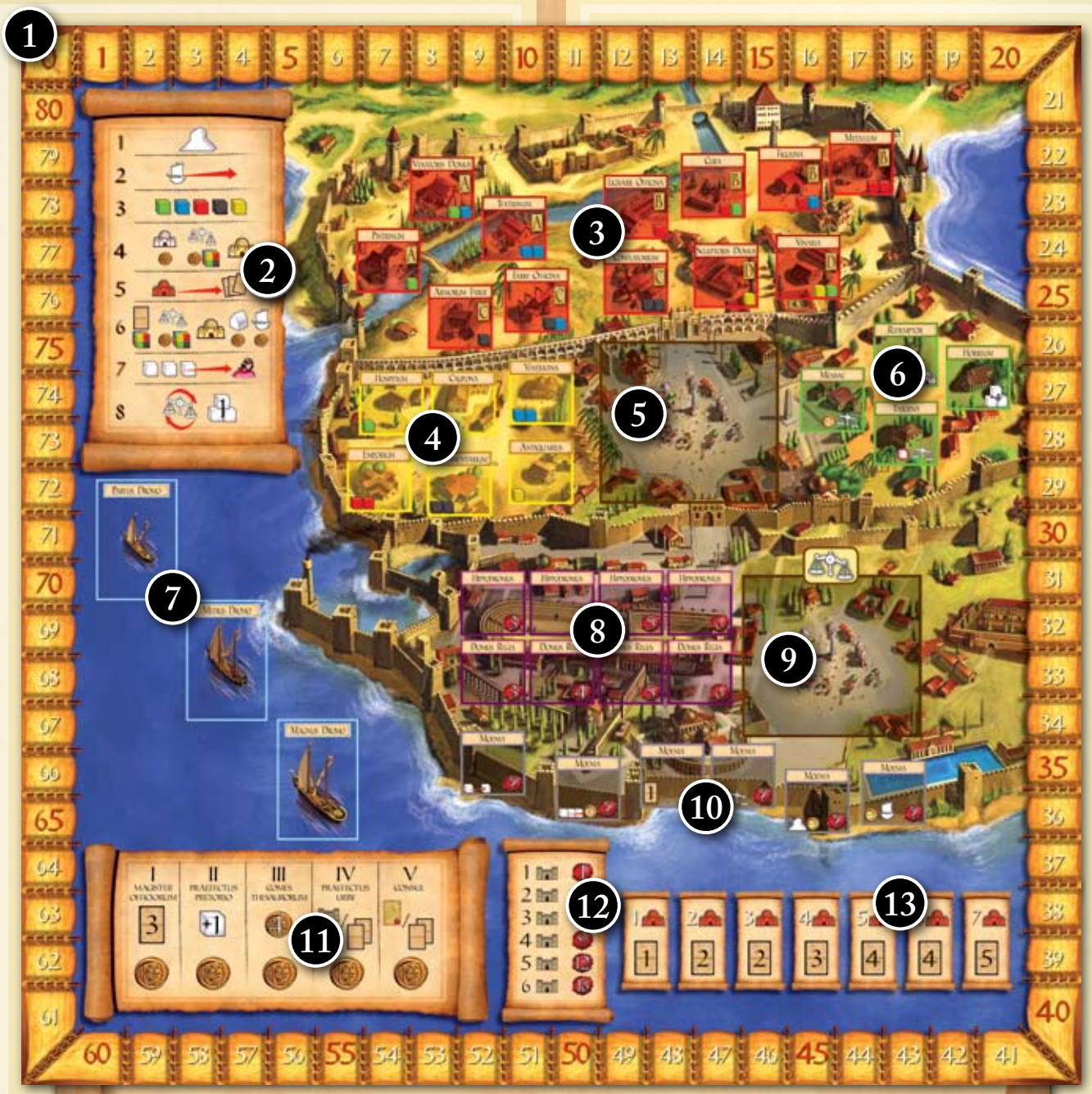
These cards indicate what can be bought, sold, or donated in the home markets of Constantinopolis. They change regularly over the course of the game.



Building Tiles

These tiles represent buildings that can be acquired and used in the game. Depending on the building, they can produce goods, can convert goods into money and Fame Points, or may provide other benefits.





Game Board Breakdown

1. Fame Point Track
2. Round Summary Chart
3. Available Production Buildings Area
4. Available Commercial Buildings Area
5. Future Market Area
6. Available Utility Buildings Area
7. Available Ships Area
8. Available Public Buildings Area
9. Current Market Area
10. Available City Wall Segments Area
11. Public Office Area
12. City Wall Segment Fame Point Chart
13. Production Level Track

Player Sheet Breakdown

1. Long Voyage Space
2. Short Voyage Space
3. Harbor Space
4. Trading Post Area
5. Starting Building – Ager
6. Constructed Buildings Area
7. Treasury Area
8. Ledger Area
9. Storage Area



Coin Tokens

These tokens, in various denominations, represent gold and are used to bid on public offices and to buy buildings, ships, and goods.



Goods Tokens

These wooden cubes represent the various types of goods players can acquire, sell, or use. The color of a cube indicates what type of goods it represents.



Luxury

Military

Industrial

Consumer

Alimentary

Trading Post Tokens

These wooden, house-shaped tokens represent additional sales branches, allowing players to better manage their contracts.



Player Markers

These wooden markers are used to indicate what public office a player holds, what his production level is, and how many Fame Points he has. Each player has three markers in his own color.



Public Office Marker



Production Level Marker



Fame Point Marker

Setup

1. Place Game Board. Place the game board in the middle of the playing area.

2. Prepare Contract Cards. Shuffle the Contract Cards deck and place it facedown where every player can reach it.

3. Prepare Coins. Divide the coins according to their gold values and place them where every player can reach them.

4. Prepare Goods. Divide the goods according to their types and place them where every player can reach them.

5. Prepare Buildings. Place the required number of building tiles on the game board in the spaces with names, pictures, and border colors that match those of the tiles.

All of the Public Building and City Wall tiles are always used. The number of each of the other buildings used is determined by the number of players in the game. One of each of the other buildings is used in a two-player game, two of each of the other buildings are used in a three- or four-player game, and all of the other buildings are used in a five-player game.

6. Prepare Market Cards. Shuffle the Market Cards and randomly place one faceup in the Current Market area on the game board (identifiable by its picture of a market square, brown border, and scales symbol). This card represents the first market in play. Place the rest of the Market Cards faceup in a pile in the Future Market area on the game board (which looks similar to the Current Market area but lacks the scales symbol).

7. Prepare Player Sheets. Each player receives a player sheet, one Small Ship (Parvus Dromo) Card, and 30 gold. The ship is placed near the player sheet, while the coins are placed in the Treasury area of the player sheet. The remaining ships are placed, divided by type, on the matching spaces of the game board.

8. Receive Markers. Each player receives the public office, Fame Point, and production level markers in his color, as well as four Trading Post tokens, also in his color.

9. Place Track Markers. Each player places his Fame Point marker on the "0" space of the Fame Point Track and his production level marker on the "1" space of the Production Level Track.

10. Place Public Office Markers. Randomly place each player's public office marker on a Public Office space in the Public Office area of the game board, starting from the leftmost Public Office space. This placement indicates the starting turn order.

Starting Setup

1. Player Area
2. Trading Post Supply (in player's color)
3. Player Sheet
4. Starting Gold (30 Gold)
5. Starting Ship (1 Small Ship)
6. Fame Point Markers (at starting position)
7. Production Building Tiles
8. Commercial Building Tiles
9. Future Market Pile
10. Utility Building Tiles
11. Ship Supply (divided by size of ship)
12. Public Building Tiles
13. Current Market Card (randomly selected)
14. City Wall Tiles
15. Public Office Markers (randomly placed)
16. Production Level Markers (at starting position)
17. Goods Supply (divided by type)
18. Gold Supply (divided by value)
19. Contract Cards Deck

Starting Setup (3 Player Game)



The Game Round

A game of ***Constantinopolis*** takes place in a series of rounds divided into eight different phases. Player turns during many of the phases can be taken simultaneously by each player. The phases always occur in the following order:

1. Auction Public Office

2. Move Ships/Fulfill Contracts

3. Produce Goods

4. Construct Buildings

5. Draw Contracts

6. Accept Contracts

7. Donate Goods

8. End of Round

The End of Round Phase has two steps, which are always carried out in order. The steps of that phase are enumerated in "The End of Round Phase" section on page 21.

The Auction Public Office Phase

In this phase, players bid in an auction for the right to hold particular public offices in that round. Each public office grants a unique bonus and also determines the turn order for that round. The different public offices' characteristics and bonuses are described in detail on page 25.

This phase of the game takes place using the Public Office area of the game board, which lists each office name and the symbol for each office's bonus. The offices are numbered from I to V. This numbering indicates the turn order of the players. In any phase in which turns are not taken simultaneously, the player who resolves the phase first is always the one holding the leftmost non-vacant public office, i.e., the one with the lowest number. The player with the next lowest numbered office plays second, and so on.

Resolving Auctions for Public Offices

The auction is performed in turn order. Each player, on his turn, becomes the active player and chooses which public office he wants out of the following:

- the same public office he currently holds
- a vacant public office
- a public office held by another player

Same Office. If the active player chooses the same office he held the round before, he doesn't have to bid; instead, he simply leaves his public office marker where it is. The next player then becomes the active player.

Vacant Office. If the active player chooses a vacant public office, he must spend 2 gold, placing it on the coin area of the public office he is choosing. He then moves his public office marker onto the chosen public office.

Occupied Office. If the active player chooses a public office held by another player, he must bid an amount of gold greater than the amount of gold already present on the coin area of the chosen public office. The player holding the contested office can then raise the bid to keep his office, or he can pass. If the incumbent raises the bid, the active player can raise the bid again or pass. This process continues until one of the two players passes. At this point, the player who won the auction places his highest bid on the coin area of that public office. The player who lost the auction becomes (or remains) the active player and has to make a **new** choice. A player who loses a bid doesn't have to pay anything.

A player who has lost his office after an auction becomes the active player and has the option of immediately taking the public office that was vacated by the opponent who took his office (if it is vacant). The player does not have to bid any gold to take that office. If he does not take that office, he remains the active player and chooses an office as normal.

After the active player has made his choice, the next player in turn order who hasn't been active yet becomes the active player. After each player has been active at least once and every player has an office, all the coins on the Public Office area of the game board are discarded to the gold supply.

At the end of this phase, the player who holds the Praefectus Pretorio office receives one good of a type his buildings can produce, and the player holding the Comes Thesaurorum office receives 4 gold.

An example of the Public Office Auction is detailed below.



Example: *Given the initial situation in the diagram above, the green player is the first active player in the auction, as he holds the office with the lowest number. He decides to bid 1 gold on the Comes Thesaurorum office (held by the red player). The red player decides that he doesn't want to raise the bid and passes. The green player places 1 gold on the coin area of the contested office and places his public office marker on that office. The red player now becomes active and decides to occupy the office just left vacant by the green player. He can do that without bidding any gold.*

The new situation is illustrated below.



Example: *Continuing from the previous example, the blue player is now the active player (as he is the leftmost player in turn order who hasn't been active before). He decides to stay where he is and doesn't have to pay anything to do that.*

The yellow player becomes active next (as the green player has previously been active). He bids 1 gold for the Magister Officiorum office held by the red player. The red player passes, conceding his position, and the yellow player pays his bid, placing it on the coin area for the office. The yellow player places his public office marker on that office.

The red player is now active again (a player becomes active every time he loses an auction even if he has been active before) and chooses ***not*** *to take the office left vacant by the yellow player. Instead, he bids 1 gold on the Praefectus Pretorio office held by the blue player. The blue player wants to keep his office and raises the bid to 2 gold, but the red player raises it again to 3 gold. The blue player passes, relinquishing his office, becomes active, and decides to pay 2 gold to get the vacant Consul office.*

The final situation is shown below.



Example: *Now there are no more players in turn order that haven't been active and every player holds an office; therefore, this phase ends and the turn order for the round has been determined. The 7 gold on the game board are discarded to the supply.*

The Move Ships/Fulfill Contracts Phase

This phase can be played simultaneously by every player.

This phase is skipped during the first round.

In this phase, players' ships carry cargo and passengers to foreign destinations if the ships have previously started on a voyage. (For more information about starting a voyage, see "Accept Contracts Phase" on page 18.)

Ships

In order to engage in overseas commerce, players must use ships, which come in three sizes: Small Ships (Parvus Dromo), Medium Ships (Medius Dromo), and Large Ships (Magnus Dromo). Each type of ship differs in speed and cargo capacity, as described below:

Small Ship: It's the fastest type of ship and always completes its voyages in one round, but it can only carry up to two goods and no passengers.

Medium Ship: It has an average speed and cargo capacity for ships, and two thirds of the time it completes its voyages in one round. It can carry up to four goods or three goods and one Passenger.

Large Ship: It is the largest ship type available but also the slowest. Two thirds of the time it needs two rounds to complete its voyages. It has a cargo capacity of eight, up to three slots of which can be used to carry passengers.

At the beginning of the game, each player starts with one Small Ship, but as the game progresses, players can buy Small, Medium, and Large Ships for the costs indicated in the upper-left corner of the Ship Cards (6, 9, and 12 gold, respectively).

Each ship's cargo capacity is written at the bottom of the card. This value indicates how many goods a given ship can carry. The number in the parentheses indicates how many passengers can be taken on board (if any). If there is no number in parentheses, as with the Small Ship, no passengers can be carried. Players should keep in mind that the total number of goods and passengers carried cannot exceed the cargo capacity of the ship.

Any ship that has started a voyage will have already been placed adjacent to the #1 or #2 space of the player sheet, depending on the voyage length listed on the Contract Cards associated with that ship. See "Accept Contracts Phase" on page 18 for more information about starting a voyage.

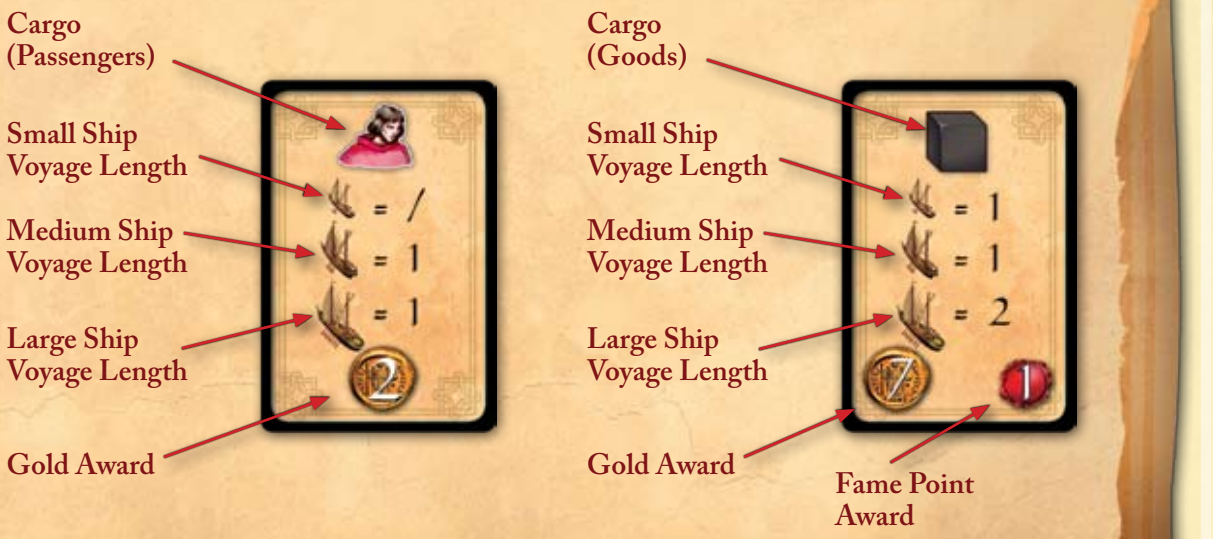


Contract Cards

In order to carry goods or passengers, Contract Cards are required. Contract Cards represent commercial requests by foreign cities that players can accept and fulfill during the game. The request on the Contract Card can be for transporting one good, two goods, or one passenger, as indicated on the card itself.

The number and color of the goods symbols at the top of a Contract Card indicate what goods are desired, while a symbol of a person represents a passenger wanting transport.

Contract Card Breakdown



The number on the coin symbol on the card indicates the amount of gold that will be awarded to the player for fulfilling that contract.

A number on a Fame Point symbol in the lower-right corner of the card indicates the number of Fame Points awarded for fulfilling the contract, if any. Contracts for goods transportation are the only ones that award Fame Points. Passenger transportation contracts do not award Fame Points, and such cards do not have a Fame Point symbol on them.

Each Contract Card also indicates how long it takes to complete the delivery according to the ship used to fulfill the contract. This information is provided by the symbols of the three sizes of ships followed by an equals sign and a number. The number indicates the number of rounds that fulfilling the contract with that ship takes. A "/" indicates a ship of that size cannot undertake that contract. The "/" only appears on passenger contracts with reference to small ships. A ship beginning a voyage starts on the Short Voyage (#1) or Long Voyage (#2) space of the player sheet, as indicated by the contracts that ship is fulfilling.

For example, if a Contract Card has the numbers "1," "1," and "2," reading from top to bottom, and a player is using a Small Ship (the first number) or a Medium Ship (the second number) to fulfill the contract, the voyage takes one round (a short voyage) to complete. If, however, the player is using a Large Ship (the third number), the voyage takes two rounds (a long voyage) to complete.

Moving Ships and Fulfilling Contracts

During the Move Ships/Fulfill Contracts Phase, each player advances all the ships that are on his player sheet, moving them one step to the right (that is, one step closer to the Harbor space and thus the end of their voyage). All the ships that are in the Short Voyage space (#1) are moved to the Harbor space, while all ships on the Long Voyage space (#2) are moved to the Short Voyage space (#1). No ships are ever lost at sea, so all ships arrive at their destination eventually.

Ship Movement and Fulfilling Contracts Diagram



1. From their starting positions, the ships each advance one space.



2. The ships arrive in their new spaces.



3. The ship in the Harbor space fulfills its contract and is removed.



4. The player receives gold and Fame Points (FP) for fulfilling the contract.

Each ship that reaches the Harbor space has completed its voyage, and its owner receives the rewards indicated on the Contract Cards associated with that ship. Ships that have completed their voyage can be used to accept new contracts in the same round. (See "Accept Contracts Phase" on page 18.)

For each contract fulfilled, the player collects the amount of gold shown on the Contract Card, plus a Fame Point if indicated on the card. Place completed contracts into a discard pile.

Passenger transportation does not grant any Fame Points.

The Produce Goods Phase

This phase can be played simultaneously by every player.

Each player receives from the supply the number and types of goods indicated on the lower-right corner of the Production Buildings he owns. Then, he places them on his player sheet on the buildings that generated them.

During the first round of the game, each player only owns the Ager Production Building depicted on his player sheet, so each player receives two Alimentary Goods (green cubes) and places them on the Ager Production Building on his player sheet.

The amount of goods and gold in the game is considered to be unlimited. If the supply runs out of any type of goods or of gold, players must use some kind of substitute or must write down the additional goods or gold they acquire until the "missing" goods or gold become available again.

The Construct Buildings Phase

This phase must be played following turn order.

During this phase, players can buy buildings, buy/sell goods at the market, and use commercial buildings.

Buying Buildings

In his turn, each player can buy up to one building of **each** kind: Production, Commercial, Utility, and Public. City Walls count as their own kind of building and can be bought only by the player holding the Praefectus Urbi office. (See "Public Offices" on page 25.)

For each building that a player buys, he pays to the supply the amount of gold indicated at the left edge of the building tile. He then places the building tile on his player sheet in one of the empty spaces provided for buildings. Exactly which space a building occupies makes no difference to game play. With the exception of Public Buildings and City Walls, a player cannot have more than one building with the same name. One player, for example, could not own more than one Hospitium.

Types of Buildings

Owning different buildings in the city is a key method for gaining fame and wealth in ***Constantinopolis***. There are five different types of buildings in the game, each providing specific bonuses or abilities for its owner. For detailed characteristics (cost, abilities, etc.) for every building, see "Buildings" on pages 26–28.

Production Buildings



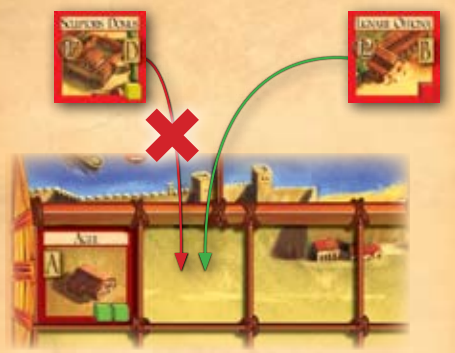
These red-bordered buildings are a key resource in the game because they determine the number of contracts a player draws in a round and they also produce goods that are used to fulfill those contracts or that can be sold at the city market.

Every time a player buys a Production Building, he must advance his production level marker on the Production Level Track of the game board to reflect the number of Production Buildings he owns. The production level a player's marker is at determines the base number of Contract Cards he draws in a round (see "The Draw Contracts Phase" on page 18).



Each Production Building in ***Constantinopolis*** has a letter at the right edge of its tile. This letter indicates the Construction License ("A," "B," "C," or "D") of the building. For a player to build a given Production Building, he must own at least one other building with an immediately preceding Construction License. For example, for a player to construct a building with a "C" Construction License, that player must own at least one building with a "B" Construction License. Since every player starts the game with a building with an "A" Construction License (Ager), Production Buildings with a "B" Construction License can be bought right from the start.

Buying Buildings Example



1. In order to buy a "D" building, Greg first needs a "C" building, which he does not have. He settles for buying a "B" building, instead.

Example: *It is the Construct Buildings Phase of the first round of the game. All players start with the Ager Production Building that is printed on the player sheets (an "A" Construction License building). Greg, as the starting player, has the first opportunity to buy buildings. He would like to buy the Vinaria for 21 gold (a "D" Construction License building), but to do so he would have to already have a "C" Construction License building, which he does not have. So, instead, he buys the Metallum Production Building (a "B" Production License building) for 20 gold and the Emporium Commercial Building for 9 gold. He pays 29 gold to the supply.*

Jen, the next player, buys the Textrinum Production Building (an "A" Construction License building) for 11 gold and the Caupona Commercial Building for 9 gold. She pays 20 gold to the supply. She would have liked to have bought a second Textrinum as well, but she could not – both because a player cannot buy more than one of the same type of building in a round and because a player cannot own two Production, Commercial, or Utility Buildings with the same name.

Commercial Buildings



This yellow-bordered type of building allows a player to sell produced goods directly to the population of Constantinopolis in return for money and Fame Points. Each Commercial Building can be activated once per round by discarding to the supply the goods indicated on the building tile to earn the corresponding number of gold and Fame Points. (See "Use Commercial Buildings" on page 17.)

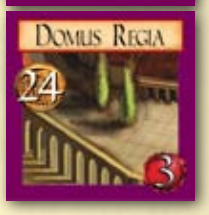
Utility Buildings



These green-bordered buildings provide different types of services that support the players' commercial activities, giving various bonuses. For example, the Redemptor Utility Building can be used to reduce the cost of purchasing buildings.

Public Buildings





Financing the construction of these purple-bordered buildings (treated as buying) is a great way to acquire fame. These buildings allow players to gain from 3 to 6 FP, depending on the building.

Public Buildings are divided into four pairs of buildings. Each building in a pair has the same Fame Point value, but different costs. When a player builds a Public Building, he must choose the Fame Point value he wants to obtain, and then he **must buy the most expensive building** from the pair with that Fame Point value. Next, he gains the corresponding number of Fame Points and advances his marker on the Fame Point Track.

Example: *Near the middle of the game, during the Construct Buildings Phase, Kay wants to buy a Public Building. She has saved up 40 gold to do so.*

All Public Buildings are still available, but Kay can only afford one from the two cheapest pairs (21/24 gold for a 3 FP tile and 32/36 gold for a 4 FP tile). She opts to buy a 3 FP tile. The two 3 FP tiles cost 21 and 24 gold, respectively. Although she would prefer to buy the cheaper one, she is not allowed to. She is required to buy the more expensive of the pair and pays 24 gold to the supply.

Jen, the next player in this round, also wants to buy a Public Building. She has 45 gold to spend. She cannot buy a 5 FP tile for 45 gold because the 50 gold tile of the 5 FP pair is still available. If she wants to buy a 4 FP tile, she must buy the more expensive one for 36 gold rather than the cheaper one for 32 gold. In the end, she decides to buy the remaining 3 FP tile for 21 gold.

City Walls



Building defensive walls is yet another way to gain prestige in the city, but it also provides an immediate bonus. Each of these grey-bordered wall segment grants an ability that can be used right away, generally once per round.

Wall segments also provide Fame Points at the end of the game, with the amount depending on how many segments a player has built, as indicated as follows:

- 1 Wall Segment: 1 FP
- 2 Wall Segments: 3 FP
- 3 Wall Segments: 6 FP
- 4 Wall Segments: 9 FP
- 5 Wall Segments: 12 FP
- 6 Wall Segments: 16 FP

Only the player holding the Praefectus Urbi public office can build a wall segment that round.

Consul Preemption

The player holding the Consul public office can optionally use his preemption right in this phase to buy a building that has been chosen by another player in that player's place. If the Consul does so, he pays the building's full price with the gold he has at the moment and cannot use any discounts given by Commercial or Utility Buildings. (See "Public Offices" on page 25.)

Example: *During the Construct Buildings Phase, Kay, the active player, decides to buy the last available Metallum Production Building. However, Jen, the player holding the Consul office, can use her preemption right to buy that building instead of Kay and decides to do so. Jen pays 20 gold to the supply, takes the building tile, and places it on her player sheet. Kay, who wasn't able to buy the Metallum, may now buy another Production Building instead.*

The player holding the Consul public office cannot use her ability to buy a segment of the City Walls during the Praefectus Urbi's turn.

Buy/Sell Goods at the Market

At any time during the Construct Buildings Phase, the active player may buy or sell goods at the city market.

Goods bought during a round can be used immediately or kept in the Storage area of the player sheet. When buying or selling goods, players must also take goods from the supply matching those that were bought or sold at the market and place them in the Ledger area of the player sheet. Goods in the Ledger area only indicate what goods the player has bought or sold in a round and cannot be used to any other effect. This tracking method allows players to record their market transactions for that round and helps prevent them from inadvertently exceeding the market limit for that round. At the end of the round, the goods in the Ledger area are returned to the supply.

Players may buy and sell their goods in one of five different market locations, with different prices according to the wealth of the location. The locations are the following:

I Regio – Domus Regia. The Imperial Palace area, the wealthiest part of the city.

III Regio – Portus Iulianus. The most important port of the city.

VI Regio – Forum Costantinum. The main market of the city.

VII Regio – Opificies. The artisan and commercial district.

Extra Regio – Porta Aurea. The Golden Gate. The main gate into the city.

Each location is represented by a Market Card that presents that market's characteristics.



During the game, the Market Card on top of the Current Market area indicates the prices at which goods can be bought and sold in the current round. Only one market is ever open at any one time. The remaining Market Cards are placed in a faceup pile in the Future Market area.

As a result, each player knows what market will be open in the next round.

Each Market Card has a table that provides the information needed to buy and sell goods in the Current Market for that round.

The first column, with the scales symbol, indicates the maximum number of goods of each type that each player can buy or sell in that round. Once a player has sold one type of goods in a round, he cannot buy the same type of goods and vice versa. For example, in the VI Regio – Forum Costantinum (see sidebar), it is possible to buy or sell (but not both) up to two Alimentary Goods (green cubes). Players track their market transactions in the Ledger area of their player sheets.

The next column, with the buy symbol, indicates the price at which each type of goods can be bought from that market. The numbers in the column are the amount of gold that a player has to pay when buying one of that type of goods from the market. A player **cannot** buy a type of goods if he owns a Production Building that produces the same type of goods, unless he also own the Taberna Utility Building.

Example: *Greg wants to buy one Consumer Good (blue cube). Since his Production Buildings do not produce that type of goods, he is able to make the purchase and pays 3 gold to the supply. He takes a Consumer Good from the supply and places it in his Storage area. He also takes a second Consumer Good from the supply and places it in his Ledger area to remind everyone that he has performed a market transaction involving one Consumer Good.*

The third column, with the sell symbol, indicates the price at which each type of goods is sold to that market. The numbers in the column are the amount of gold that a player receives for selling one of that type of goods to the market.

Example: *Greg has three Alimentary Goods (green cubes). He decides to sell two of them at the Current Market, which right now is the Forum Costantinum. He cannot sell all three because there are only two green cubes in the Buy/Sell Limit column. He sells his two Alimentary Goods*

for a total of 2 gold (1 per cube). He takes two matching Alimentary Goods from the supply and places them in the Ledger area of his player sheet to track this market transaction. After selling his two Alimentary Goods, he cannot buy or sell any more of them. However, he can still buy or sell up to two Industrial Goods (red) and one Luxury Good (yellow). He previously bought one Consumer Good, so he cannot sell any of those, although he could still buy one more of them. He may not buy or sell any Military Goods (black) because no black cubes are in the Buy/Sell Limit column.

The last column, with the donate symbol, indicates the goods that can be donated to the population in that round to receive the indicated number of Fame Points (see "The Donate Goods Phase" on page 20).

Use Commercial Buildings

Players can use Commercial Buildings to convert goods into gold and Fame Points. At any time during the Construct Buildings Phase, the active player may activate his Commercial Buildings, even ones that were built in the same round. Each Commercial Building can be used once per round. As a reminder, the player must keep the goods used to activate the building on the building tile, discarding them at the end of the round. This way, players know if he has already used that Commercial Building or not. (See diagram below.)

To activate a Commercial Building, a player can only use goods that he can produce. This restriction means that he must own a Production Building that provides the same kind of goods that he wishes to use to activate his Commercial Building.

Example: *Greg possesses the Commercial Building Caupona, which allows its owner to use it to discard exactly two Alimentary Goods (green cubes) to gain 4 gold and 1 FP. Greg has two Alimentary Goods, so he places the two goods on the Caupona to indicate that he has used it and takes 4 gold from the supply and advances his marker one space on the Fame Point Track. At the end of the round, he discards the two Alimentary Goods from the Caupona, indicating that it is available for use in the next round.*

Using a Commercial Building Example



1. Greg owns a Production Building that can produce green cubes and has two such cubes.



2. He places two green cubes on the Caupona to indicate he is using its ability.



3. He takes 4 gold and advances his marker 1 FP on the Fame Point Track.



4. At the end of the round, he discards the two green cubes on the Caupona.

The Draw Contracts Phase

In this phase, following turn order, each player draws a number of Contract Cards according to his production level marker position on the Production Level Track. A player's production level equals the number of Production Buildings he owns and indicates how many Contract Cards he draws during this phase, as listed below:

Production Level 1: Draw 1 Contract Card.

Production Level 2: Draw 2 Contract Cards.

Production Level 3: Draw 2 Contract Cards.

Production Level 4: Draw 3 Contract Cards.

Production Level 5: Draw 4 Contract Cards.

Production Level 6: Draw 4 Contract Cards.

Production Level 7: Draw 5 Contract Cards.

Although players may have more than seven Production Buildings, the highest production level a player may have is 7.

Example: *Greg owns four Production Buildings (placing him at production level 4), so he draws three Contract Cards in this phase. Jen owns six Production Buildings (placing her at production level 6), so she draws four cards. Kay owns eight Production Buildings (placing her at production level 7), so she draws five cards.*

In addition to drawing the number of contracts indicated by their production levels, players can draw one Contract Card for each unused Trading Post they own (see "Buy/Use Trading Posts" on page 20).

Also, the player holding the Magister Officiorum public office draws 3 extra Contract Cards (see "Magister Officiorum" on page 25).

A player who has bought the City Wall segment that allows him to draw an extra Contract Card can do so (see "City Walls" on page 28).

At any time dring this plase, if there are no Contract Cards available to draw, shuffle the disard pile to form a new draw pile.

The Accept Contracts Phase

This phase can be played simultaneously by every player.

In this phase, players examine the Contract Cards in their possession (those drawn in this round and those that were optionally saved in previous rounds using Trading Posts) and secretly decide which to accept and which to refuse. If the players holding the Consul public office or the Praefectus Urbi public office have not used their special abilities in the Construct Buildings Phase, they may discard up to two Contract Cards and draw the same number of Contract Cards from the Contract Cards deck. (See "Public Offices" on page 25.)

For every accepted contract, players must place the Contract Card, with the corresponding goods on top of it, next to one of his ships (that is not already at sea) with enough cargo space to carry the goods (see "Ships" on page 10).

For passenger contracts, no goods are placed on the contract, but the player who wishes to accept this kind of contract must own a ship eligible for passenger transportation (Medium or Large Ships) with enough cargo space remaining.

Contracts that require the transportation of one or two goods take up one or two cargo spaces, respectively, and are worth 1 FP (as indicated by the Fame Points symbol on the lower-right corner of the Contract Card) as well as the indicated amount of gold. Passenger transportation contracts always take up only one cargo space each, but they give only gold, not Fame Points.

The only limit to the number of contracts that can be accepted in this phase is the number of cargo spaces on the ships a player owns.

Once each player has finished accepting contracts, he reveals to the other players the contracts he has accepted (see diagram). After the other players have had the opportunity to see his arrangement of contracts, he places his goods and contracts on his ships and then places the ships on his player sheet in the spaces corresponding to the voyage lengths: the Long Voyage (#2) space for a voyage length of two rounds or the Short Voyage (#1) space for a voyage length of one round. Since each ship can carry more than one contract, the voyage length is calculated using the longest voyage length shown on the Contract Cards carried by

Accepting Contracts Diagram



1. The player loads his ships with his accepted contracts and the corresponding cargo.



2. The player lines up his ships in the Voyage spaces of his player sheet.

that ship, including both goods and passenger transportation alike.

There is no limit to the number of contracts or ships that can be simultaneously on the same space on the player sheet, as the spaces do not represent physical space but a lapse of time.

At the end of this phase, every contract that has not been loaded on a ship is discarded unless the player decides to save one or more contracts using Trading Posts.

Example: *Greg's Medium Ship has a two goods contract that requires a long voyage (two rounds) and a one good contract and a one passenger contract that require short voyages (one round). These three contracts take up 2 + 1 + 1 = 4 cargo spaces, one of which is used by the passenger, filling the ship and preventing it from accepting any more contracts.*

Since the length of the ship's voyage is calculated using the longest voyage needed by any one of the contracts that the ship is carrying, Greg places the ship on the Long Voyage (two rounds) space of his player sheet.

Long Voyage Bonus

If a ship undertakes a long voyage (two rounds), the owner immediately gains 1 FP. This extra Fame Point is gained for every ship that undertakes a long voyage, so if two ships are each loaded with at least one contract that requires a long voyage, each of the ships garners the player 1 FP immediately (so 2 FP total). These extra Fame Points are awarded based on the number of ships, not the number of contracts, so a ship undertaking a long voyage with two long voyage contracts still only provides 1 extra FP, not 2.

An additional Fame Point is gained if the ship undertaking the long voyage (two rounds) is a Large Ship. Therefore, a Large Ship carrying at least one contract that requires a long voyage grants 2 FP to its owner in addition to the Fame Points normally granted by the contracts it is carrying (as indicated on the Contract Cards). A reminder of these long voyage bonuses can be found in the Long Voyage (#2) space of the player sheet.

Only ships fulfilling contracts can undertake voyages, and only ships fulfilling long voyage contracts can undertake long voyages. Empty ships, ships without contracts, and ships without the necessary requirements (in goods or space) to fulfill their contracts cannot go on voyages.

Buy/Sell Goods at the Market

At any time during the Accept Contracts Phase, the active player may buy or sell goods at the Current Market. The player still cannot exceed the Buy/Sell Limit of the market. To track which goods a player has either bought or sold at the market, the player takes from the supply goods matching the ones involved in his market transactions and places them in the Ledger area of his player sheet. He removes these goods at the end of the round, returning them to the supply. For more detailed information, see page 15.

Use Commercial Buildings

As in the Construct Buildings Phase, at any time during the Accept Contracts Phase, the active player may activate a Commercial Building, even one that was built in the same round. This type of building can be used once per round. As a reminder, the player must keep the goods used to activate the building on the building tile, discarding them at the end of the round. This way, players know whether he has already used that Commercial Building or not (see page 17).

Buy/Use Trading Posts

At any time during this phase, players may buy a Trading Post by paying the appropriate price to the supply (3, 4, 5, or 6 gold, depending on whether it is the first, second, third, or fourth Trading Post that the player has bought). When a player buys a Trading Post, he takes one of his wooden Trading Posts and places it in the Trading Post area on his player sheet. Each player can buy only one Trading Post per round, and it can be used immediately.

When a player buys a new Trading Post, he can immediately draw an additional Contract Card.

Trading Posts can be used to save Contract Cards that a player cannot or does not want to accept in that round but wants to keep for future use. A player saves a contract by removing a Trading Post from his player sheet and placing it on top of the Contract Card he wants to save. Saved contracts are not discarded at the end of this phase, allowing the player to better plan for the following round because he knows in advance what goods he needs to fulfill the contracts he has saved.

During this phase, a saved Contract Card can be freed by removing the Trading Post that is saving it (he returns the Trading Post to his player sheet). Freed Contract Cards can then be accepted and loaded onto a ship or refused and discarded at the end of this phase. A Trading Post that is no longer saving a contract can be immediately used to save a new Contract Card.

Buy Ships

At any time during this phase, a player may buy a ship to expand his fleet and increase the number of contracts he can fulfill. As there is a limited supply of ships, players must announce when they are buying a ship and give other players time to respond in case there are other prospective buyers for that ship. If two players want to buy the same ship (for example, the last available ship of a given type), the player coming earlier in turn order has priority for making the purchase. Each player may buy only one ship per round and pays to the supply the amount of gold indicated on the Ship Card (see “Ships” on page 10).

Ships may be used as soon as they have been purchased.

The Donate Goods Phase

This phase can be played simultaneously by every player.

A player can donate a batch of goods to the citizenry to raise his fame. Goods that can be donated in a round are indicated on the Current Market Card in the column under the symbol (the Donation column).

To donate goods, the donating player must be able to produce that type of goods. If the player fulfills that requirement, he may discard the type and number of goods shown on the Current Market Card to gain the indicated number of Fame Points.

Players can donate only one kind of goods once per round.

Donation Column of Market Card



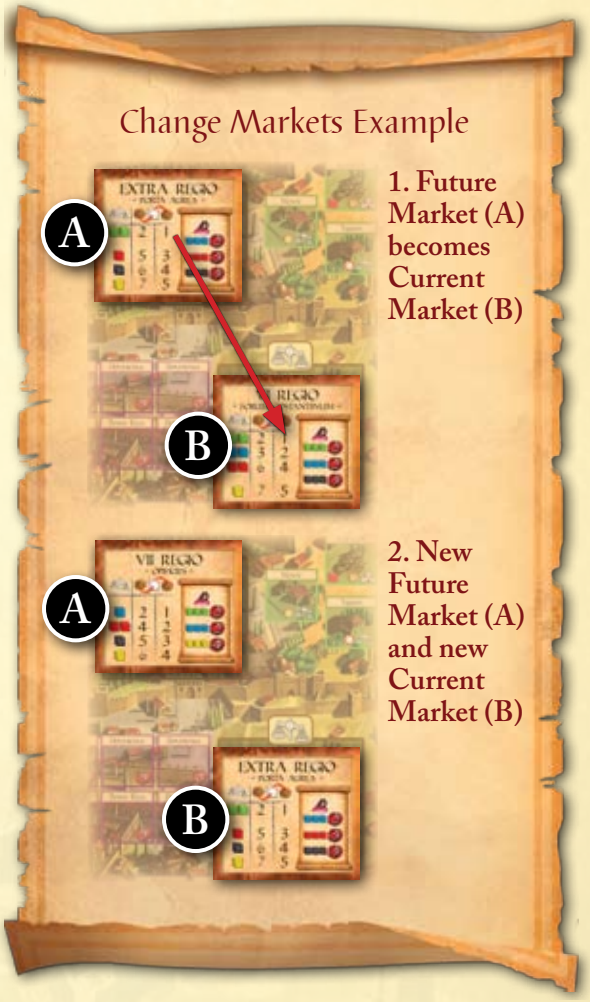


Example: *Jen has one Luxury Good (yellow), two Consumer Goods (blue), three Alimentary Goods (green), and three Military Goods (black). The Current Market is the Forum Costantinum. Jen cannot donate her Luxury Good because that type is not found in the Donation column. She also cannot donate her Consumer Goods because she needs three blue cubes but only has two. She has enough cubes to donate green or black ones; however, because a player* ***can only make one donation per round*** *she cannot donate both types of cubes. She decides to donate her three Military Goods (black), discarding them to the supply and taking 3 FP in return.*

The End of Round Phase

At the end of every round, unless the game is at an end, two cleanup steps occur.

1. Change Markets. At the beginning of the End of Round Phase, the Market Card on top of the Future Market pile is placed on top of the Current Market pile. This card will be the Current Market for the following round.



Example: *The Forum Costantinum is the Current Market and the Porta Aurea is the Future Market. During the Change Market step, Greg takes the Porta Aurea from the Future Market and places it on top of the Forum Costantinum. The Porta Aurea is now the Current Market, and the Opificies, which was beneath the Porta Aurea in the Future Market, is now the Future Market.*

The first time that the Future Market area is empty, all the cards in the Current Market area (except the one on top) are shuffled and placed faceup on the Future Market area of the game board. If this is the second time it has happened, then the Future Market area is left empty, and the game will end in one more round (when a Future Market Card is supposed to become the Current Market but no Future Market Card is available). See Winning the Game on page 23.

Example: *Continuing the previous example, at the end of the next round, Greg takes the Opificies from the Future Market and places it on the Current Market area. The Opificies is now the Current Market, but the Future Market area is now empty, as the Opificies was the last card in that area. Since this moment is the first time the Future Market area has been emptied during the game, Greg takes all of the cards from the Current Market area, except the Opificies, shuffles them and places them in the Future Market area. As it turns out, the Domus Regia is now the Future Market.*

2. Store/Discard Goods. At the end of every round, except the final one of the game, players must store or discard any goods they have remaining (goods currently on a voyage do not count). Any goods that a player cannot or does not want to store must be discarded and returned to the supply. Once goods are stored or discarded, a new round then begins.

Each player is allowed to store up to **one good**. A player who has bought the Horreum Utility Building can store up to five goods of any types (see "Buildings" on page 26). Stored goods can be used in the following round in addition to the ones that are produced during the Produce Goods Phase. Stored goods are kept in the Storage area of the player sheet.

Example: *In the Store/Discard step, Greg has three Consumer Goods, Jen has one Industrial Good, and Kay has one Consumer Good, one Luxury Good, and also owns a Horreum. Greg must discard down to one good, Jen keeps the one good she has, and Kay, because of her Horreum, keeps both her two goods.*

At the end of the last round of the game, no goods are discarded, and instead, they may need to be used as a tiebreaker when determining a winner. (See "Winning the Game" on page 23.)

Storing and Discarding Goods Example



1. Greg discards down to one good.



2. Jen keeps her one good.



3. Kay keeps her two goods.



Winning the Game

The game ends when one of the following conditions is met:

- a player buys the last Public Building available (in this case, the game ends at the end of that round), or
- the Future Market area is emptied for the second time during the game (in this case, one full final round is played). This endgame condition means that a total of nine rounds is the maximum number of rounds that can be played in the game.

Once the game has ended, final Fame Point scores are determined using the following steps:

Traveling Ships. Any ships that have not completed their voyage over the course of play immediately reach their destination port at the end of the game. Each player then gains gold and Fame Points as normal from contracts loaded on his ships. Each player adds his gold to his Treasury and advances his marker on the Fame Point Track by the number of Fame Points he receives for those contracts.

City Walls. Each player adds up the Fame Points granted by the City Walls he owns, if any. (The amount of Fame Points depends on the number of Wall segments owned, see "City Walls" on page 28.) He advances his marker on the Fame Point Track by the number of Fame Points he receives for his City Walls.

Gold. Each player gains 1 FP for every full 15 gold he has. For example, a player with 30 gold receives 2 FP, while a player with 40 gold also receives 2 FP. He advances his marker on the Fame Point Track by the number of Fame Points he receives for his gold.

At this point, no more Fame Points can be gained, and the spaces the Fame Point markers are on indicate the final scores. The player with the most Fame Points is the supreme merchant of Constantinopolis and is the winner of the game.

If two or more players have the same number of Fame Points, the winner is the tied player with the most gold. If the tie still persists, the tied player with the most goods is the winner. If the tied players have an equal number of goods as well, the tied players all win.

Calculating Final Score Example

1. 

Fame Points (FP) at the end of the final round.

2. Ships arrive and generate FP.



3. Players advance FP markers.



4. City Walls are counted and generate FP.



5. Players advance FP markers.



6. Gold is counted and generates FP.



7. Players advance FP Markers.



Example: *Greg, Jen, and Kay have completed the last round of the game. They look at the location of their markers on the Fame Points Track: Greg (red) has 45 FP, Jen (blue) has 47 FP, and Kay (green) has 52 FP. They follow the steps below to determine the winner.*

Traveling Ships step. *Greg, Jen, and Kay each have one ship still on a voyage. At this step, all traveling ships arrive in the Harbor space. Greg's Small Ship has two goods on it and one contract for each. He receives 12 gold and 2 FP when his ship completes its voyage. He advances his marker to the 47 FP space. Jen's Large Ship has five goods on it (three contracts). She receives 23 gold and 3 FP. She advances her marker to the 50 FP space. Kay's Small Ship has one good (one contract), providing her with 10 gold and 1 FP. She moves her marker to 53 FP.*

City Walls step. *Greg has two City Walls (giving him 3 FP), Jen has one City Wall (giving her 1 FP), and Kay has no City Walls (0 FP). Greg advances his marker to 50 FP, Jen advances hers to 51 FP, and Kay's marker is still at 53 FP.*

Gold step. *Greg has 17 gold, providing him with 1 FP. Jen has 27 gold, giving her 1 FP also. Kay has 32 gold, giving her 2 FP. All three players advance their markers on the track the appropriate amounts. The final scores are as follows: Greg 51 FP, Jen 52 FP, and Kay 55 FP. Kay has won the game!*

If a player gains more than 80 FP, he moves his Fame Points marker to the beginning of the Fame Points Track and continues to advance his marker as needed to mark his score. With respect to his marker, the numbers of the spaces on the track are considered to be 80+ the number of the space. For example, the "1" space would count as 81 FP, the "2" space 82 FP, and so on.

Other Rules

The following sections contain additional rules for playing ***Constantinopolis***.

Goods

Goods tokens in ***Constantinopolis*** represent different kinds of materials. Some goods are more commonly requested than others, and some are of greater value than others. The different colors of the tokens indicate what type of objects the goods consist of:

Color	Category	Value	Demand
	Luxury	Very High	Very Low
	Military	High	Low
	Industrial	Average	Average
	Consumer	Low	High
	Alimentary	Very Low	Very High

Public Offices

Listed below are the five offices players may hold during the game and a description of each.

Magister Officiorum (Offices Overseer)

The player holding this office receives three extra Contract Cards during the Draw Contracts Phase, giving him a wider choice during the Accept Contracts Phase.

Praefectus Pretorio (Logistics Administrator)

The player holding this office receives one free good of his choice at the end of the Auction Public Office Phase. He must choose a type of good that he can produce.

Comes Thesaurorum (Treasurer)

The player holding this office receives 4 gold at the end of the Auction Public Office Phase.

Praefectus Urbi (City Prefect)

The player holding this office can:

Build a segment of the City Walls of his choice during the Construct Buildings Phase.

or

discard up to two Contract Cards and draw the same number of new Contract Cards from the Contract Cards deck during the Accept Contracts Phase.

Consul (Consul)

The player holding this office can:

Use a preemption right to buy a building that another player is about to buy during that player's Construct Buildings Phase (not including wall segments), paying for it immediately and placing the corresponding building tile on the player sheet.

or

discard up to two Contract Cards and draw the same number of new Contract Cards from the Contract Cards deck during the Accept Contracts Phase.

Praefectus Urbi and Consul Abilities

Note: Since the Praefectus Urbi and the Consul abilities can only be used once per round, it is suggested that when a player uses one of those abilities he turn his public office marker sideways to indicate that the ability has been used.

Buildings

The various buildings available in ***Constantinopolis*** are listed as follows, along with their characteristics.

Production

Name	Cost	Produces	License
Ager (Farm)	–		A
Pistrinum (Mill)	6		A
Venatoris Domus (Hunter's Lodge)	10		A
Textrinum (Weaver)	11		A
Lignarii Officina (Carpenter's Workshop)	12		B
Cura (Animal Breeder)	16		B
Figulina (Potter's Workshop)	17		B
Metallum (Mine)	20		B
Armorum Faber (Weaponsmith)	14		C
Fabri Officina (Forge)	18		C
Conflatorium (Foundry)	23		C
Sculptoris Domus (Sculptor's House)	17		D
Vinaria (Cantina)	21		D

Commercial

Name	Cost	Requires	Produces
Caupona (Tavern)	9		4 Gold +
Vestificina (Tailor)	9		5 Gold +
Emporium (Emporium)	9		7 Gold +
Armamentarium (Armory)	9		10 Gold +
Antiquarius (Antiquarian)	9		6 Gold +
Hospitium (Inn)	9		5 Gold

Utility

Name	Cost	Ability
Mensae (Sales Booth)	5	The owner of this building gains 1 extra gold for each good he sells to the market.
Redemptor (Property Developer)	5	Once per round, the owner of this building can discard one Industrial Good (red cube) to get a 5 gold discount on the construction of any building, but only if he can produce Industrial Goods.
Taberna (Reseller)	5	The owner of this building can buy goods from the market that he can produce.
Horreum (Warehouse)	5	At the end of the round, the owner of this building can store up to five goods (can be different types) on his player sheet instead of only one good.

Public

Name	Cost	Fame Points
Hippodromus (Hippodrome)	21	3 FP
Domus Regia (Imperial Palace)	24	3 FP
Hippodromus	32	4 FP
Domus Regia	36	4 FP
Hippodromus	45	5 FP
Domus Regia	50	5 FP
Hippodromus	60	6 FP
Domus Regia	66	6 FP



City Walls

In addition to the listed abilities, City Walls grant a varying number of FP (1, 3, 6, 9, 12, or 16) at the end of the game, depending on how many wall segments a player owns.

Name	Cost	Ability
Moenia (City Wall)	10	: Once per round, the owner of this segment can trade one of his goods for any other good of his choice that he can produce.
Moenia	10	: Once per round, the owner of this segment can trade three goods (can be different types) for 10 gold.
Moenia	10	1 : Once per round, the owner of this segment receives one extra contract during the Draw Contracts Phase.
Moenia	10	-2 : For each good purchased from the market, the owner of this segment receives a 2 gold discount from the price of the good (this discount cannot bring the price below 1 gold).
Moenia	10	+3 : During the Public Office Auction, every raising bid for the office of this segment's owner by the owner's opponent must be by at least 3 gold.
Moenia	10	-3 : Once per round, the owner of this segment receives a 3 gold discount on the purchase of a ship.

Optional Rule: Free Trade

Once players have become familiar with the standard rules for ***Constantinopolis***, they can, if all players agree, use the Free Trade optional rule.

During the Accept Contracts Phase, players may freely trade with each other any number of Contract Cards, goods, and gold. Traded items don't have to be of the same type: a player can trade a Contract Card to another player in exchange for goods or gold.

Example: *Kay has a contract that she cannot or does not want to fulfill. Jen is interested in that contract, so she offers one Consumer Good (blue cube) for it. Kay isn't satisfied by the offer and asks for 1 gold in addition to the Consumer Good. Jen agrees, and the trade takes place.*

Frequently Asked Questions

Q: Before making a bid for a public office, can I see how many gold the other players have?

A: No. Not unless players volunteer that information. Each player can choose to show or hide the amount of gold he owns.

Q: Can I look at the Contract Cards drawn by another player?

A: Yes. As long as they haven't been loaded on a ship, Contract Cards are placed faceup in front of each player.

Q: Can I look at the contracts loaded on another player's ship?

A: No. This rule is to avoid delays in gameplay, but if that doesn't worry you and everyone agrees at the beginning of the game, you can decide differently.

Q: Can I deliberately discard production goods?

A: Yes. In some circumstances you will have to.

Q: If I buy a Production Building that produces a kind of good that I was not producing before, how does that affect my ability to buy that kind of good at the Current Market?

A: A Production Building begins to produce at the beginning of the round after the one it has

been purchased; therefore, in the current round you would still be able to buy that kind of good from the market.

Q: What happens if I run out of building spaces on my player sheet?

A: Nothing. The number of building spaces on the player sheet should be enough for most of your games, but if you run out of space, you can still purchase buildings and simply place them next to the player sheet.

Q: What happens if the player holding the Praefectus Pretorio forgets to take the extra good at the end of the Public Office Auction?

A: As soon as that player realizes the omission, he takes an additional good from the supply, but instead of choosing it, he must take one good of the type with the highest value among the ones he can produce.

Q: Do I still get the additional Fame Point for a long voyage (two rounds) if the contract that demanded the long voyage was a passenger transportation contract?

A: Yes. To receive the additional Fame Point, you must have a ship that is carrying a contract of any kind that requires a long voyage (two rounds). If that ship is a Large Ship, you receive a second additional Fame Point.

Q: I only have Production Buildings with an "A" Construction License, and every Production Building with a "B" Production License has been purchased by other players. Does that mean I can no longer purchase Production Buildings?

A: Not at all. If that's the case, you can skip that license type and buy Production Buildings with the next available license ("C").

Q: Can I load a two goods contract onto two ships?

A: No. Each contract has to be loaded on one single ship.

Q: What does it mean that I must be able to produce a certain kind of good in order to be able to use a Commercial Building or to make a donation?

A: To be able to produce a kind of good means that you must own at least one Production Building that indicates that type of good on its tile. However, this doesn't mean that you must use that exact same good you've produced that round; it just means that to activate those buildings, you must own a Production Building that produces goods of that category.

Q: If I own the Taberna Utility Building, can I buy a good from the market and then sell it back?

A: No. In each round, you can buy or sell goods of a category but not both.

Q: Can I accept a contract and load it on a ship that has already started its voyage if it still has free cargo spaces?

A: No, never. Only ships that are in the Harbor space can be used to load new contracts.

Q: If the player holding the Consul public office has used the preemption right to purchase a building I was about to purchase, can I buy another building of the same type?

A: Yes. A building purchased using the preemption right doesn't count towards the limit of one building per type per round. This rule is true for both the active player and for the player holding the Consul public office.



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Special Thanks to: Stefania Cantarelli, Giuseppina Caprari, Silvio De Pecher, Ivano Fioretti, Massimo Fioretti, Eugenia Iori, Narsete Iori, Stratelibri's staff, and Valeria (Our Precious)

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Constantinopolis' creation and development have been possible thanks to the cooperation between members and founders of La Tana dei Goblin, Homo Ludens, and Stratelibri.

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Setup Summary

1. Place game board.
2. Prepare Contract Cards deck.
3. Prepare coins.
4. Prepare goods.
5. Place available buildings.
6. Prepare the Future and Current Markets.
7. Distribute player sheet, one Small Ship Card (Parvus Dromo), and 30 gold to each player. Place available Ships.
8. Distribute public office, Fame Point, and production level markers. Distribute available Trading Posts.
9. Place Fame Point markers on the "0" space of the Fame Point Track and production level markers on the "1" space of the Production Level Track.
10. Randomly place public office markers on Public Office spaces.

The Game Round

1. Auction Public Office

2. Move Ships/Fulfill Contracts

3. Produce Goods

4. Construct Buildings

- **Buy Buildings**
- **Buy/Sell Goods at Market**
- **Use Commerial Buildings**

5. Draw Contracts

6. Accept Contracts

- **Accept Contracts**
- **Buy/Sell Goods at Market**
- **Use Commercial Buildings**
- **Buy/Use Trading Posts**
- **Buy Ships**

7. Donate Goods

8. End of Round

I. **Change Markets**

II. **Store/Discard Goods**

