GLORY • TO • ROME

A STRATEGY CARDGAME BY CARL CHUDYK
for 2-5 players, ages 12 and up

CITIZENS OF ROME! CAESAR DEMANDS ACTION!

64 AD: Rome is in turmoil – the city has been devastated by fire. Emperor Nero is racing back from Antium to start rebuilding Structures lost to the flames. Caesar expects your aid in his historic effort to restore Glory To Rome.

CONTENTS

208 playing cards
- 159 Order cards (of 44 different available types)
- 36 Sites (building types are built at particular Sites)
- 6 Jacks (handy for doing the job you need done)
- 1 Leader Card with white card stand
- 6 Merchant Bonus cards

5 Player Camps
1 oversized 'Rome Demands...' card

OBJECTIVE

In Glory To Rome you play a young Patrician hoping to gain Influence and fortune by helping to rebuild Rome after the great fire of 64 AD.
The object of the game is to gain wealth and power (Victory Points) by both completing Structures for Emperor Nero and selling the building materials for your personal gain!

ABOUT US

Carl Chudyk graduated from MIT in '97 with a B.S. in Math.Entering the real world at the height of the dotcom rush, he promptly moved to California with the rest of his generation. As the bubble burst, Carl returned to Massachusetts and spent the next three years practicing game design during days as a foot messenger for RS Express, a downtown courier service in Boston. During this time he frequently attended the MIT Strategic Games Society to play favorite games and test new ones. Since Glory to Rome, Carl has gone on to publish other games including Innovation from Asmadi games.

Cambridge Games Factory began in 2004 as a late night conversation at the MIT Strategic Games Society about the challenges for new designers to get proto-types into print. A year later, we published our first four Games: Glory to Rome, Ice Pirates of Harbour Grace, Splat! and Sneeze.

We're delighted by the superb feedback and reviews that Glory To Rome has been receiving, especially since this helps build interest in our games without a huge marketing budget. As our company develops we're looking to work with new designers to get their first games published, so expect to see some new faces with our next set of releases. If you'd like to be one of them, why not shoot us an email at **ideas@cambridgegames.com**

GLORY TO ROME BLACK BOX EDITION

Design	Carl Chudyk, Ed Carter
Development	Eric Nielsen, Rob Seater
Artwork and Graphic Design	Heiko Günther

CAMBRIDGE GAMES FACTORY

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YES! We'd love to see your game idea!

THE CARDS

Order (159 cards, 44 different types)
The main deck of cards in Glory To Rome are 'Order' cards. These cards begin in your hand as instructions from Nero to help rebuild Rome, but can become Clients, Materials, Structures or Money as the game progresses



Role
A type of Client or action

Value
How many Materials it takes to complete this Structure and how much this Material is worth if you sell it

Foundation name
The Structure you start to build if you play this card as a Foundation

Function
The special ability you gain if you complete this Structure

Material
A type of building Material









Sites (36 Cards, 6 types)
Show a Material and its associated value. You need a new Site to start a new Foundation–when they run out Rome is fully restored!

Leader (1 Card)
Signifies whose turn it is. On your turn you either direct play by leading a Role or Think and draw more cards.

Jacks (6 Cards, 2 types)
Fictional Roman citizens of all trades. Jacks may be used to lead as or follow any Role.

Merchant Bonus (6 Cards, 6 types)
One card for each Material worth 3 victory points. Awarded during scoring to the player with most Materials of that type in their Vault at the end of the game.

YOUR CAMP

During the game you hire Clients and gather Materials to help rebuild Rome (or your personal fortune). Your Camp card organizes your Clients and Materials, and also tracks your growing Influence.

Influence (starts at 2)
Your social standing in Rome. Limits both Clientele and Vault and counts as Victory Points for scoring.

Vault (limited by Influence)
Hidden stash of personal profit from filched materials.



Clientele (limited by Influence)
Clients go here – the loyal citizens of Rome who have agreed to work for you.

Stockpile (no limit)
Keep Materials here until you are ready to use or sell them.

BEFORE WE BEGIN...

Glory To Rome takes a little getting used to. The core game manages 5 different card states (role, person, material, money, building) with six different action types and a role based phase order which will probably trip you up for your first few rounds. On top of that you have forty different building powers which have a huge Influence on the game. While no single card is a 'Must Build', many combinations are extremely powerful.
From your very first turns you will be presented with deep strategic choices influencing the entire character of the game, but until you have a good understanding of the core game mechanics and some insight into how the various building powers are capable of changing them, you're really not at all equipped to make these decisions.

TEACHING NEW PLAYERS

'Let's just start' does NOT work well for this game! Start by explaining the game concepts including the cards, the sections of the Camp as well as the Site / Foundation / Materials / Influence cycle of building buildings.

It can also help to play your first few turns face up so that new players can see the full game mechanics. Try to play all six Roles early in the game so they see what each action does.

LEARNING FROM THE RULES

Training Game: If you're learning the game from the rules, then the first time you play we recommend that you play without the building powers to get the hang of the core game mechanism and then switch to the full version of the game the next time you play.

We've added blue reminders to let you know where to play differently for the beginners version of Glory To Rome. For the full game, ignore anything written in blue (except this).

SET-UP

Place a Camp card face up in front of each player. Place the large 'Rome Demands' card in the middle of the playing surface.

Starting Hands

Shuffle the Order cards and deal each player five cards face down. Place the Jack cards in the middle of the playing surface in a pile.

Starting Sites

Create a stack of each Site card equal to the number of players in the game – these should be arranged so that you can easily see how many are left. Leave the unselected Sites in stacks beside these, upside-down. The upside-down Sites are Out of Town Sites.

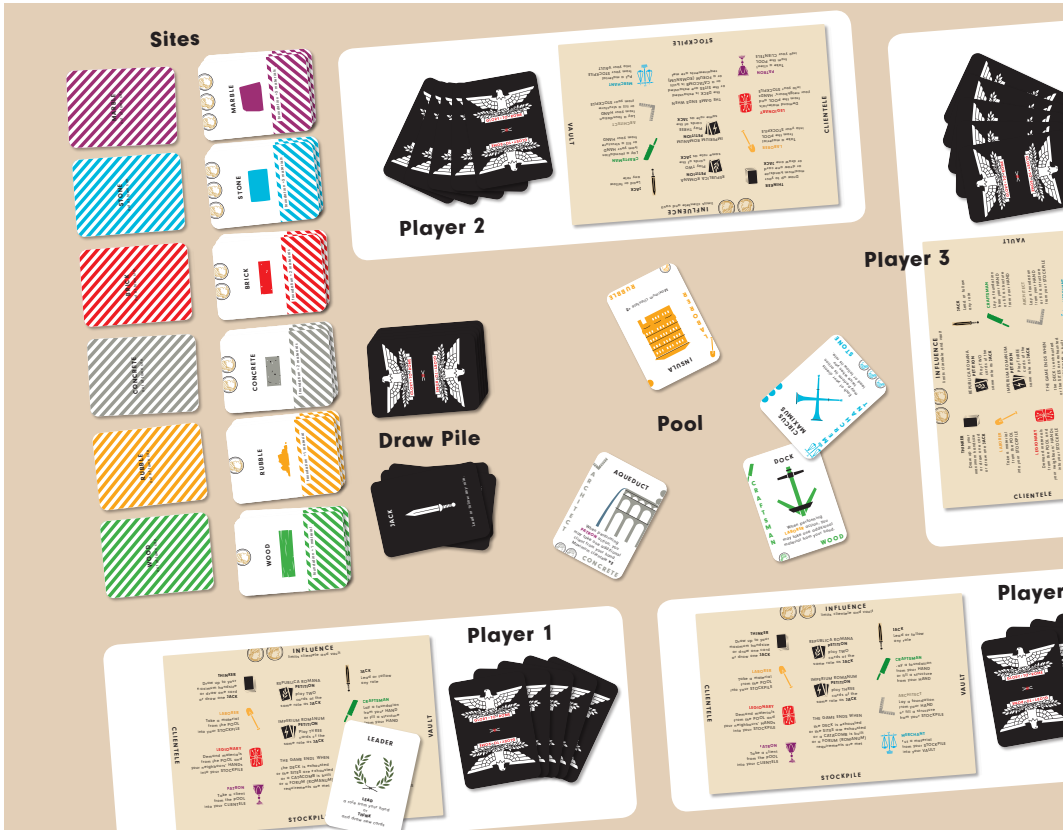
Determining Starting Player

Deal one Order card face up into the Pool for each player. The player whose card comes first in the alphabet starts – deal extra cards into the Pool in order to break ties. Place the Leader card face-up in front of the player who is starting.

Starting Pool

Place all the face up Order cards in the middle of the playing surface beside the pile of Jacks – they are the starting Pool. Place the remaining Order cards face down beside the Pool to form the draw pile.

Training Game: To speed up the training game, use at most three of each Site card and remove half the draw pile from play.



GAME PLAY

On each turn the player with the Leader card ('The Leader') decides what type of turn (Role) it is going to be, and then each other player decides whether to participate (Follow) or draw cards (Think).

Here's how to play each turn:

1 The Leader may either:
- 'Think' and draw additional cards (see below). In this case her turn ends immediately.
- 'Lead' by playing an Order card from her hand on top of her Camp. This determines the Role for all players for this turn.

2 If the Leader 'leads' then in clockwise order around the table each other player may either:
- 'Think' and draw more cards (see below).
- 'Follow' by playing an Order card of the same Role as the Leader.

3 After all players decide whether to follow or think, the Leader may perform one action for leading, plus an additional action for each Client she has of her chosen Role.

4 In clockwise order, each other player now gets to perform one action if he chose to follow, plus an additional action for each Client he has of the chosen Role. Players who thought instead of following do still get to take actions for their Clients!

5 Once all players have finished, move all Order cards played as Roles off the Camps into the Pool.

The Leader now passes the Leader card to the player on her left and that player becomes Leader for the next turn.



JACKS

Jacks are wild cards. On your turn as Leader you may lead one as any Role except Thinker by playing it onto your Camp and announcing which Role the Jack is. You may also follow any Role with a Jack just as if it were a card of the type led.

At the end of each turn, any Jacks played return to the Jacks pile beside the Pool. Jacks cannot be taken or played as Materials or Clients.

PETITIONING

You may also lead or follow by playing any two Order cards of the same Role (color) as a Jack. You may play two cards of the Role you wish to play (e.g. playing two yellow cards as a Laborer) however you may not play two Jacks as a Jack.

THINKING

When you pass, you immediately perform one Thinker action. You may choose ONE of the following actions:

- Take one Jack (if available).
- Draw as many Order cards from the draw pile as you need to fill to your hand refill size (normally five).
- Draw one additional Order card (if you are at or above your hand refill size).

If you choose to draw Order cards then you must draw to hand refill size. You may not fill your hand partially.

If on your turn as Leader you choose to Think instead of leading a Role card from your hand then the other players do not get to follow. When you are finished the turn ends and you pass the Leader card to the player on your left.

SAMPLE TURN

STEP 1
Player 1 is Leader and plays a yellow card to lead Laborer

STEP 2
Player 2 plays a Jack to follow Laborer.

Player 3 chooses not to follow, and instead Thinks, immediately drawing Order cards to bring her hand up to 5.

Player 4 also decides not to follow but already has 5 cards. He draws 1 more Order card, bringing his hand up to 6.

STEP 3
Player 1 has a Laborer in his Clientele. He performs 2 Laborer actions - one for leading and one for his Client.

STEP 4
Player 2 performs 1 Laborer action for following - he doesn't have a Laborer Client.

Player 3 has 2 Laborers in her Clientele. She didn't follow but may perform 2 Laborer actions for her Clients.

Player 4 didn't follow and doesn't have a Laborer Client, so he gets no actions.

STEP 5
The yellow card Player 1 used to lead is placed in the Pool and Player 2's Jack is placed on the pile next to the Draw Pile.

This turn is completed. Player 2 now becomes Leader for the next turn.

PATRON

HIRING CLIENTS

You execute a Patron action by taking a card from the Pool and tucking it underneath the left edge of your Camp so only the Role name is showing. It is now a Client in your Clientele.

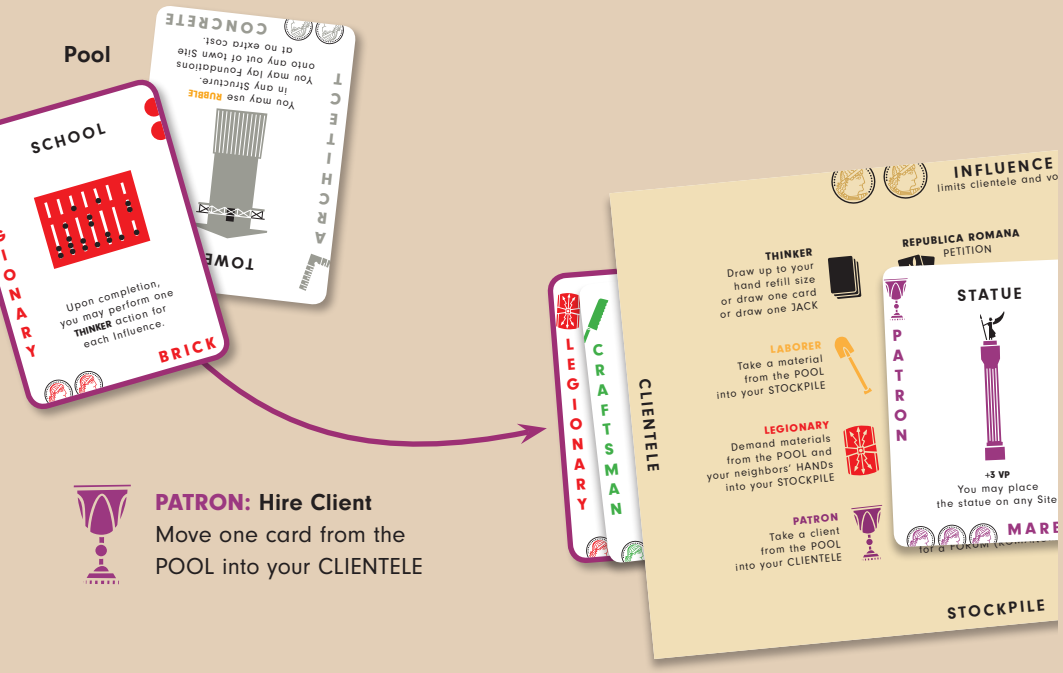
Your total number of Clients is limited by your current Influence – you start the game with two Influence.

Clients

Each of your Clients may perform its action in any turn when its Role is led – even if you decide to Think rather than follow.

Example: If you have two Laborer Clients and another player leads with a Laborer card, you may either follow with a Laborer card and perform three Laborer actions or execute one Thinker action immediately and still perform two Laborer actions later in the turn.

A new Client does not perform its action during the turn that it is hired – you must wait until the next turn in which its Role is led.



PATRON: Hire Client
Move one card from the POOL into your CLIENTELE

GATHERING MATERIALS

You execute a Laborer Role by taking a card from the Pool (if available) and tucking it underneath your Camp on its bottom edge so that only the Material name is showing. The card is now a Material in your Stockpile.

Players perform the Laborer action in turn clockwise around the table; if there are not enough cards in the Pool then players later in the turn order may be unable to take a card. Note that the cards players use to lead as or follow the Laborer Role are not yet in the Pool and may not be taken.

LABORER



LABORER: Gather Material
Move one card from the POOL into your STOCKPILE

BUILDING STRUCTURES

You perform Architect and Craftsman actions in order to build Structures and restore glory to Rome.

It usually takes several rounds to complete a Structure. You may work on several different Structures at once, even on the same turn, however you do not gain the benefit of a Structure (increased Influence and its function) until it is completed.

Laying a Foundation

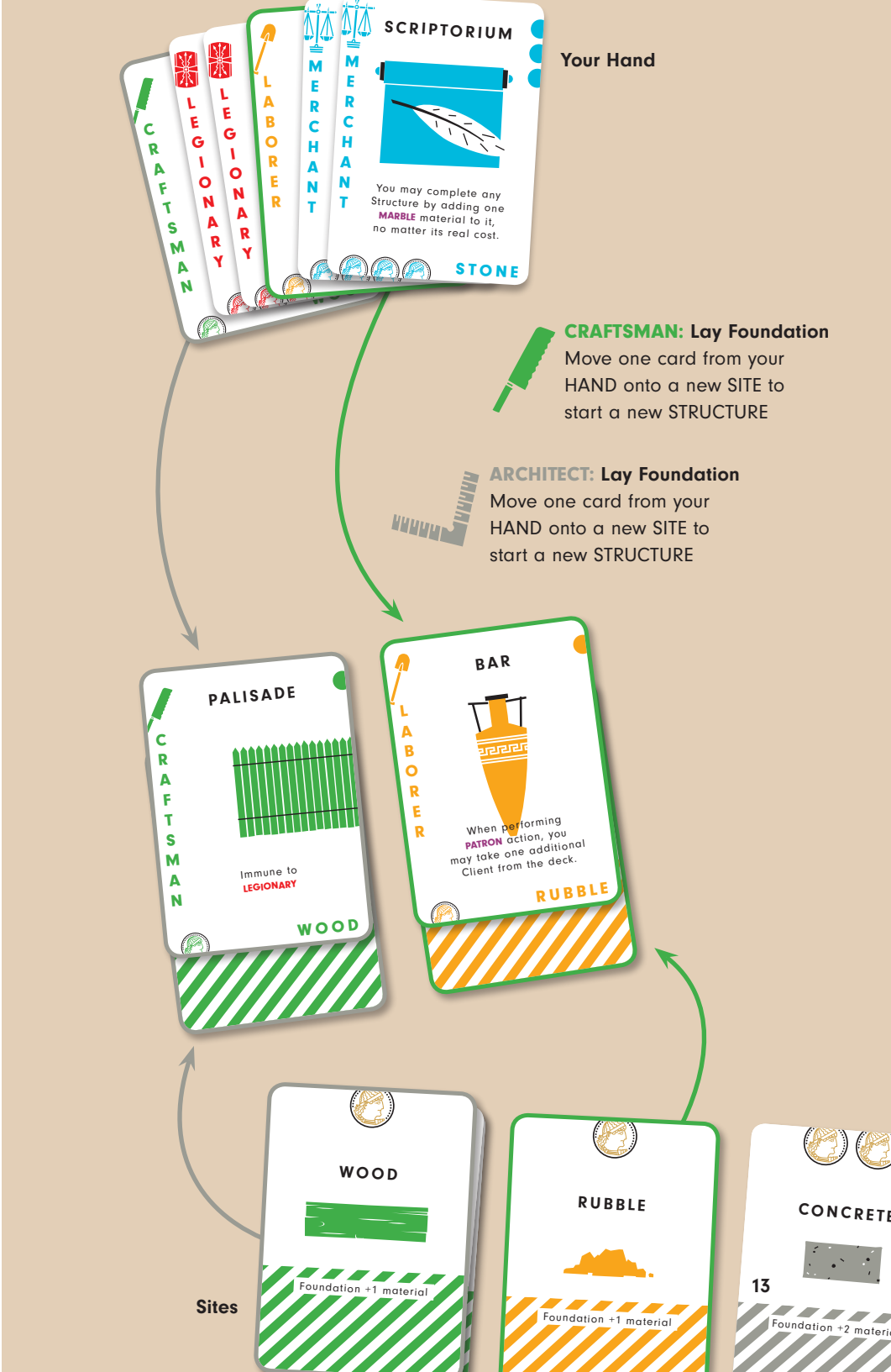
Perform one Architect or Craftsman action to place an Order card from your hand in front of you; it is the Foundation of the Structure you are starting. Take a Site card of the matching Material and tuck it underneath the bottom of the Foundation so that the diagonal construction stripes are showing.

You may not lay an Order card as a Foundation if either:
1. There is no Site of matching Material left.
2. You already have a Foundation or Structure of the same name in play.

You may lay a Foundation with the same name as an opponent's Foundation or Structure.

Out of Town Sites

The upside-down Sites are outside Rome. To lay a Foundation on an Out of Town Site, you must perform two consecutive Architect or Craftsman actions on the same turn. Without a Client of the matching Role, it is normally not possible to build outside of town.



ADDING MATERIALS TO A BUILDING

To add Material into a Structure, it must already have a Site and Foundation – although these may be provided by laying a Foundation on the same turn (see above). The Material used to build the Structure must match the Material shown on the Foundation card (i.e. the Foundation and Material cards must be the same color).

To perform an Architect action, take a matching Material from your Stockpile and tuck it underneath the bottom of the bottom card underneath the Foundation so that the Material type is showing.

To perform a Craftsman action, take a matching Material from your hand and tuck it underneath the bottom of the bottom card underneath the Foundation so that the Material type is showing.

Completing a Structure

Completing a Structure requires a Foundation, a Site and one, two, or three additional Material cards depending upon the Value on the Foundation card (see below).

When you complete a Structure, take its Site card and tuck it underneath the top edge of your Camp so that the gold coins are showing. The Materials stay with the completed Structure.

Benefits of Completing a Structure

Your Influence increases by the value (number of gold coins) of the completed Site. This allows you to hire more Clients and store more Materials in your Vault. In addition, you gain the benefit of the Structure's Function (see Appendix).

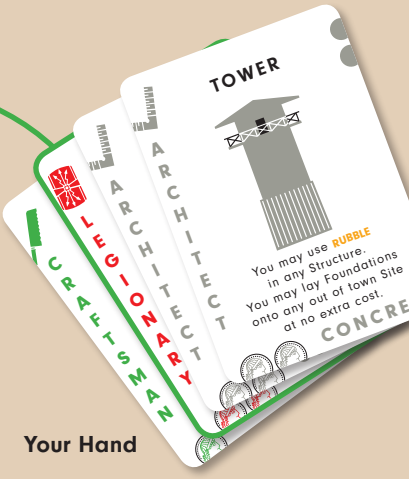
Both of these effects happen immediately – you may benefit from them on the turn the Structure is completed!

Training Game: Ignore the special Function available for completing the Structure – you still gain the additional Influence.





ARCHITECT: Build Structure
Move one card from your STOCKPILE into STRUCTURE



CRAFTSMAN: Build Structure
Move one card from your HAND into STRUCTURE

Your Hand

DEMANDING MATERIALS

You perform a Legionary action as follows:

1. Turn over an Order card (not a Jack) in your hand, and then place your entire hand on the oversized 'Rome Demands' Card so that this Material is showing.
2. Say 'Rome demands {name of Material}.'
3. If there are card(s) of the same color in the Pool then you may immediately take one and place it in your STOCKPILE.
4. If your neighbors (the players sitting left and right of you) have one or more cards of the color you are demanding in their hand then they must give one to you – again you place it into your STOCKPILE.
5. If either neighbor does not have a matching card she says 'Glory to Rome!', and you get nothing from that player.
6. Once you have completed the action pick up your hand and turn over the Order card you revealed so that it is no longer showing – the card you use to demand Materials never leaves your hand.

In a two-player game, your opponent is your only neighbor.

Legionary Clients

If you perform more than one Legionary action in the same turn you must reveal all Materials you are demanding at once. You may ask for any combination of Materials in your hand, including multiples of the same Material if you have duplicate cards. If a neighbor has part of what you are demanding, he gives up as much as he has.

If you have fewer Order cards left in your hand than the Legionary actions you have available the extra actions are lost.

A player must say how many cards he has if asked.

SELLING MATERIALS

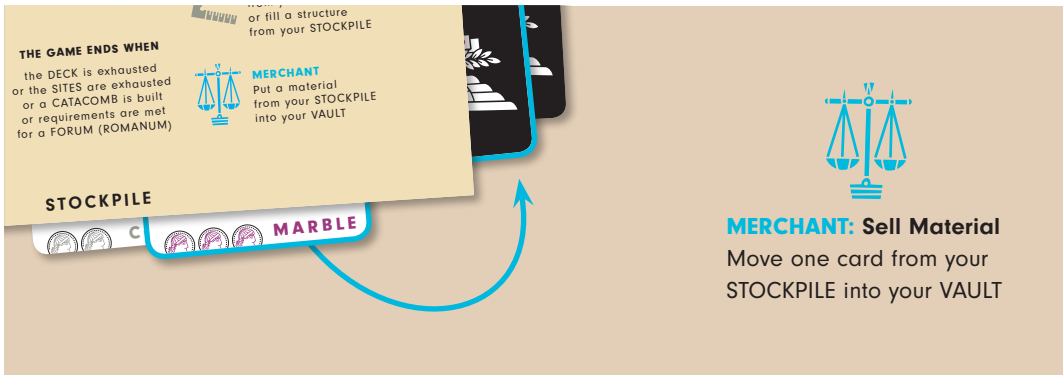
You perform a Merchant action by taking one Material card from your Stockpile and tucking it face-down underneath the right edge of your Camp – into your Vault. The Values of cards in your Vault count as Victory Points at the end of the game.

The number of cards in your Vault is public information, as is the identity of a card in your Vault on the turn that you put it in; however, after the turn that it is put in no player may inspect the identity of a card in your Vault – not even you!

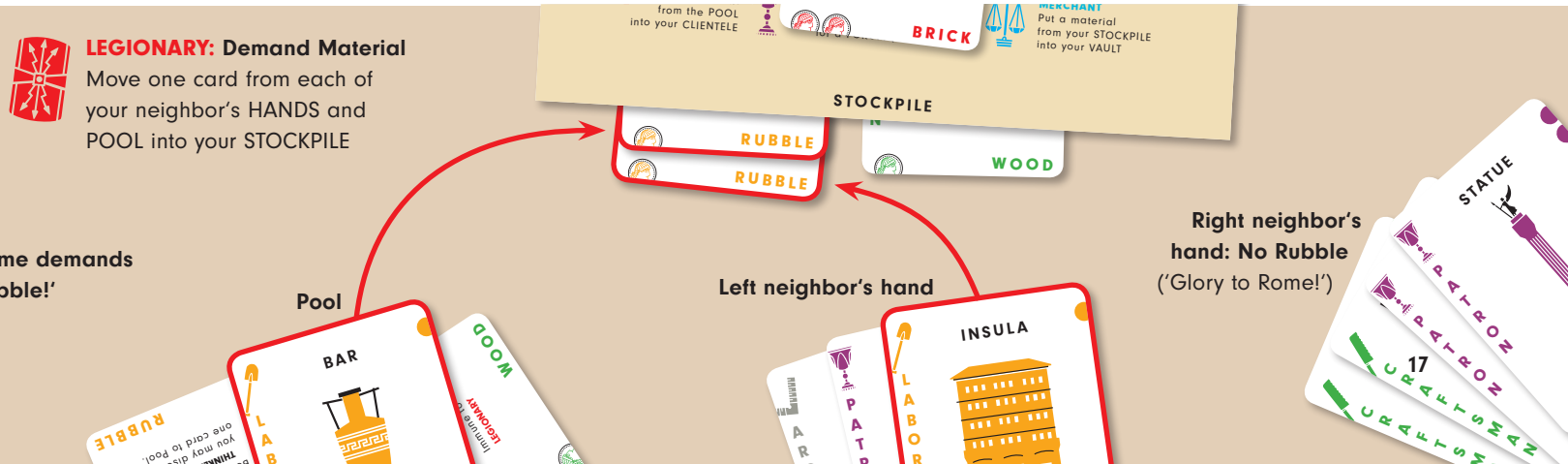
Space in your Vault is limited by your current Influence. You start the game with two Influence.

Merchant Bonuses

At the end of the game all players uncover their Vaults and the three-point bonus card is awarded for each Material to the player with most of that Material in his Vault. If there is a tie for a Material, that bonus card is not granted.







ENDING THE GAME

The game ends when any of the following occur:

- The draw deck runs out (you may count it).
- A player lays a Foundation which claims the last Site card (see above) that is not Out of Town. This Structure can never be finished.
- A Catacomb is completed (see Appendix : Catacomb, p.20).
- Any player has a completed Forum Romanum Structure and at least one of each Client type in Clientele and one Material of each type in Stockpile (see Appendix : Forum Romanum, p.22).
- All other players agree to 'surrender' to a player for any reason (e.g. bribery, intimidation, etc.).

The game ends immediately – players do not continue with the current turn and do not perform any more actions.

Training Game: Since building functions are not in effect, the Catacomb and Forum Romanum end conditions do not apply.

SCORING AND WINNING

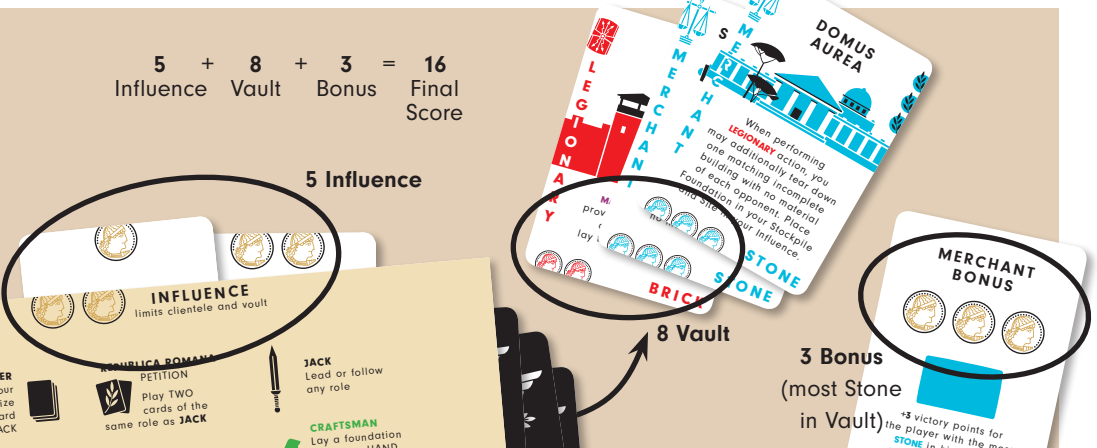
In the event of a Forum Romanum or 'surrender' victory that player wins – there is no need to score Victory Points.

You score Victory Points as follows:

- 1 Victory Point for each Influence
- The combined Value of cards in your Vault
- 3 Victory Points for each Merchant Bonus card

If you have completed Structures whose Functions grant Victory Points (e.g. Statue, Wall) determine the amounts granted and add them to your Victory Point score.

The player with the most Victory Points wins. If there is a tie, the tying player with the most cards in his hand wins.



APPENDIX I – BUILDING FUNCTIONS

Training Game: Since building functions aren't used you can ignore the rest of the rulebook (except the Thank You at the end!)

Academy

You may execute one Thinker action after any turn in which you execute at least one Craftsman action – even if it's only with a Client. You gain the benefit of the Function of the Academy on the same turn as the Academy is completed.

You have an Academy and two Craftsman Clients. You have no cards in your hand. The player to your right leads as Craftsman. You pass and execute a Thinker action, drawing five new Order cards. The player to your right executes his Craftsman action. You execute your two Clients' Craftsman actions by playing two cards as new Foundations. You activate your Academy and draw two more Order cards, ending your turn with five cards.

Amphitheatre

When you complete an Amphitheatre, you may immediately execute one Craftsman action for every point of Influence you have, including the Influence you get from finishing the Amphitheatre.

You complete an Amphitheatre as your first Structure. You now have four Influence. You now have a one-time option to execute up to four Craftsman actions. You decide to execute two by playing the Foundation for a Shrine from your hand, and then put one Brick Material into it from your hand.

Aqueduct

Your maximum Clientele is doubled. This includes the maximum Clientele increase you get from the two Influence you gain from finishing the Aqueduct.

You have an Insula (+2 Clientele). You complete an Aqueduct as your second Structure. Your maximum Clientele is now five Influence, plus two from the Function of the Insula, doubled by the Function of the Aqueduct, for a total of fourteen.

Every time you perform the Patron action you may choose to take an additional card from your hand as a Client into your Clientele. You do not need to take a Client from the Pool in order to take this additional Client from your hand.

You own an Aqueduct and have a Patron Client. There is one Merchant in the Pool. You lead as a Patron. The other players do not follow. You take the Merchant Client from the Pool into your Clientele and a Legionary Client from your hand into your Clientele as your first Patron action. You take another Legionary Client from your hand into your Clientele as your second Patron action.

Archway
When executing an Architect action you may take cards from the Pool (instead of your Stockpile) as Materials to place into Structure Foundations. If you execute more than one action in a turn you may take from either or both places as you see fit. You cannot use cards from the Pool as Structure Foundations.

You own an Archway and have an Architect Client. You have the Foundation for a Gate. You have a Brick in your Stockpile and there is also a Brick in the Pool. You lead as an Architect and the other players all follow. You take the Brick from the Pool and place it underneath your Gate Foundation. Next you take the Brick from your Stockpile and place it underneath the Foundation as well, completing the Gate.

Atrium
When executing a Merchant action, you may take an Order card from the deck instead of your Stockpile and place it in your Vault without looking at it. If you execute more than one action in a turn you may take from either or both as you sees fit.

You own an Atrium and have a Merchant Client. You have Stone in your Stockpile. The player to your right leads as Merchant. You follow with a Jack. She takes a Concrete from her Stockpile and puts it into her Vault. You decide to take the Stone from your Stockpile and an unknown card from the deck and place them in your Vault.

Bar
Each time you execute a Patron action, you may choose to take an additional card from the draw deck as a Client into your Clientele. You do not need to take a Client from the Pool in order to draw his additional Client from the deck, but once you draw from the deck you may not go back and take a Client from the Pool for that action. The size of your Clientele is still limited by your Influence.

You own a Bar. The player to your left owns a Bar and has a Patron Client. There are three Craftsmen and a Legionary in the Pool. The player to your right leads as Patron, you follow, and the player to your left follows. The player to your right takes a Craftsman Client from the Pool. You perform your Patron action, taking a Legionary from the Pool as a Client, and drawing an Architect from the deck as a Client. The player to your left decides not to take a Craftsman from the Pool on his first action, drawing just from the deck. It is a Legionary. On his second action he again decides to take only from the deck. He gets a Merchant. He is now at his Clientele limit, as his Influence is three.

Basilica
Each time you execute a Merchant action, you may choose to take an additional card from your hand as a Material into your Vault. You do not need to move a Material from your Stockpile into your Vault in order to filch the additional Material from your hand. Do not reveal the identity of the additional filched card to your opponents.

You own a Basilica. You have a Merchant Client. You have a Brick in your Stockpile. You have two Concrete and a Jack in your hand. You lead the Jack as the Merchant Role, and the other players follow. As your first action, you move the Brick from the Stockpile into your Vault and a Concrete from your hand into your Vault. As your second action, you move the second Concrete from your hand into your Vault.

Bath
When you gain a new Client, you may immediately execute an action of the new Client's Role. This action must be completed before a new Client is hired, although two actions may be combined to start an out of town Site. If the Client's action completes a building then this additional Influence is available for subsequent Patron actions on the same turn.

You own a Bath. In the Pool are a Laborer, an Architect, a Merchant, and a Patron. The player to your right leads as Patron. You and the player to your left follow. The player to your right takes an Architect Client. You take the Patron as a Client and gain an extra Patron action. You execute the Patron action to take the Laborer as another Client, gaining an extra Laborer action which you execute to take the Stone (Merchant) from the Pool into your Stockpile. The player to your left doesn't get a Client – the Pool is empty!

Bath combined with Garden
If you own a Bath and complete a Garden then each new Client you hire may execute its action immediately. This can take a while.

Bridge
When executing a Legionary action you may demand Materials even from opponents that own Palisades. In a four- or five-player game, you demand Materials from every opponent, not just your neighbors. As well as giving you a matching Material from their hands, your opponents must give you a matching Material from their Stockpile.

Players who own Walls are still protected from you.

You own a Bridge. There are four players in the game. The player to your left owns a Palisade. The player to your right owns a Wall. You lead as Legionary and the other players do not follow.

You reveal a Forum Romanum from your hand and demand Marble. You get one Marble from the Pool, one Marble each from the hand of the player to your left and the player across from you, and one Marble each from the Stockpiles of these players, for a total of five Marble into your Stockpile. You retrieve your Forum Romanum back into your hand.

Catacomb
Upon completion of a Catacomb the game ends and the winner is determined. You do not continue with the turn.

You have a Catacomb Foundation in play with two Stone in it. You have two Craftsmen Clients. The player to your right leads as Craftsman. You do not follow, and draw up to your hand refill size. The player to your left follows. The Leader lays a new Foundation. You now get to execute two Craftsman actions. With the first action you choose to complete the Catacomb with a Stone from your hand. You gain three Influence for completing the Catacomb and then the game ends immediately. You may not execute your second Craftsman action and the player to your left does not execute his Craftsman action.

Circus (⚡ Imperium version only)
You may play two cards of the same Role as a Jack. (Neither of these cards can themselves be Jacks.)

You have in your hand a Merchant card and two Laborer cards. You own a Circus. You lead the two Laborer cards, saying 'I am leading as a Patron' and place them on your Camp. The other players follow the Patron Role.

Circus Maximus
Whenever you lead or follow a Role, you may gain an additional action from each of your Clients of that Role.

You own a Circus Maximus. The player to your left owns a Circus Maximus. You each have two Merchant Clients. You lead as a Merchant. The player to your left does not follow. The player to your right does not follow. You perform one Merchant action, plus two Merchant actions due to your Clients, plus two additional Merchant actions due to your Clients matching your lead in the presence of a Circus Maximus, for a total of five Merchant actions. The player to your left performs two Merchant actions due to his Clients. He does not gain any additional actions from his Circus Maximus as he did not follow your lead of the Merchant Role.

Colosseum (⚡ Imperium version only)
When executing a Legionary action, in addition to your regular action you may take matching Client cards from your opponents' Clienteles, throw them to the lions in the arena and then place the cards into your Vault as Materials. If you do not have room in your Vault, you may not take the cards – so your opponents' Clients survive. If you have room for some but not all, you choose which Clients are slain. If Legionary Clients are slain they do not provide actions for their owner to execute this turn. Palisades and Walls protect against an opponent's Colosseum. A Bridge expands the reach of a Colosseum.

You are one of three players. The only Structure you own is a Colosseum. You have in your hand two Legionaries, a Merchant, and a Patron. There are two Marble in the Pool. You have a Legionary Client and three Architect Clients. The player to your right has a Legionary Client and a Merchant Client. The player to your left has a Legionary Client and an Architect Client.

The player to your right leads as Legionary. You follow. The player to your left passes and draws a Jack. The Leader demands a pair of Marble by revealing two Marble cards in his hand. You give him the one Marble you have in your hand, which he puts in his Stockpile, along with two Marble he takes from the Pool. You reveal a Brick (Legionary) and a Stone (Merchant) in your hand and demand these. The player to your left surrenders a Stone which you place in your Stockpile. You take the Legionary Client and Merchant Client from the player on your right and take the Legionary Client from the player on your left and place them into your Vault as a filched Stone and two filched Brick. The player on your left does not execute a Legionary action as his Legionary Client has already been slain in your Colosseum.

Crane (🔥 Republic version only)
You may use any card from your hand to lead or follow Architect, as if it were a gray card.

You own a Crane. The player to your right leads a Jack and declares it to be an Architect. You play a Laborer and declare it to also be an Architect. Resolve the Roles as if both had been actual gray cards.

Dock
Each time you execute a Laborer action you may choose to take an additional card from your hand and place it into your Stockpile as a Material. You do not need to take a Material from the Pool in order to take this additional Material from your hand.

You own a Dock and have a Laborer Client. There are two Wood in the Pool.

The player to your right leads as Laborer, and you follow. The player to your right takes one of the Wood into his Stockpile. You take the Wood from the Pool and a Brick from your hand into your Stockpile as your first action. As your second action, you put another Brick from your hand into your Stockpile.

Domus Aurea (Republic version only)
When executing a Legionary action, in addition to your regular action you can also choose an incomplete building from each of your victims. The chosen building must match the demanded color and must have no Material under it. Take the Foundation card and put it into your Stockpile. Take the Site card and add it to your Influence.

You own a Domus Aurea. You have followed a Legionary action with a Legionary card. You reveal a red card from hand and demand Brick. One of your victims has an incomplete School with no material under it. In addition to all other Legionary effects against that player, you tear down your victim's School. You put the School card itself into your stockpile, as a Brick material. You put the Foundation card into your Influence, adding 2 Influence to your score.

Forum (Imperium version only)
You win immediately whenever you have a Client of each type in your Clientele.

You and the player to your left both have a Client of each type and a Forum Foundation with two Marble in it. You lead as Craftsman and the other players follow. You move Marble from your hand into the Forum, completing it. You win. She doesn't.

Forum Romanum (Republic version only)
You immediately win the game if you have one Client of each type Clientele and one Material of each type in your Stockpile.

You and the player to your left both have a Client of each type, a Material of each type, and a Forum Romanum Foundation with two Marble in it. You lead as Craftsman and the other players follow. You move Marble from your hand into the Forum Romanum, completing it. You win. She doesn't.

Forum (Romanum) combined with Ludus Magna
If you have completed both a Forum (Romanum) and a Ludus Magna, then each Merchant Client may be counted as any one Role towards the Forum (Romanum) victory condition.

Forum (Romanum) combined with Stairway
If making a Forum (Romanum) public triggers the Forum (Romanum) victory for two or more players simultaneously, the winner of the game is the player among those with the highest score as determined normally.

Forum (Romanum) combined with Storeroom
If you have completed both a Forum (Romanum) and a Storeroom then any Client may count as a Laborer towards the Forum (Romanum) victory condition instead of its usual Role. Clients may not count as both at once.

Foundry
When you complete a Foundry, at this time once only, you may perform one Laborer action for each point of Influence you have, including the Influence you gain from finishing the Foundry.

In the Pool are a Wood, two Brick, and two Marble. You lead as a Craftsman, and the other players follow. You complete a Foundry as your first Structure. You now have four Influence. You now have the one-time option to perform the Laborer action up to four times. You take the two Brick and two Marble from the Pool into your Stockpile.

Fountain
When executing a Craftsman action, you may take a card from the draw deck instead of from your hand. Upon inspecting the drawn card, you may either lay it as a Foundation, spend a second action to lay it as a Foundation on an out of town Site, place the card as a Material into one of his existing Foundations, or take the card into his hand. The function of the Fountain is available as soon as it is completed.

You have two Craftsman Clients. You have a Fountain. You lead as Craftsman. The other players follow. With your first action you use the Fountain's Function to draw a card from the draw deck, a Palisade. You place the Palisade on an available Wood Site. With your second action, you draw another Palisade card, which you place into your Palisade Foundation as Wood, completing it. With your third action, you draw yet another Palisade, which you place into your hand.

Garden
When you complete a Garden, you may immediately execute one Patron action for each point of Influence you have, including the Influence you get from finishing the Garden.

The new Clients do not provide you with additional actions this turn (unlike Structure Functions, Clients do not provide benefits the turn they are gained).

You have no Clients. In the Pool are two Legionaries, a Craftsman and two Patrons. You lead as Craftsman, and the other players follow. You complete a Garden as your first Structure. You now have five Influence and have room for five Clients. You have the one-time option to execute up to five Patron actions. You decide to execute four Patron actions. You take a Patron, a Craftsman, and two Legionaries from the Pool as Clients. You decide against filling the last spot in your Clientele with another Patron.

Gate
You gain the Functions of your Marble Structures as soon as their Foundations are laid. You do not gain the Influence from your Marble Structures until they are completed.

You own a Temple Foundation with no Materials in it. You finish a Gate. You immediately gain the Temple's Function (+4 Hand Size). Your hand refill size is nine cards.

Gate combined with Road
If you add Marble to a Stone Structure then it is immediately considered as either Stone or Marble. 'Upon Completion' Functions still only trigger once when the building is completed.

Insula
Your maximum Clientele is increased by two. This is in addition to the maximum Clientele increase you gain from the Influence you earn for finishing the Insula.

You complete an Insula as your first Structure. You now have three Influence / Victory Points and room for five Clients but only room for three cards in your Vault.

Latrine
You may discard an Order card from your hand into the Pool before executing a Thinker action.

You own a Latrine and have four Legionary cards in your hand. The player to your right leads as Architect. You pass. You discard one card into the Pool and then draw two cards from the draw pile to reach your hand refill size of five cards.

Ludus Magna
Each Merchant Client in your Clientele counts as any type of Client. As with all Structures, the Function of a Ludus Magna takes effect immediately.

You have a Craftsman Client and a Merchant Client in your Clientele. You have a Ludus Magna Foundation with two Marble Materials in it. You lead as a Craftsman.

The other players follow. You get two Craftsman actions to execute. With the first action, you place a Marble from your hand into the Ludus Magna Foundation, completing the Structure. Your Merchant Client becomes every Client type including Craftsman and grants you an additional Craftsman action this turn. With your two remaining Craftsman actions you play an Insula Foundation from your hand and then place a Rubble Material into it from your hand, completing the Insula.

Market
Your maximum Vault size is increased by two. This bonus is in addition to the maximum size increase he gets due to the one Influence he gains from the Market.

You complete a Market as your first Structure. You now have three Influence / Victory Points, room enough for three Clients, and room for five cards in your Vault.

Palace
You may lead or follow with any cards of the same Role including Jacks and execute one action for each card played.

You own a Palace. You have three Merchants, a Laborer, and a Jack in your hand. You have a Merchant Client. You lead the three Merchants and the Jack as a Merchant. The other players follow. You execute five Merchant actions and move five Materials from your Stockpile into your Vault.

Palisade
You don't lose cards to players executing Legionary actions. You may still choose to give up cards if you wish. If you forget you have a Palisade and give up your cards, you cannot get them back.

You own a Palisade and have in your hand a Legionary and a Patron. There are two Marble in the Pool. The player to your right leads as Legionary. You follow. He demands Marble, revealing Marble (Patron) in his hand. He takes Marble from the Pool and from the player on his right and places it in his Stockpile. He does not get your Marble because of your Palisade. You execute your Legionary action and demand Marble, showing your Marble (Patron). You get Marble from the Pool, from him, and from the player on your left.

Prison
When you complete a Prison, you may immediately choose a completed Structure owned by an opponent and place it on top of your Prison. You now gain the benefit of the Function of that stolen Structure as if you had just completed it, and the original owner loses the benefit of the Function. In exchange, you must give three Influence to

the original owner of the stolen Structure by giving up the Site card upon which the Prison was built. The original owner's Structures, hand, Clients, and Materials in his Vault are not affected even if the configuration is impossible without the Function of the stolen Structure.

You may steal a Structure which was previously stolen by another player's Prison. You may not steal a Structure with the same name as a Structure Foundation you already have in play. You may not lay a Structure Foundation with the same name as a Structure you have stolen with a Prison. Any 'Upon completion' effects in the Function of a Structure trigger for the new owner when the Structure is stolen.

You complete a Prison and steal a Tower from an opponent, giving him three Influence in exchange. You may now use Rubble in any Structure. Your opponent has a Marble and a Rubble in a Temple Foundation. These remain, but his Temple can now only be finished with one Marble Material.

Road
You may use any Material towards the completion of Stone Structures.

You may use this Function on the same turn as the Road is completed.

You have a Road Foundation with no Material in it and a Catacomb Foundation with one Stone Material towards its completion. You have an Architect Client and a Rubble and two Wood in your Stockpile. An opponent leads as Architect and you follow with an Architect card from your hand. On your turn to execute you get two Architect actions – with the first action you move the Rubble card from your Stockpile into the Road, completing it and activating its Function. With the second action you move a Wood card from your Stockpile into the Catacomb. The Catacomb now needs only one more Material of any type to be complete.

School
When you complete a School, you may immediately perform one Thinker action for each point of Influence you have, including the Influence you get from finishing the School.

You have two cards in hand. You complete a School as your first Structure. You now have four Influence. You now have the one-time option to perform the Thinker action up to four times. With your first action you refill your hand up to five from the draw deck. With your second action you take a Jack. With your third action you take another Jack. With your fourth action you draw an Order card from the deck. You end your turn with eight cards in hand.

Scriptorium
You may complete any of your Structures by using a Craftsman or Architect action to add a Marble Material to it. The Function of a Scriptorium can be used on the turn in which it is completed.

You have two Craftsman Clients and a Wood, a Stone, and two Marble in your hand. You have a Scriptorium with two Stone in it, a Wall with no Materials in it and a Temple with one Marble in it. You lead as a Craftsman. The other players follow. You get three Craftsman actions. With the first action, you complete the Scriptorium with Stone from your hand, activating its Function. With your second action, you add a Marble to the Wall, completing it. With your third action, you add a second Marble to the Temple, completing it.

Senate (⚡ Imperium version only)
At the end of each turn, you may take into your hand any Jacks played by opponents. You may choose to take none, some, or all of these Jacks. The Function of a Senate is available on the turn in which it is built. If there is more than one Senate in play, their owners activate their Functions in the order in which they played in the current turn.

You own a Senate. The player to your left also owns a Senate. You lead as a Patron with a Jack. The player to your left follows with a Jack. The player to your right follows with a Jack. At the end of the turn, you take the two Jacks played by both your opponents into your hand. The player to your left takes the Jack you played into his hand.

Sewer
At the end of each turn, you may place Order cards you played to lead or follow into your Stockpile.

You own a Sewer. The player to your right leads as Merchant. You follow with a Merchant card from your hand. At the end of the turn, his Merchant card goes into the Pool as usual, but yours goes into your Stockpile as a Stone.

Shrine
Your hand refill size is increased by two.

You complete a Shrine as your first Structure. Your hand refill size is now seven.

Stairway
Each time you execute an Architect action you may also choose to move an appropriate Material into any opponent's completed Structure in order to immediately grant that Structure's function to all players. Leave the added Material card sticking out at

an angle from beneath the Structure to indicate it is public. Players that already own a Structure of the public Structure's name do not get a second copy of its Function. Any 'Upon completion' effects in the Function of the public Structure do not trigger again. You may perform the additional action even if you choose not to use your Architect action.

You have a Stairway Foundation with two Marble in it. An opponent has an Archway and a Shrine. You have one Architect Client. You have a Marble and a Brick in your Stockpile. You lead as Architect and the other players follow. You place the Marble from your Stockpile into your Stairway, completing it, immediately allowing you an additional action which you use to place the Brick from your Stockpile into your opponents Archway, making the Function available to everyone. You do not to use your second Architect action but still use the Archway's Function to move the Brick from the Pool into the opponent's Shrine. Your hand refill size is now seven.

Statue
You may select any Site when playing a Statue Foundation. The Statue can be completed with Material matching the Site or the Foundation (Marble). Only a number of Material cards matching the Value of the Site are needed to complete the Statue. The Influence you gain from completing the Statue likewise is determined by the Value of the Site. At the end of the game, if your Statue has been completed, you gain three extra Victory Points in addition to the Victory Points you get due to your increase in Influence.

You have no cards in your Vault. You complete a Statue on a Brick Site as your first Structure, using a Brick and a Marble Material. You now have seven Victory Points (four Influence plus three Victory Points from the Statue).

Storeroom
Each Client in your Clientele may act as a Laborer Client at any time instead of itself.

In the Pool are a Stone and four Brick. You have a Storeroom. You have a Laborer, Craftsman, and Patron in your Clientele. You lead as Laborer and the other players do not follow. You treat your Craftsman and Patron Clients as Laborers and take four Laborer actions. You take the Stone and three of the Bricks into your Stockpile.

Temple
Your hand refill size is increased by four.

You complete a Temple as your first Structure, increasing your hand refill size to nine.

Tower
You may use Rubble towards the completion of any Foundation. You may lay a Foundation on an out of town Site by using one Craftsman or Architect action instead of the usual two actions needed. The Function of the Tower is available during the turn in which it is built.

You have a Tower Foundation with a Concrete Material in it. You have two Architect Clients. There are no Stone Sites remaining. You have a Concrete and a Rubble in your Stockpile. You lead as an Architect. With your first Architect action you move a Concrete card from your Stockpile into the Tower, completing it and activating its Function. With the second action you start a Sewer on an out of town Stone Site. With the third action you move the Rubble card from your Stockpile into the Sewer. The Sewer still requires two more Stone or Rubble to be complete.

Tribunal (Republic version only)
Whenever you Think, you may draw an additional Jack after taking the normal Think action.

You own a Tribunal. You have 2 cards in hand and Think. You opt to draw 3 cards from the deck then 1 Jack. Instead, you could have drawn 2 Jacks.

Villa
If you have a Villa Foundation you complete it whenever you use an Architect action to put a Material into the Villa.

You have a Villa Foundation with no Materials in it and no completed Structures. You have a Stone in your Stockpile. You lead as an Architect. The other players follow. You take Stone from your Stockpile and put it into your Villa, completing it. You gain three Influence (reaching five) and now have five Victory Points, room for up to five Clients, and room for up to five cards in your Vault.

Vomitorium
You may discard all the cards from your hand before you execute a Thinker action.

You own a Vomitorium and have three Patrons and a Jack in your hand. The player to your right leads as an Architect. You pass. You discard all three of your Patron cards into the Pool. You discard your Jack to the pile of Jacks beside the Pool. You then draw five cards from the draw pile to reach your hand refill size of five.

Wall
You gain a Victory Point at the end of the game for each two Materials in your Stockpile, rounded down. This is in addition to the two Victory Points you gain from increased Influence due to finishing the Wall.

At the end of the game the only Structures you have built are a Wall and an Insula. You have five Materials in your Stockpile. You do not have any cards in your Vault. Your Victory Point total is seven - five from Influence plus the two point Wall bonus.

You are not required to lose cards to opponents performing the Legionary action. You may still choose to give up cards if you wish. If you forget you have a Wall and give up cards, you cannot get them back. This Function of the Wall is the same as that of the Palisade, except that an opponent's Bridge does not circumvent your Wall.

You own a Wall. Your opponent owns a Bridge. You have two Stone and a Brick in your hand and a Stone in your Stockpile. The Pool is empty. Your opponent leads as Legionary. You follow. He demands Stone. You say 'Glory to Rome.' You demand Stone. You take the Stone from his hand into your Stockpile.

APPENDIX II – REPUBLIC VS IMPERIUM VERSION

This box contains two versions of Glory to Rome, the Republic and the Imperium version. Do not mix cards from both versions, but instead use either one or the other. Republic version cards are marked with a , Imperium version cards with a . The overview on the back side of the 'Rome Demands' card shows you in detail which cards are used for which version.

All rules explained so far apply to the Republic version. When playing the Imperium version, the following two exceptions apply:

- Your starting hand consists of only 4 cards but 1 additional Jack
- You need 3 cards for a petition

BEWARE: The Imperium version is cut-throat in a number of ways that some enjoy but others do not. Especially for beginners, the more forgiving and friendly Republic version is recommended.

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THANK YOU, PLAYTESTERS!

Find the right door at MIT late Friday night and you're likely to find us playing Glory To Rome. If you're ever in the Boston area we'd love to see you there! Thanks to everyone who helped us play-test, especially:

MIT Strategic Games Soc. (web.mit.edu/sgs/www/home.html)

Dangerplanet Games Club (dangerplanetgames.com)

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APPENDIX III – UNOFFICIAL GEEK EXPANSION

Use any cards from this expansion you like, leaving out the ones you don't.
Each of these cards works equally well with the Republic ( ) and the Imperium ( ) version.

Domus
As soon as you complete the Domus, you may immediately perform one Patron action. If the new Client matches the current role, it may perform its action.

Romulus has 3 Craftsman actions. He uses one to begin a Domus from his hand and a second to complete it. He then uses the Domus power to recruit an additional Craftsman from the pool. He now has 2 Craftsman actions remaining – one leftover from his original 3 and one from the new Client.

Castra
If you lose one or more cards from your hand to enemy legionaries, then you may Think once at the end of that round. That Think action happens after all legionaries have resolved.

Remus has a Castra in play. He leads Legionary, and both of his neighbors follow. After all the Legionary actions are resolved, Remus has lost 1 card to each of his neighbors. He then performs a Think action to draw more cards.

Castra Praetoria
As soon as you complete the Castra Praetoria, you may add any or all of the Material under it as Clients to your Clientele. Normally, this will mean that two Brick Material become two Legionary Clients.
Once you have the Castra Praetoria in play, it allows you to show incomplete buildings when demanding with a Legionary action as well as (or instead of) showing cards from hand. You may only show each of your incomplete buildings once during a Legionary round, and those buildings remain where they are.

Romulus has a Scriptorium in play and completes a Castra Praetoria by adding a single Marble to it. He immediately adds the Marble Material to his Clientele as a Patron Client.

Remus has a completed Castra Praetoria in play, along with an incomplete Scriptorium and an incomplete Bath. He has 2 Legionary Clients and leads a Legionary role, thus taking 3 Legionary actions. He reveals reveal a Stone and a Rubble from his hand. He chooses to reveal the Scriptorium as his third card to demand an additional Stone. The cards he revealed from hand remain in his hand, and the Scriptorium remains in play.

Watermill
If you lead or follow Laborer, then you may trigger any or all of your Architect Clients at the end of your turn.

Remus has 2 Architect Clients and 1 Laborer Client. He leads as Laborer using a Jack. After other players have followed or thought, he executes his 2 Laborer actions. Then he performs 2 Architect actions. Then the next player may take Laborer actions.

Solarium
Whenever you complete a building using an Architect action, you may immediately take one Material from under that building and move it into your Stockpile. If you complete the Solarium with an Architect action, then you may use its own power to move one of the Materials under Solarium to your Stockpile.

Romulus has an incomplete Solarium with no Materials under it. He also has a complete Scriptorium, an incomplete Villa, and 1 Architect Client. He has 1 Stone and 1 Marble in his Stockpile. Remus, to his right, leads as Architect and Romulus follows using a Jack. Romulus uses his first Architect action to complete the Scriptorium using the Marble from his Stockpile (Scriptorium's power). He moves that Marble back into his Stockpile. He then uses his second action to move the Stone from his Stockpile to complete the Villa (taking advantage of Villa's power) and moves that Stone back into his Stockpile.

Aerarium
Whenever you check your Influence (except during scoring at the end of the game), you instead use the highest Influence among all players. As soon as you complete the Aerarium, you may give its 2-Influence Site to any player (even yourself) to immediately trigger an 'upon completion' power on one of that player's completed buildings.

Remus has a completed Aerarium in play, along with an incomplete School and a complete Garden. He completes his Aerarium with a Craftsman action, and immediately gives the 2 Influence to himself in order to re-trigger the Garden's power. After using the Garden power, he uses an additional Craftsman action to complete the School. He has a total of 9 Influence, but one of his opponents has 12 Influence. So, the School's power allows him to perform 12 Thinker actions, rather than just 9. If the game ended right now, he would only have 9 points (not 12).

Aerarium and Prison
If you use Aerarium to re-trigger a completed Prison, you must give away any set of Site cards from your Influence that sum to 3 or more total Influence. You cannot give away the 2 Influence you began the game with.

Remus completes a Prison and steals a building from Romulus. Romulus later completes an Aerarium and gives away its Influence to Remus in order to re-trigger the Prison power to steal a building from Hannibal. He gives Hannibal the 3-Influence Site card that he received when previously affected by Prison.

Romulus has a School in play (Brick) and 4 total Influence. Romulus completes a Prison and gives its 3 Influence to Remus to steal one of Remus' buildings. Romulus later completes an Aerarium and gives the Influence to himself to re-trigger the Prison. He gives away the 2-Influence Site from the Aerarium plus the 2-Influence Site from the school to Remus to steal a building.

Bacchanalia

When you complete Bacchanalia, add its 3-Influence Site to your Influence and then tally your Influence. Flip over that many cards from the top of the deck. One at a time, you may do any subset of the following actions (in any order):

- add one of the cards to your Stockpile
- add one of the cards to your Clientele
- add one of the cards to your Vault
- start one of the cards as a new building on an in-town Site
- add one of the cards to a building in progress, as Material

Afterwards, any remaining revealed cards are added to your hand.
If you have more Influence than the total number of cards remaining in the deck, then the game ends immediately and you do not perform any of the bonus effects from Bacchanalia. You may not choose to reveal fewer cards than your Influence total.

For example, Hannibal has 2 Influence and completes a Bacchanalia. He reveals 5 cards from the deck – Scriptorium, Plebian Council, Sewer, Castra, Road. He starts the road as a new building, and then completes it by using the Castra as Material. He puts the Scriptorium into his Clientele as a Merchant Client and the Sewer into his Vault. He declines to put the Plebian Council into his Stockpile, so it instead goes to his hand.

Watch Post

You can use a Craftsman action to tear down one of your complete buildings instead of the normal Craftsman effect. When you do so, immediately return the building foundation to your hand and put any Materials from the building into your Stockpile.

Romulus has a completed Watch Post and is about to take 5 Craftsman actions. His starts and then completes a Domus from hand using his first two actions. He third action is to tear it down with his third action, returning the Domus card to his hand and puts the one Wood Material from under it into his Stockpile. His fourth action is to begin it (again) as a new building. He then completes it (again) with his fifth action, repeating its 'upon completion' effect.

Triclinium

If you are leading or following, then whenever one of your Clients acts you may put it into your Vault after that action completes.

Remus has a Bath and a Triclinium in play. Romulus leads as Patron, and Remus chooses to think. Remus may trigger his Patron Clients, but he may not activate the Triclinium since he did not lead or follow. On Remus's next turn, he leads Patron. This time, he may activate Triclinium. He uses a Patron Client to recruit a Legionary Client. He decides to leave the Patron Client where it is. Because of the bath, the new Legionary Client immediately activates. After it resolves, he puts the Legionary Client into his Vault. He then uses another Patron action to recruit a Craftsman Client from the pool. That Craftsman immediately takes its action by starting a new building. That building uses the last in-town Site in the game, so the game ends. Remus does not have the option to put the Craftsman into his Vault, since the game has ended.

Plebian Council

Once this building is complete, you immediately win the game if both of its conditions are met:

1 The total number of Laborer Clients held by all players is strictly higher than the total number of Legionary Clients held by all players.
2 You personally have strictly more Laborer Clients than any other single player.

Romulus completes a Plebian Council. He already has a Storeroom and 5 Legionary Clients. Remus has 1 Laborer Client and 1 Legionary Client. Hannibal has 5 Laborer Clients. Romulus's Legionary Clients count as both Laborers and legionaries (because of the storeroom), so there are a total of 11 Laborers and only a total of 6 legionaries in play. Romulus has 5 Laborer Clients, but he is tied with Hannibal so nothing happens. Later in the same turn, Romulus completes a Domus and recruits a Merchant. That Merchant also counts as a Laborer (thanks to Storeroom), so he now has 6 Laborers to Hannibal's 5. He immediately wins the game.

This is an unofficial expansion suggested by members of the BoardGameGeek community - we did sort of playtest it, but it's not an official part of the game.

Thibaut Palfer-Sollier (tublefou) – 6 cards | Anthony Boydell (tonyboydell) – 4 cards | Chris (darthnice) - 3 cards | Simon (earlyworm) – 3 cards | Randall Bart (Barticus88) – 2 cards | Dany Majard (sevem) – 2 cards | Daniel Hammond (dlhammond) | Hanibal Sonderegger (hanibalicious) | KAndrw (KAndrw) | Mont A.(Typhon) | Scott Seifert (golden_cow2) | spacedogg (spacedogg) | Tim Seitz (out4blood) | Tiwaz Tyrsfist (TiwazTyrsfist) | A special mention to Thibaut, Tony, Chris and Simon – between them they influenced EVERY card in the set!

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