SYLLA

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FAQ, forum & 2-player variant: http://www.ystari.com

Acknowledgements

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Contents

- 1 *Rome* board
- 40 tiles (32 x *Buildings*, 4 x *Revenues*, 4 x *50 points*)
- Approximately 40 cubes and 4 markers in four colours: blue, red, black, white
- 117 *Res Publica* tokens: Civic Spirit (violet), Leisure (green), Health (blue)
- 1 Famine token (yellow)
- 40 denier coins *(35 x 1 denier, 5 x 5 deniers)*
- 60 cards (40 x *Character*, 7 x *Great Works*, 10 x *Events*, 3 x *Crane*)
- 4 screens (1 per player)
- 1 turn counter (yellow)
- This rulebook and game aids

Once upon a time...

The year is 79 BC. Sylla, the uncontested master of Rome, is preparing to abdicate. During his reign the Roman senate has rediscovered its glory and many are the pretenders to his supreme power. But Rome is a fickle mistress; the people are hungry and want for bread and circuses. Only the most cunning politicians can take advantage of the situation…

Object of the game

Players take the role of Roman senators in their quest for glory. They use their fortunes and their connections to build great works and resolve the political problems of the Republic. At the end of the game the player with the most prestige wins and takes control of Rome.

Preparation

Advice: before playing your first game, read the Principles of Play on the next page.
Note: these rules are for a 4-player game. Adjustments for 3 players can be found at the end of this leaflet.

- The board is placed in the middle of your play surface. The Ecclesia card is reserved for the end of the game and should be placed to the side of the board.
- *Building* tiles are sorted by letter (A, B and C) and shuffled separately. They are piled, face down on the board, C tiles first, then B and finally A. The first 6 A tiles are placed face up at the bottom of the board by the coloured locations.
- The Decadence *Event* card is placed in the marked location on the bottom right-hand side of the board. The other *Event* cards are shuffled and piled, face down, on the board. Three more *Event* cards are dealt and placed face up on the right of the board, above Decadence.
- The *Great Works* cards are shuffled and piled face up on the board. The first one is removed from the game. (All players will therefore know which Great Work will not be built in the game.) The next card down becomes visible and will represent the Great Work that will be built in the first turn.
- Three *Res Publica* tokens (one of each type) are placed in the central square of the *Res Publica* ladder on the board. They will be markers. The other *Res Publica* tokens should be kept close to the game board. The Famine marker is placed on the first space of the ladder.
- Each player receives one of the 4 *Revenue* tiles (numbered I to IV) at random and takes the set of *Character* cards with the same number. Each player secretly chooses 4 characters and places them face down in front of him. When all players have chosen, each one reveals their 4 characters. All the other *Character* cards are shuffled and piled on the game board, face down. The top 6 cards from the pile are dealt out and placed to the left of the board, face up.
- Each player takes one screen, all the cubes of one colour and 3 deniers **plus 1 denier per Merchant,** then places his marker on “10” of the Road to Glory. The remaining money is gathered and placed beside the board, forming the stock pile.

Note: screens are used to hide a player’s money and Res Publica tokens. All other game elements should stay visible for the duration of the game.

- The turn counter is placed on the circular “I” on the board. The player with the revenue tile marked with “I” becomes First Consul.


ECCLESIA
H
C
D
E
F
K
J
G
R
B
L
M
O
N
P
A
I
Q

Principles of Play

Players take on the role of Senators and, in the course of a game, progress along the Road to Glory (**A**).

They have to constantly keep watch over the situation in Rome: the *Res Publica* ladder (**B**) shows the current state of the contentment of the people in matters of Civic Spirit (purple marker), Health (blue marker), Leisure (green marker) and Famine (yellow marker). The *Res Publica* markers constantly fluctuate between crisis (on the left) and ideal (on the right), whereas the Famine marker begins at 0 (on the left) and moves to the right as the famine worsens. At the end of the game, the *Res Publica* tokens that players have earned will be worth a number of points depending on the positions of the markers. During the game, a famine will lose points for players who are unable to feed enough bread to the Plebeians (the general body of Roman citizens).

Players are helped by the following characters: Senators (**C**), Merchants (**D**), Legionaries (**E**), Vestal Virgins (**F**) and Slaves (**G**), of which some are adepts of a curious religion from the East, Christianity, which has a fish as its symbol (**H**). Each turn, characters assist players in buying buildings (**I**). In addition, each character (with the exception of a Slave) has a unique power (**J**) which they may use over the course of a turn if that character has not been used to buy a building.

Each turn of the game represents a time period that is punctuated by the erecting of a Great Work and is divided into 7 phases:

I) First Consul: the First Consul of the coming turn is elected by the players. For this, each player can count on their Senators and spend deniers if they wish. The First Consul can exercise special prerogatives over the course of the turn.

II) Recruitment: each player recruits a new character from those visible on the left of the board.

III) Buildings: players may buy buildings that are put up for sale. For this they use the coloured hexagons (**K**) that are on their character cards. Each character that is used to buy a building should be turned to the side and their powers will not be available for the remainder of that turn. Buying buildings allows players to acquire benefits (prestige, money, tokens, etc.) that they may use either straight away or each turn.

IV) Revenue: players take their revenues. If some players have Merchants that have not been turned to the side, they get more.

V) Events: thanks to their Vestal Virgins and their Legionaries who have not been turned to the side, players collectively fight threats that jeopardize the safety of Rome. Each turn, of the four Events in play, two will occur and two will be prevented. One of the Events will be completely removed from the game.
There are various elements on each Event card:
• Political tendency (**L**): indicates the type of *Res Publica* token that will be earned by the players who fight this event.
• Legionary/Vestal Virgin (**M**): indicates the type of character (sometimes both) who can be used to prevent this event.
• Negative effect (**N**): indicates the consequence of the event if it is not prevented. An event usually has a negative effect on the *Res Publica* ladder, or on the players' zones of play.
• Famine (**O**): certain events carry a famine symbol. They affect the level of famine during the game.

VI) Great Works: each turn a Great Work (**P**) is collectively constructed by those players who wish to build it. In order to do this, players vote using Senators who have not been turned to the side, and possibly deniers too. Those who do not wish to take part in the project can gain prestige by giving to the Plebeians. Great Works can earn prestige, and can also have a positive effect on the tokens on the *Res Publica* ladder.

VII) Famine and Crisis: during this phase, players have to feed the people of Rome using their fields (**Q**). Players who are unable to feed their people lose prestige. Finally, if the *Res Publica* tokens are in the crisis zone (**R**), crises may take place, during which players will have to prove to the people that they are working for the greater good, or lose even more prestige.

The game is over after five turns and players have the chance to value their Christian characters and free their slaves. Players then reveal their *Res Publica* tokens, which earn them as many prestige points as the relevant marker on the *Res Publica* ladder. The player with the most prestige wins the game...

Symbols


Civic Spirit


Health


Leisure


Res Publica


Famine


Christian

Order of play

Game turn

A game is separated into 5 turns. A game turn is made up of 7 phases. After each phase, the phase marker is moved by the First Consul.

I - First Consul

1) Election
The First Consul of the preceding turn offers a number of votes to remain First Consul for the new turn. Each face-up Senator in his game zone is equal to one vote. In addition to the Senators, players may spend as many deniers as they wish. One denier counts for one vote.

The other players, moving clockwise, can either pass or offer a higher number of votes (Senators + deniers) than the highest number thus far. When all players have spoken once, the one with the highest offer becomes First Consul. He pays the number of deniers he offered for votes into the stock pile (the other players pay nothing) and he becomes the new First Consul.

2) Res Publica
The First Consul takes one Res Publica token of his choice from the pile and places it behind his screen.
Note: all other players must be shown the colour of the token.

3) Famine
The First Consul moves the famine marker as many places to the right as the total of all the famine symbols on the four Event cards that are in play.
Note: the marker cannot go past the last place on the right (6 points).

II - Recruitment

Starting with the First Consul and moving clockwise, each player **chooses one *Character* card** from those face up on the left of the board and places it in his zone of play. When all the players have chosen, the remaining cards are placed at the bottom of the *Character* card pile.

III - Buildings

Note: the effects of different buildings are described at the end of the rules.

First building:
The First Consul selects one of the six *Building* tiles and offers it for sale. The **sale colour** (red, yellow or grey) is determined by the tile's position on the edge of the board, and only Characters bearing this colour can be used to buy the building. The **sale colour** determines which Characters can be used to buy the building.

To start, the person who comes **clockwise after the First Consul** passes or offers an amount to buy the building. The amount represents the number of characters with the relevant coloured hexagon on the top of their card that the player is willing to "spend" (see below).

Moving clockwise, and *ending with the First Consul*, each player may speak **once** or pass.

Note : if all players pass, the building is discarded.

First Consul: Blue, who picked tile "I", begins the game as First Consul. He has two Senators and offers 3 votes. Red passes, as does White. Black, who has one Senator, offers 4 votes and therefore becomes First Consul for the turn. He pays 3 deniers to the stock pile (3 deniers + 1 Senator = 4 votes) and takes 1 Res Publica token of his choice.



Famine: Black, as First Consul, moves the Famine marker. Of the 4 Event cards in play, 2 have a famine symbol (top right of the card). The Famine marker is moved 2 places to the right.



Recruitment: Black, as First Consul, begins. He chooses a Slave, Blue takes a Legionary, Red a Senator and White a Vestal Virgin. The two remaining cards are placed at the bottom of the Character card pile.



Buildings: Black, as First Consul, offers a Field for sale. As the Field is in the grey zone, the purchase must be made with this colour. Blue offers 2 grey, Red passes, White offers 3 grey and Black decides to pass. White takes the Field, which he places in his zone of play...

The player who has made the best offer gets the building and puts it into their zone of play. It is paid for by turning to the side a number of *Character* cards that feature a hexagon of the sale colour equal to the sum offered.

Note: all Character cards turned this way cannot be used for the rest of the turn, either to buy other buildings or to use a special power (see below).

Subsequent buildings:
The player who bought the last building offers a new *Building* tile for sale. Moving clockwise, each player, **starting with the one after him**, may offer a sum to buy the building or they may pass.

Play carries on this way until **5 Building tiles** have been put up for sale. The remaining tile is removed from the game and players move to the next phase.

IV - Revenue

Starting with the First Consul and moving clockwise, players take their revenue from the pile and use any buildings with effects that happen in phase IV.

Note: each player's starting tile earns them 3 deniers during each revenue phase.

In addition, each **Merchant** card that is face up in a zone of play and not turned to the side earns **1 denier** for its owner (taken from the stock pile).

V - Events

Note: the effects of different Events are described on the "Events" page.

1) Placement
All players place one of their coloured cubes on each of their face up **Vestal Virgin** and **Legionary** characters that aren't turned to the side.

Starting with the First Consul and moving clockwise, each player must place one cube upon one of the *Event* cards in play. To do this, they must take note of the character type shown on the *Event* card: a Vestal Virgin cube may be placed only on a card that has the Vestal Virgin symbol on it and a Legionary cube may be placed only on a card that has the Legionary symbol on it.

Players proceed until all the cubes have been placed.

Note: it is possible for a player who has more cubes than the others to place a series of cubes one after the other.

2) Allocation of *Res Publica* tokens
For each of the first 3 Events, the player who has placed the most cubes on the *Event* card gains 1 *Res Publica* token of the colour indicated on the card. If more than one player has placed the same amount of cubes, each gains 1 *Res Publica* token.

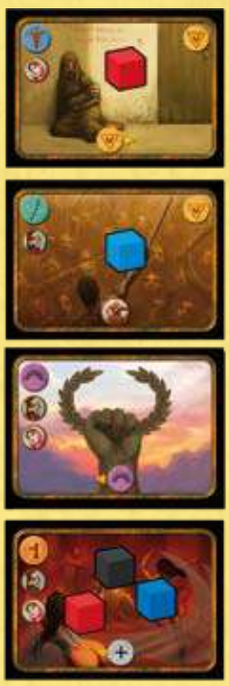
Note: if no players have placed any cubes on an Event card, no tokens are allocated for that Event.

For the Decadence card the player (or players) who has placed the most cubes gains 1 prestige point.



Buildings: White, to pay for the Field, must turn to the side 3 characters with grey hexagons. He chooses 1 Slave and 2 Merchants from his characters. He then offers a new building for sale (and makes his offer last).

Revenue: - Black takes 5 deniers (Revenue + Stall card).
- Blue also takes 5 deniers (Revenue + 2 non-turned Merchant characters).
- Red takes 3 deniers (Revenue) and chooses to use his Private Temple. He spends 2 deniers to get a Res Publica token (colour of his choice).
- White takes 5 deniers (Revenue + Stall card). His Merchants, used in the example above, do not bring him any revenue because they are turned to the side.



1) Placement: players place their cubes on Vestal Virgin and Legionary characters that are upright. White, who has used all of his Character cards, cannot take part in this phase. Black begins by placing his single cube on Decadence. Blue places a cube on the same card. Red places 1 cube (it must be from a Vestal Virgin) on Famine. Black has no more cubes so Blue places his last Legionary cube on Revolt. Red finishes up by placing his last Legionary cube on Decadence.

2) Tokens: Red is in a majority on Famine so earns a "Health" token. Blue earns a "Leisure" token because of his majority on Revolt. The Imperial Cult earns tokens for nobody. Finally Red, Blue and Black each earn 1 prestige point because they all have the same number of cubes on Decadence.

3) Event effects
No matter how many cubes have been placed on the cards, two events will occur and two will be prevented. The two events with the most cubes on them (regardless of colour) are prevented and will not occur this turn. The two other events will take place (see the «Events» player aid) and their effects are applied, with the event on top happening first.

If events have the same number of cubes on them, the First Consul decides which events are prevented and which take place, as needed.

4) Cancelling an effect
Of the two events that were prevented, the one with the most cubes on it is completely resolved and removed from the game. If the two events have the same number of cubes, the First Consul decides which event is removed.

Exception: Decadence is a permanent problem in Rome and cannot be removed from the game. In the case where Decadence is the Event that should be removed from the game, the other Event that was prevented is removed instead.

Some events have negative effects that take place in a player's zone of play. (For example, *Pillage* forces players to take their *Stalls* out of play.) When an event like this is removed from the game, its negative effects cease and players may return affected tiles and cards face up in their zones of play. These tiles and cards are operational again from then on.

Note: see the "Events" player aid for more details on negative effects.

Draw a new event from the pile of Event cards and place it in the empty slot in the row of Event cards. Players take back all their cubes.

VI - Great Works

Note: the effects of different Great Works are described on the "Great Works" player aid.

During this phase, players together construct the Great Work that is on the top of the *Great Works* pile, although they may choose not to work on the project, in favour of devoting themselves to the Plebeians. In either case, each face-up and upright Senator in a player's zone of play counts for one vote, and each denier put in counts for one vote.

The Great Work is placed face up at the top of the board (revealing the Great Work that will be realized in the next turn). Each player can, if they wish, put deniers in their hand from their reserve. Each player then holds their fist in front of them with the thumb out horizontally. Then, at the same time, all players either point their thumbs either up, if they wish to finance the Great Work, or down, if they wish to give to the Plebeians.

1) Plebeians
For each set of **2 votes** (Senators + deniers), the player gains **1 prestige point**. The deniers put in are paid into the stock pile.

2) Great Work
Players mark their points and possibly move the position of the markers on the Res Publica ladder, depending on the terms given on the "Great Works" play aid. **All the deniers used by players are placed in the stock pile.**

The Great Work is now turned face down.



3) Effect: Decadence, with 3 cubes on it, is prevented. Famine and Revolt have one cube on each so Black, as First Consul, may choose. He owns Slaves so decides to prevent the Revolt. So, the effect of Famine is applied (the Famine marker is moved one place to the right) as well as Imperial Cult (the Civic Spirit marker is moved one place to the left).

4) Removal: Decadence, with the most cubes on it, should be removed from the game but because it is impossible to remove this Event, remove Revolt (the other Event that was prevented) instead. Finally a new Event card is put in place of Revolt.



Great Works: the Public Baths card is placed at the top of the board, and the next Great Work is revealed to the players. the players vote to build the Public Baths. Blue has pointed his thumb down and did not use any deniers. With 2 available Senators, he has 2 votes and moves up one prestige point.
Red, who put in 3 deniers and has 1 available Senator, has 4 votes, same as White (4 deniers). Black put in 1 denier but his Senator is turned to the side so he has only 1 vote.
Red and White therefore gain 5 prestige points. Black (third place) gets nothing.
In total, the Great Work got 9 votes, so the Health marker is moved one place to the right. With just one more vote the marker would have moved 2 places.
The Public Baths card is now turned face down.

VII - Famine & Crisis

1) Famine
The position of the Famine token on the Res Publica ladder shows the current level of famine.

Each player loses a number of prestige points equal to the level of famine less 2 points per Field visible in their zone of play.

Notes :
- Players may not have less than 0 prestige.
- A player with enough Fields to go above the famine level does not gain prestige points.

2) Crisis
If a *Res Publica* marker (Health, Civic Spirit or Leisure) is in the Crisis Zone, that type of political crisis occurs.

All players must reveal all their *Res Publica* tokens of the colour concerned:

● The player or players with the **most tokens** immediately **gains 3 prestige points** (the people do not consider them responsible for the crisis – quite the opposite).

● The player or players **with the fewest tokens** immediately **loses 3 prestige points** (the people consider them responsible for the crisis). Players then replace their *Res Publica* tokens behind their screens.



Famine: the Famine marker is situated on "3". In theory each player should lose 3 prestige points, but White has a Field tile and therefore subtracts 2 from this total. White loses 1 prestige point.



Crisis: on the fourth turn of the game, a Civic Spirit crisis occurs (the Civic Spirit marker is positioned on the far left of the ladder). All the players reveal their Civic Spirit tokens. Blue has 4 tokens, White and Red have 2 tokens, Black has 1 token: Blue gains 3 prestige points and Black loses 3. If the Civic Spirit marker is still in the same position in the next turn, another Civic Spirit crisis will occur.

End of turn

● 6 new *Character* cards are placed next to the board.
● 6 new buildings are placed in the Building zone at the bottom of the game board.
● Characters who were turned on their side are placed upright.
● The phase marker is replaced on "I".

End of game

The game ends at the close of the fifth turn. A sixth Great Work (Ecclesia) is realized, with the following effects:

● Advent of Christianity
Each Christian Character (fish symbol) that is face up (even if it is turned to the side) in a player's zone of play earns **2 prestige points** for that player.

● Freeing of slaves
Players may free all Slaves that are face up (even if they are turned to the side) by paying **2 deniers per Slave**. Each Slave that is freed **earns 3 prestige points** for that player.

● Political outcome
Players all reveal their *Res Publica* tokens. The position of the relevant marker on the *Res Publica* ladder indicates the number of prestige points that each token is worth to a player.
Note: Surplus money does not earn prestige.

The player who is the farthest along the Road to Glory takes control of Rome and wins the game. In case of a tie for first place, all of the players are victorious. They will share the destiny of the Republic for better or for worse!



End of the game: Red has 3 Christian Characters, and therefore gets 6 prestige points. He pays 2 deniers for each of his two Slaves and gets 6 more points. Finally, he tallies up his counters in relation to the position of the markers on the Res Publica ladder. He has 8 Health tokens (3 points per token), 5 Leisure tokens (3 points per token) and 3 Civic Spirit tokens (1 point per token).

3 players

A 3-player game works in exactly the same way as a 4-player game, but the following adjustments should be made:

- In the preparation stage, players choose 6 Characters instead of 4 from their set of cards.
- In each phase II, players recruit 1 *Character* card from a choice of 5 that are placed face up, instead of 6.
- In each phase III, players may buy 4 buildings instead of 5. As a consequence, the last 2 buildings are removed from the game.

Buildings



Stall: each *Stall* that a player owns earns them 2 deniers during phase IV (Revenue).



Field: each *Field* that a player owns reduces by 2 the number of points that the player loses in each phase VII (Famine and Crisis).



Private Temple: in each phase IV (Revenue), the owner of a *Private Temple* may spend 2 deniers to obtain a *Res Publica* token of their choice.



Insula: when a player gains the *Insula* tile, they discard it immediately and take 2 Res Publica tokens to place behind their screen.



Crane: when a player gains the *Crane* tile, they discard it immediately and replace it with a *Crane* card that they place, on its side, among their Characters. Starting with the next turn they may use it as a *Character* card during phase III (Buildings).
Note : Cranes may be affected by the Flood event.



Tavern: during phase IV (Revenue), the owner of a *Tavern* may move the *Res Publica* marker of their choice one step. However, they may not move a marker that has already been moved by another *Tavern* during that phase. It is possible to use a *Tavern* to "block" a *Res Publica* marker at its highest or lowest value.



Triumphal Arch: when a player gains this tile, they discard it immediately and gain 6 prestige points.



Statue: when a player gains this tile, they discard it immediately and gain 4 prestige points.



Bank: when a player gains the *Bank* tile, they discard it immediately and gain 5 deniers from the stock pile.

Events



Epidemic: the Health marker is moved one place to the left.



Eruption: the Leisure marker is moved one place to the left.



Imperial Cult: the Civic Spirit marker is moved one place to the left.



Famine: the Famine marker is moved one place to the right.



Christian Persecution: each player turns one of their Christian *Character* cards face down. That Character has no effect as long as this Event remains in play. Once the Event is removed from the game, all Characters are returned, face up.
Exceptions: if Senate Purge (or Slave Revolt) is visible, Christian Senators (or Christian Slaves) must stay face-down even after Christian Persecution has left the game.



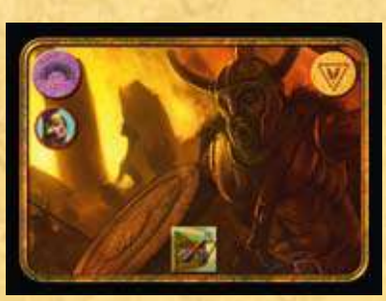
Senate Purge: each player turns one of their Senator cards face down. This Character has no effect as long as this Event remains in play. Once the Event is removed from the game, all the affected Characters are returned, face up.
Exception: if Christian Persecution is visible, Christian Senators must stay face-down even after Senate Purge has left the game.



Flood: each player turns one of their Building tiles (including Crane) face down. This building has no effect as long as this Event remains in play. Once the Event is removed from the game, all affected Buildings are returned, face up.
Exception: if Pillage is visible, Stalls must stay face-down even after Flood has left the game.
Note: a player's starting revenue cannot be touched by floods.



Slave Revolt: each player turns one of their Slave Character cards face down. This Character has no effect as long as this Event remains in play. Once the Event is removed from the game, all the affected Characters are returned, face up.
Exception: if Christian Persecution is visible, Christian Slaves must stay face-down even after Slave Revolt has left the game.



Pillage: each player turns one *Stall* face down. This Building has no effect as long as this Event remains in play. Once the Event is removed from the game, all affected *Stalls* are returned, face up.
Exception: if Flood is visible, Stalls must stay face-down even after Pillage has left the game.



Decadence: the marker or markers furthest to the right of the Res Publica scale move one place to the left.
Notes :
- Famine may not move as a cause of this Effect.
- it is possible that all 3 markers (Civic Spirit, Health and Leisure) are affected. In this case, all are moved down the ladder.

Great Works

Of the six Great Works, one is removed at the start of play and will never be constructed. The Church (Ecclesia - not shown here) is a unique Great Work because it is automatically built at the end of the game.
Note: apart from the case of the Church, players always have the possibility of not participating in a Great Work, instead making a gift to the Plebeians (thumb pointing down). In this case, they gain 1 prestige point for each 2 complete votes (Senators + deniers).



Pantheon: the player with the most votes gains 10 prestige points. Second place gains 6 prestige points and third gains 2. In the case of a draw, all players with the same number of votes gain the points relevant to their position.



Temple: all players with 8 votes gain 10 prestige points. All players with 5 votes gain 6 prestige points.



Granary: the player with the most votes gains 5 prestige points. Second place gains 3 prestige points. In the case of a draw, all players with the same number of votes gain the points relevant to their position.
Famine: add up the total votes of all the players who participated in the realization of the Granary. The Famine marker is moved down 1 place for each set of 4 votes.



Public Baths: the player with the most votes gains 5 prestige points. Second place gains 3 prestige points. In the case of a draw, all players with the same number of votes gain the points relevant to their position.
Health: add up the total votes of all the players who participated in the realization of the Public Baths. The Health marker is moved 1 place to the right for each set of 5 votes.



Colosseum: the player with the most votes gains 5 prestige points. Second place gains 3 prestige points. In the case of a draw, all players with the same number of votes gain the points relevant to their position.
Leisure: add up the total votes of all the players who participated in the realization of the Colosseum. The Leisure marker is moved 1 place to the right for each set of 5 votes.



Senate: the player with the most votes gains 5 prestige points. Second place gains 3 prestige points. In the case of a draw, all players with the same number of votes gain the points relevant to their position.
Civic Spirit: add up the total votes of all the players who participated in the realization of the Colosseum. The Civic Spirit marker is moved 1 place to the right for each set of 5 votes.