



AGE OF ROME

AD GLORIAM

Game Rules

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Rome 44 BCE.

The Ides of March have passed
and as the omens had foretold, Caesar was murdered.
Lying dead on the Senate's marble after receiving 23 stab wounds,
each from the hand of a different conspirator.



Citizens of Rome rise!
The Empire is hanging on a thread.
Marcus Antonius assumes the role of the peacemaker.
Along with Gaius Octavius and Aemilius Lepidus,
he forms a new triumvirate and names the plotters Prefects,
giving them amnesty for their crime.
The feud simmers down - for now.



Unite remains fragile, though.
All members of the triumvirate want to prevail – to build their own Empire,
increase trade and develop agriculture for their own profit,
win a majority in the Senate and confront Caesar's murderers.
Feuds will force some to scheme against their rivals,
while faith will lead them to build monuments to their gods.



No matter what path each of them chooses to follow,
only one will succeed in becoming the Emperor or Empress
of the new **Age of Rome**.



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TEETOTUM
GAME STUDIOS

AGE OF ROME

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 **CUSTOM WORKS**

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We couldn't have done it without **YOU!**

Teetotum Game Studios



Marcus Antonius

Caesar's close friend and general.

Friends, Romans, Countrymen: Believe me when I say that I among you suffered the most when seeing our beloved Caesar's dead body. For I was his closest. I was his dearest. I should be the one to avenge his death; that alone might offer me a modicum of peace.

I ask myself though, o people of Rome, is my peace more important than Rome's peace? A leader's selfish motive for revenge could lead Rome to total destruction. Do not make this mistake. Rome needs us to stay united.

7 1 2 7 4



Aemilius Lepidus

Caesar's close supporter.

I have fought side by side with Caesar. I have been his loyal servant for years. In my days, I have seen more blood and death than one man's eyes can handle. Humbly I stand before you now asking you to consider what is best for Rome.

I could easily claim that I have no one else to serve after Caesar's death. But, I would be wrong. There is still Rome. There will always be Rome. And I pledge myself to her.

7 1 3 6 5



Fulvia

Antonius' wife and advisor

Dear Roman brothers, our beloved Caesar is dead. Cowards and schemers have murdered him and their blades are still soaked in his blood. But it is not yet the time for us to mourn.

Dear Roman brothers, as a Roman woman and Antonius' wife, I will swear this to you: I will not rest until Caesar's blood is paid back in double. Until Rome is freed from her devious enemies.

6 2 2 7 4



Junia Secunda

Lepidus' wife and worthy politician

This day we mourn. Caesar was not only a powerful and skillful Imperator; he was an honest and compassionate father to us all. He loved Rome and we as Romans, were his children. Even in the end, I am sure, he faced the blades of his children with understanding.

But, I will not. I will fight to defend Rome from those abominable actions. The light of Caesar's memory will guide us to make Rome great again.

5 2 2 5 5



Gaius Octavius

Caesar's grand-nephew and rightful heir.

Most of you believe I am just Caesar's young and immature grand-nephew, nothing but a spoiled child. But Caesar believed differently. He believed in me. In me, he saw Rome's future. That is why he named me his heir and I intend continue his legacy.

Most of you believe I am weak and unqualified to stand against Caesar's enemies, against Rome's enemies. The truth is our enemies already fear me. They schemed to keep me away from Rome, but I am here and I will crush them one by one for spilling Caesar's blood.

5 3 2 6 4



Livia Drusilla

Octavius' wife and a powerful woman

I can see the doubt in your eyes dear Romans. After all, I am on the side of the murderers. In your eyes, I might as well stabbed Caesar myself. For nights, you may think that I planned his death. Cold and quiet nights that you assume I passed scheming.

But, if I was to speak freely, I would say to you dear Romans, that against my will I was forced to oppose Caesar. It was my father's decision and I was not allowed to disagree. Here I am though; ready to atone for my father's sins, by serving Rome.

5 2 3 6 4



Components



1x
Main Board



1x
Provinces Board



1x
Axle



4x
Population Discs



4x
Spinning Axis



45x
Building Tiles



6x
Player Boards



4x
Pantheon Boards



5x
Reference Sheets



1x
Scoring Pad



8x
Diplomacy Tokens



12x
Achievement Tokens



3x
Milestone Markers



1x
Round Marker



1x
First Player Marker



11x
Feud Markers



12x
Bonus Markers



30x
1 Denarius



20x
5 Denarii



10x
10 Denarii



5x
Medals



4x
Player Markers



18x
Event Cards



28x
Quest Cards



38x
Trade Cards



3x
Anchor Cards



12x
Battle Cards



15x
Cassius Cards



28x
Legion Figures



20x
Follower Figures



20x
Votes



28x
Pantheon Pieces



12x
Scheme Markers



4x
Glory Markers



Feud



Feud.

How much can one carry
before they break their own shoulders?
How much is enough to lead one to glory
before they get completely blinded by its dark matter?

Foolish kind.

We struggle so hard to forget
that all we give is all we get.

And nothing more.

I should have known better.



Feud.

That deep dark hole
in one's soul.

A fiend that feeds on its own
flesh and bone.

Going round and round,
forming rings of fire,
stubbing one's back.

I should have known better.



Feud.

Even if one gets rid of it.

Even if one controls it.

Even if one learns to live with it.

No one will ever stop thinking of its brutal power.

A power that builds roads to glory.

A power that rises Emperors.

Foolish kind.

We struggle so hard to ignore
what lies in front of our eyes.

Nothing but lies.

I should have known better...

but I don't.



Setup

Place the Main board **1** on the table with the Axle **2** in its center. Then place the Provinces board **3** through the Axle and on top of the Main board. Orient the Provinces board in such a way that all players have a Province right in front of them or use the Player markers to mark their places on the table.

For a 2-player game, players must have non-adjacent Provinces in front of them.

Place the Round marker on space **1** on the Round track **4**.

Set the Population disk **5** to **1** Population on each Province.

Place the Building tiles **6** beside the Main board in three rows of five, according to their level and type (Military, Politics, Trade, Religion and Farming). Four of level I, three of level II and two of level III buildings.

For a 2-player game, remove five level II (II) and five level III (III) building tiles, one of each type.

Place the corresponding Medal on top of every level III (III) building pile.

Place the gold, silver, and bronze Pantheon pieces in two different piles, **7** one for the base and one for the top.

For a 3-player game, remove one silver (S) base Pantheon piece and one bronze top piece.

For a 2-player game, remove one silver and one bronze (B) base Pantheon pieces and two bronze top pieces.

Place the Denarii tokens (D) in a pile next to the Main board to create the Denarii supply **8**.

All players take one Reference sheet **9**, one random Player board **10**, one Pantheon board **11**, three Bonus markers (one of each type) and all components in their player colors. Players place their components on their Player boards as follows:

- A** 1 Follower (F) on its supply space.
- B** 3 Scheme markers (S) face down on their supply spaces.
- C** Legion figures (L) (according to their character) on their supply spaces.

- D** Votes (V) (according to their character) on their supply spaces.
- E** Each Bonus marker (B) on its corresponding space.
- F** Feud markers (F) according to their character on the rightmost spaces of the Feud track on top of the Bonus markers, if any.
- G** Players should place any remaining components in their player colors next to their Player board.

Players with the anchor card icon (A) on their player board, take an anchor card in their hand. **12**

Players take a number of Denarii (D), according to their character **13**.

Players place their Glory (G) marker **14**, with the side showing +30 face down, on the Glory track **15**, according to their character.

Place any remaining Feud markers next to the Main board **16**.

Place the three Milestone markers **17** on the three top milestones on the Glory track: spaces **12, 21, 30**.

Shuffle the Event cards (E) **18** and place them on the Main board face down.

Shuffle the Trade cards (T) **19** and place them beside the Main board face down.

For a 2-player game, remove Trade cards that have the asterisk () symbol, before you shuffle.*

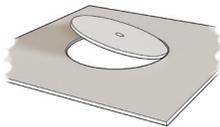
Decide who will play first by whatever means are necessary and put the First Player marker (FP) **20** on an open space on the Province that is in front of that player.

Shuffle the Quest cards (Q) and deal three cards face down to each player. Place the rest of the Quest cards on the Main board face down **21**. Players decide which two cards to keep and return the other one to the bottom of the pile, face down. During the game, players should keep their Quest cards secret from each other until Final Scoring.

In a 2-player game, remove Quest cards that have the asterisk () symbol.*

Installing the Population Disk

Gently Remove all 4 population disks from the punchboards, so only the disk with a hole in the middle remains. Population Disks are the same front and back, so sides do not matter:



Put the Population Disk under the provinces board, so that holes are aligned and then push the two parts of the spinning axis so they fit together inside the hole:



Acrylic Tiles

Remove the acrylic tiles gently by pushing softly on one of their sides, so that the small part that holds them together should safely break. Don't forget to remove the protective plastic film on both their sides.

Player Boards

Every player starts the game with different amounts of recruited **Legions** and **Votes**, **Glory points** and **Denarii**, while some also carry an **Anchor Card**.

All players start with **1** out of **5** Followers (1 position is marked as active -). The rest are marked as inactive ().

Every space on the Player board is filled from **right to left**. Place the corresponding unit when the underline icon is opaque, and leave the space empty when it is transparent. **For example:**

Marcus Antonius starts with all of his **7** Legions recruited () and **4** out of his **5** Votes ().

He also starts with **7** Denarii, **1** Glory point, **2** Feuds and he carries an **Anchor card** in his hand.



MARCUS ANTONIUS

Legions 7/7

Votes 4/5

Followers 1/5

Quest Cards

Some Quest cards score specific Glory points if accomplished (1) while others score Glory points proportional to the level of accomplishment (2).

- A The name of the card.
- B End game Glory points (🍃) that card scores.
- C Quest conditions and/or the *proportional* End game Glory points (🍃) that can be scored.
- D The asterisk symbol (*) indicates that the card should be removed during a *2-player game*.



Overview

The game is played over nine rounds. Each round is divided into four phases:

Scheme phase:

An Event card (🗨️) is flipped, and turn order is determined (👉, 👈, 👉, 👈). In turn order, players may activate Schemes (🔑).

The Board does not rotate according to the arrows at this time, it will do so at the **END of the round!**

Building phase: In turn order, players may take Building actions.

Action phase: Players in turn order, take actions by placing Followers (👤) until every available Follower is placed.

Income phase: Players receive Income (💰), rotate the board as shown on the face up event card..

At the end of the 9th (IX) round, the game proceeds to Final Scoring.

The player with the most Glory points (🍃 + 🍃) wins the game.

General Rules

Glory Track

At any point in the game when a player earn Glory points (🍃), they *immediately* move their Glory marker one space on the Glory track for each Glory point earned (3, 4).

This doesn't apply when players earn End game Glory points, because they are scored in Final Scoring.

If your Glory marker advances beyond the end of the Glory track, flip it over so that the +30 side is face-up, then place it back on the number 1 space to continue tracking your score (5, 6). The total of your Glory points is now 30, plus the number on the Glory track that your marker occupies.

The Glory track begins at 1 and a Glory marker cannot go below that under any circumstance. Following this rule, if a players' Glory marker is at space 1 then the Scheme effect "-1 Glory point" (1🍃) cannot be activated against them. Likewise, players cannot use "double taxation" (💰 x2) if they cannot move their Glory marker back as many spaces as the Glory penalty indicates.



Milestones

As players advance their Glory markers on the Glory track, they will encounter four Milestones. The first time they encounter each Milestone, they get to place one extra Follower (👤) in their Follower supply (p.9 - A) on their Player board. Milestones are on spaces 5, 12, 21, and 30 on the Glory track. Everyone encounters their first Milestone on space 5. The next Milestones start on spaces 12, 21, and 30 and move one space down as players reach them (5). Each milestone grants the players an extra Follower only the first time they encounter it.

For example, Jack (🟡) reaches the Milestone on space 12 first (7). That Milestone marker immediately moves down to space 11 (8); Mary's (🔴) Glory marker is on space 11 so she also earns one extra Follower and again causes the Milestone marker to move down to space 10 (9).

If Henry (🟢) was also on space 11 along with Mary (10), they would simultaneously earn one extra Follower and the Milestone marker would move down two spaces (one for each of them) to space 9 (11).



Throughout the game, players will move up and down the Glory track, earning and losing Glory points. As stated, players earn **more Followers** by crossing Milestones on the Glory track. Once a new Follower is recruited (earned) by crossing a milestone, **remains recruited for the rest of the game.**

For example, if Mary earns a Follower by crossing the milestone of 5 to reach seven Glory points, and later in the game, perhaps by applying **double taxation** moves her Glory marker down by four, to space 3 on the Glory track, she keeps the recruited Follower on her Player board.

Ties

When an **Event card** rewards the player with the most or least of something and multiple players tie, all tied players earn that reward. When a **Quest card** awards Glory points to the player who has the most or least of something and multiple players tie, the tied player who holds that Quest card earns the reward.

Playing The Game

Scheme Phase

Event Cards (Step 1)

Reveal an Event card and read the reward that it provides. Give the reward to the player or players who earn it and place the Event card face up on the Main board.

Orientate the First Player marker ( / p.9 - ) as the arrow depicted on the face-up Event card indicates. The players will take turns during this round in this direction.

Remember that the First Player marker indicates who plays first and stays on its starting place for the whole game.

- A The name of the card.
- B The benefit and the requirements.
- C Lore.
- D The direction and number of times the Provinces board will turn 90 degrees at the end of the round. Blue arrow () is for clockwise, orange () for counterclockwise. Number of arrows indicates how many times the Provinces board will rotate. But the Board will not make these rotations until the end of the round.

	Turn clockwise 90°			
	Turn clockwise 180°			
	Turn counterclockwise 90°			
	Turn counterclockwise 180°			



Scheme Activation (Step 2)

(If this is the first round of the game, skip this step)

Starting with the first player and continuing in the direction indicated by the First Player marker () , all players take a turn to activate Schemes (). NPlayers may activate multiple schemes during their Scheme Activation turn, but any they choose not to activate may not be activated later during the current round.

You may activate any Schemes you placed in previous rounds on any Province **except yours**. A Scheme can only target the player in front of the Province where the Scheme marker is () .

When you activate a Scheme, you must remove one Feud marker () from the leftmost space of your Feud track and place it to the rightmost open space of the targeted player's Feud track () .

If you do not have a Feud marker or if the targeted player doesn't have at least one open space in their Feud track, the Scheme remains placed but **cannot be activated** () .

If a space with a +1 bonus () is revealed on your Feud track, then that bonus is now **active**; likewise, if a space with a +1 bonus is covered by a Feud marker, that bonus becomes **inactive**.

For every Scheme you successfully activate, you can perform one of the three actions depicted on your Player board () .

When a Scheme is activated, flip over the Scheme marker to reveal the painted side () . That marker returns to the player's Player board at the end of the Action phase.

REMINDER

The board will rotate at the *end of the round* as the Event card indicates.

Before current round



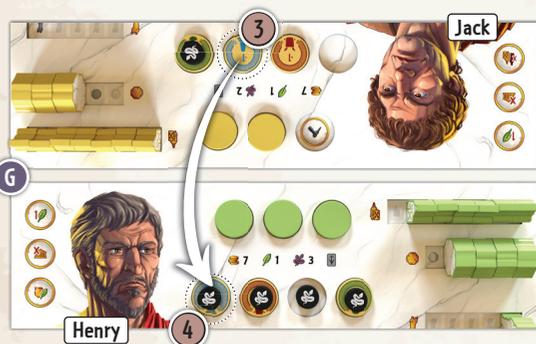
During a previous round's **Action phase** Jack (●) placed a scheme (♣) on the Province that was in front of him by placing the Scheme marker on the appropriate position and his Follower (♠) on top of it (1). After the end of the action phase, he returns the Follower on his player board, leaving the Scheme on the placed position (2). So did Mary (●) on another round of the game.

Current round:



At the start of this round Jack (●) could use only his **Military bonus** on the **action phase** because all other positions on his Feud track had a Feud marker on top. Henry (●) could only use his **Politics bonus** for the same reason. Jack plays before Mary (●) on this round.

The Province that Jack placed a Scheme on a previous round is now in front of Henry. Jack has the option to activate his scheme to affect Henry.



Jack decides to activate the Scheme. To do that, he must pay for the activation with Feud (♣), by moving one of his Feud markers (if Jack has any available in his Feud track - he currently has) (3) to Henry's (●) Feud track (if Henry has any available space in his track - he had one before the exchange) (4).

Feud track is where the player board holds the bonuses with the Feuds and an available space is considered a bonus or an empty space without a Feud marker on top.



Jack (●) activated the Scheme to Henry (●) by turning the meeple upside down to reveal the Scheme icon so it is marked as active (5). He now can activate one of the 3 Scheme Actions of his character (6) to affect Henry. He chooses to remove one piece of Henry's Pantheon from a non-completed level (X).

Mary (●) now that plays after Jack cannot activate her Scheme on Henry because Henry **has his Feud track full** (7).



Finally, Ross (●) could never activate a scheme on this round even if he had placed any because he had **no Feud marker on his track** to pay (8).

From now on Jack (●) can use his Politics bonus and Henry cannot use any of his.

Scheme Effects

Schemes are a way of sabotaging your opponents and earning extra bonuses, but come with consequences in the form of losing Feud tokens.

All Emperors can activate two common Schemes and a unique one according to their abilities and role. All three are depicted on their matching Player board on the left. All Schemes can target only one player and are explained below.

If a player cannot activate any of their three Scheme effects against their opponent, then the Scheme () cannot be activated and Feud () is not paid.



Mudslinging

Immediately move an opponent's Glory marker one space down the Glory track. This Scheme cannot be activated if opponent's Glory marker is on space 1.

Degradation

Remove one Pantheon piece from an opponent's Pantheon (must be the player's color and be part of an unfinished Pantheon level).

Apostasy

Select one opponent's Legion figure in any Battle Region and remove it or replace it with one of your own. The opponent's Legion figure returns to its Player board.

Deception

Select two of an opponent's Legion figures and relocate them to any Region

Revote

Remove one opponent's Vote from the Senate's Column and place one of your own on the top of the Senate's Column. The opponent's Vote returns to their Player board.

Void Vote

Remove one opponent's Vote from the Senate's Column and return it to their Player board. Immediately earn one Glory point.

Sold

Randomly select one Trade card from an opponent's hand and discard it to immediately earn two Denarii.

Custom Fees

Randomly select one Trade card from an opponent's hand and take it in your hand, if your hand is not full.

Building Phase

Buildings earn the player Glory Points and Medals.

Starting with the first player and continuing as the First player marker indicates (♣), all players take a turn to take Building tiles from the Building tile piles and place them on the Provinces board.

The Provinces board is divided into four Provinces:



A player may only place Building tiles in the Province in front of them during that round. They can place a Level I (I) Building tile if the space for that building type is free. If there is an existing Level I Building tile from that round or an earlier round, they can place a Level II (II) Building tile of the same type above it. Likewise, a Level III (III) Building tile can only be placed above the same type of a Level II Building tile.

During their turn, **a player can take as many Building tiles out of the Building tile piles as they want as long as they can pay the cost in Denarii** (₰). For every Building tile they place, players immediately earn Glory points (♣) and add one (+1) to the Population (♣) disk of the Province in front of them by rotating the disk by one to reveal the next number.

On the group of numbers depicted on the Population disk, the first one is the current population of that Province and the second (the red one) is the Glory points penalty. This is the number of Glory points the player moves down the Glory track if they apply double Taxation on Income Phase (₰x2).



Building Tiles

There are five types of building tiles:



Each type has three levels. Level I (I) Building tiles can be upgraded to Level II, and Level II (II) can be upgraded to Level III (III). Level III Building tiles **cannot be upgraded**.

Each tile depicts (in red) the amount of Denarii (₰) you have to pay to upgrade it and the Glory points (♣) (in black) you earn **immediately**. Buildings are placed at the corresponding space on the Provinces board or on top of the lower level buildings of the same type.

An empty tile position on the Province board. The icon on the left indicates that it is the position for a Religion (♣) building while the icon on the bottom right shows that the player needs 3 Denarii (₰3) to place the tile. If the upgrade is made, the player **immediately** gains 2 Glory points (♣2) as the icon on the top right shows.



Level I (I) Religion Building

This building needs 8 Denarii (₰8) to be upgraded to a level II and grants the player 4 Glory points (♣4) **immediately** if the upgrade is made, moving the player's Glory marker 4 places up the Glory track.



Level II (II) Religion Building

This building needs 13 Denarii (₰13) to be upgraded to a level III and grants the player 6 Glory points (♣6) **immediately** if the upgrade is made, moving the player's Glory marker 6 places up the Glory track.



Level III (III) Religion Building

This building is the last of its type and cannot be further upgraded. The **first** player that places a **Level III** building of a type gains the **Medal** of that type.



Medals

The first player to build a Level III (III) Building earns the Medal of that building type. Every Medal grants a unique ability to the player that acquires it:

Military

You win *ties* in Battle Regions. The player or players who tie with you take the next available place (if any).

Politics

When you achieve a *Majority*, you earn 3 Glory points (🌿) instead of the normal benefit.

Trade

You can use Jewel cards (📖) as wild cards (👉) in order to complete sets of three (👉).

Religion

You can pay 3 Denarii (👛) to earn 1 Glory point (🌿) *at any time* in the game. Even if it is not your turn.

Farming

When you place a follower (👤) on a farming building, you earn 2 Denarii (👛) in addition to the normal benefit of the round.

Action Phase

In this phase players make action trying to earn Glory points.

Placing Followers (👤)

Starting with the First Player and continuing in the direction the First player marker indicates (👤), players will take turns placing one Follower to perform an action.

Players can place Followers on Building tiles (🏠) and Scheme spaces (👤) only on the Province in front of them **or** on the Colosseum (🏛️ / p.9 - 22). Immediately after placing a Follower, they can take the action or benefit that this location provides as explained on the following pages.

Building tiles have a maximum number of Followers that can be placed on them, according to their level. Level III buildings can hold up to 3 Followers, Level II up to 2 and Level I just 1 Follower.



A Level III building holding 2 Followers, one played using a Military *bonus*. This is valid because a building this level can hold 3 or less Followers. Even if one is played with a bonus



A Level III building holding up to 3 Followers (three or less), as it is supposed to.



A Level II building can never hold more than 2 Followers, so 3 Followers on is not valid.



A Level II building holding up to 2 Followers (two or less), as it is supposed to.



A Level I building holding only 1 Follower, as it is supposed to.



Followers can only be placed on buildings (🏠) or schemes (👤) so this can never happen.

Military

Investing in Military will earn you end-game Glory points for having the most Legions in a Region.

Move one Legion figure () in the Battle Regions. (two when using the Military bonus). (1 / p.9 - 23)

Players can move Legion figures either from their Player board to a Battle Region on the Main board or from one Battle Region to another Battle Region.

Each Battle Region may contain any number of Legion figures from any number of players. For a Battle Region to be **defeated (or conquered)**, it must contain a total number of Legion figures equal to the number printed on the shield of that Battle Region (2).

The player with the most Legion figures on a defeated Battle Region earns first place (1st) and the corresponding End game Glory points () shown on the banners (3) of the Battle Region. The player with the second (2nd) most Legion figures earns second place and the corresponding End game Glory points and so on.

If there is a **tie** between players, **tied players** keep their place but **do not score Glory points in Final Scoring**.

For example, Jack () and Mary () have both placed three Legion figures (4, 5) in a Battle Region and the Region is defeated (3 = ). **Neither** of them scores points for the first place because they **tied**.

Henry () had one Legion figure (6) in the same Battle Region. Because of Jack and Mary's **tie**, he finishes second (instead of third - 3rd) and scores points for second place.

BUT: If Jack had the **Military Medal** (), which **breaks ties**, he would have won first place, Mary would have taken second, and Henry would be third.

Player places two Legions on a Battle Region **using** the Military bonus (they place one Legion and then, one extra from the bonus)

Player places a Legion on a Battle Region **without** using the Military bonus (they place only one Legion)



1+1 



1x 



On a 2-player game **asterisks (*)** underneath Regions' banners indicate that these banners **do not count on Final Scoring**. For example, when Thrace (blue) Region is conquered 1st place scores 5  End game Glory points and the 2nd scores 3  instead of 10 and 5 as they would normally score.





Politics

Investing in Politics may earn you in-game Glory points and also end-game points according to your Votes' positions.

Place one Vote (🗳️) on the Senate's Column (*the Axle*). (two when using the Politics bonus).

Votes can be placed on the Axle (🔔 / p.9 - 2) and create the *Senate's Column*. The first Vote placed on the Axle creates a Column of one Vote. Any Vote after that is placed *on the top of it*, expanding the Column to a *maximum height of five Votes*.

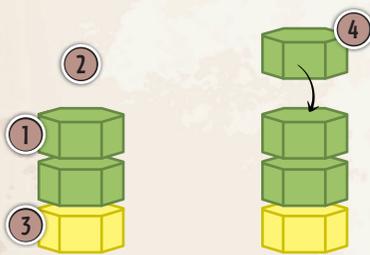
When a *sixth Vote* is placed, the Vote at the bottom is removed from the Column and returned to its player's Player board. All five Votes on the Senate's Column score Glory points (🍀) in Final Scoring.

During the *Action* or *Scheme phase*, players can create a **Majority** by forming a set of *three consecutive Votes* on the Senate's Column **only by placing and never by removing** Votes from the Column.

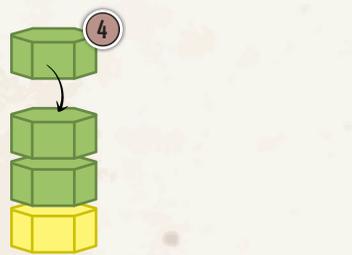
The player must have the top two Votes on the Column and then place a third on top to form three Votes in a row. If a player succeeds at creating a **Majority**, they **immediately earn two Glory points** (🍀).

Player places two Votes on the Senate's Column *using* the Politics bonus (they place one Vote and then, one extra from the bonus)

Player places a Vote on the Senate's Column *without* using the Politics bonus (they place only one Vote)

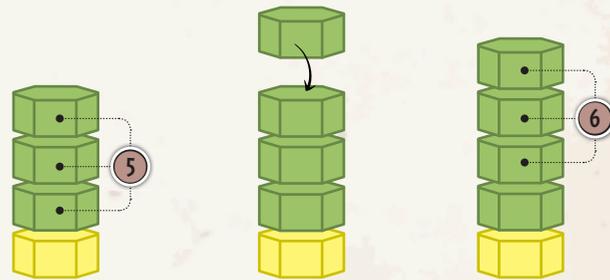


Henry (🟢) has two consecutive Votes (1) on the *Senate's Column* (2) on top of Jack's (3)



During *Action Phase* Henry chooses to place Follower (👤) on a *Politics Building* (🔔) giving him the ability to place a Vote (4) on the top of the *Senate's Column*.

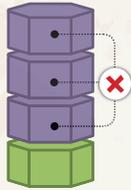
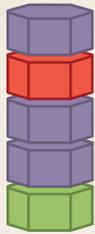
Henry also has available his *Politics Bonus* (🔔) on his Player Board, so he chooses to place the Follower *using* his bonus. He places the bonus with the Follower on top of it, on a *Politics Building*. That gives him the ability to place **two Votes** instead of one.



Placing his first Vote (5), Henry creates a **Majority** (5) by having **three Votes in a row** on the Column. Majority **immediately** grants Henry **two** Glory Points (🍀).

Immediately after, Henry places his second Vote that the bonus granted him.

Henry again creates a **Majority** by placing a Vote on top of two other Votes of his and he again earns **two** Glory points (🍀) from the second Majority (6).



Ross (●) activates a Scheme against Mary (●) and he removes her Vote from the column (7).

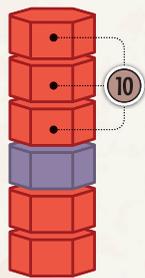
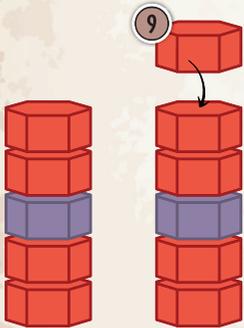
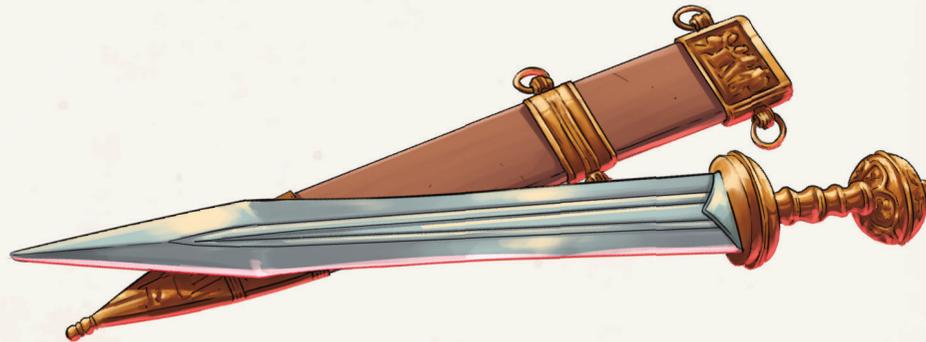


Remove one opponent's Vote from the Senate's Column and place one of your own on the top of the Senate's Column. The opponent's Vote returns to their Player board.

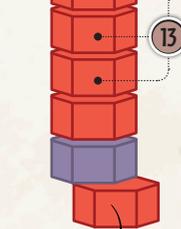
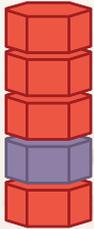
Now Ross has three of his Votes on top, without succeeding Majority though. He didn't place any Vote on the Column.

But, his **Scheme action** allows him in addition, to cast one of his Votes on top, after removing the opponent's Vote.

Ross now creates a **Majority** by placing a Vote on top of two other Votes of his, and he earns **two** Glory points (●) from the Majority (8).



Player board



Player board

Mary (●) plays a Politics action **with Bonus** (can cast two Votes this round). Mary has only one Vote left in her Player board to play.

Mary casts the first Vote (9), three of her Votes are now on top of the column show she succeeds **Majority** (10). All five of her Votes have been played now.

The column now has 6 Votes which exceeds its max capacity of five. As a result, her bottom Vote is thrown out of the column and back to her Player board (11). Mary now has 4 Votes on the column and one on her Player board.

Mary can now cast her second Vote (12). Again three of her Votes are on top of the column, she succeeds a second **Majority** (13). She now takes her other bottom Vote back to her Player board.

Trade

Trade may earn you end-game Glory points for collecting Trade cards OR useful benefits when playing them.

Draw one Trade card () from the Trade card pile. (two when using the Trade bonus).

Trade cards can be used in three different ways: played to activate effects written on the card, used for creating sets of three, or sold for one Denarius.

At any point in the game, **you may hold up to five Trade cards** () in your hand, including the Anchor card (). If your hand is full, you must **play, sell or discard** a Trade card **before drawing a new one**.

The Anchor card cannot be sold and is just occupying a place in your hand. It can be removed from play activating another card's effect.

A Trade card can be played immediately when its draw is triggered by another card's effect, only if the cards are of the same condition type. Likewise, Trade card effects can be chained only if the chained cards are of the same condition type.

Play Trade card

Players can play Trade cards () to activate the specific effect on the card. They discard the Trade cards from their hand and activate those cards' effects **immediately**.

After all cards are discarded, the action is resolved.

Create Trade set ()

Players can form a set of three Trade cards of the same type. There are four types of Trade cards: Tools (), Weapons (), Clothes (), and Jewelry (). Wild cards () can form a set with any type of card.

When a player decides to form a set (), they place it face up in front of their Player board. From that point on, those cards **can no longer be played or sold**; they will score End game Glory points () in Final Scoring. Each player can have a **maximum of three** Trade Sets, unless stated otherwise.

To form a **Trade set is a free action** and players can do it at any time in their turn.

Sell Trade card ()

At any point of the game on their turn, players may discard a Trade card from their hand to earn one Denarius (singular of Denarii) per Trade card **immediately**.



Trade Cards

- A The name of the card.
- B Effect condition type:
 - When you activate a Scheme ()
 - When a Scheme () is activated on your Province
 - When you build
 - When you place a Follower ()
 - Anywhere
 - On the Colosseum ()
 - On a Farming building ()
 - When you apply double taxation ()
- C The effect a player activates when playing that card.
- D The Lore
- E The End game glory points () that a Trade Set of this type grants, if it is accomplished. Wild cards grant no extra Glory points.
- F The asterisk symbol () indicates that the card should be removed during a 2-player game.
- G The card type





Mary has **four** Trade cards in her hand plus the **Anchor card**. She wants to play the Trade action with a **bonus**, but her hand is full.

She places her follower to the Lighthouse building and before the **resolve**, chooses to play the Trade card "Sundial" and places it in the discard pile.

She draws a new Trade card because of the "Sundial" card effect and that card is "Circinus", which she immediately chooses to play.

She removes from play the Anchor card in her hand because of the "Circinus" card effect and has now total three cards in her hand..

She can draw two cards with her bonus Trade action. Mary cannot play immediately these two new cards because her "place a follower" action has been resolved.



Jack has **four** Trade cards in his hand and wants to play the Trade action with a **bonus** but he can only draw one card in his hand.

He places his follower to the Lighthouse building and before the **resolve**, chooses to play the Trade card "Bulla" and places it in the discard pile.

He has now three cards in his hand and draws two more because of the "Bulla" card effect.

He collects a **Trade set** () and places it under his Player board.

With two cards left in his hand, he can now draw two cards with his bonus Trade action. Ross cannot play immediately these two new cards because his "place a follower" action has been resolved.

Discard Pile



Ross has placed five of his Legions () and has one Legion available at his Player board, his seventh Legion has not yet been recruited, but he also has the Trade card "Snake Bracelets" in his hand.

He places his Follower to the Castle building with bonus and before the **resolve**, chooses to play the Trade card "Snake Bracelets".

The "Snake Bracelets" effect allows him to take the top card from the Trade discard pile to his hand, which is "Bulla". He takes Bulla in his hand and places "Snake Bracelets" card in the discard pile.

Immediately, he chooses to play the Trade card "Bulla" and draws two more Trade cards because of the "Bulla" card effect.

One of the cards he drew is "Spatha" and he chose to play it immediately so he recruits his **7th Legion** and places it on his Player board.

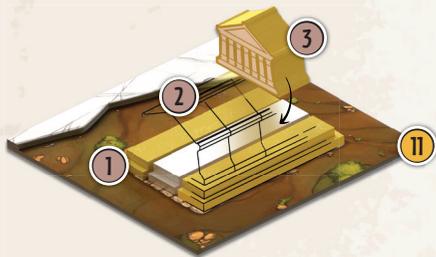
He chooses now to resolve his action placing one of his two Legions in Epirus and one in Macedonia.



Religion

Investing in Religion will earn you end-game Glory points for every Pantheon piece you built.

Place one Pantheon () piece on the Pantheon board () .



Using the five Pantheon pieces in their player colors and two from the common piles (p.9 - ) , each player can build a Pantheon.

The Pantheon consists of two levels. The **Base** (three rectangular pieces) () and the **Top** (four polygonal pieces on top) () .

Players will start a level by using Pantheon pieces in their player color () , then finish the level by taking one piece from the common pile (Gold - ) , Silver - ) Bronze - ) .

The first player to take a base or top piece from the common pile will take the Gold piece in that size, the second will take the Silver, and subsequent players will take Bronze. The base uses two pieces that match the player's colors plus one from the common pile; the top uses three pieces that match the player's colors plus one from the common pile.

A **non completed level** is considered a level where not all pieces have been placed (as depicted above, the **Base** level is finished () , while after the new piece placement () , the **Pantheon** level will be considered unfinished).

During the Scheme phase, players' Pantheon pieces may be targeted to be removed (eg. **Degradation** - see pg.14). In that case, only Pantheon pieces in player colors belonging to an unfinished level can be removed.

Farming

Farming will earn you extra Denarii so you can build more expensive buildings.

Player earns Denarii () **immediately** accordingly to the round count.



Round 9
Farming grants 5 Denarii () .

Rounds 7, 8
Farming grants 4 Denarii () .

Rounds 5, 6
Farming grants 3 Denarii () .

Rounds 3, 4
Farming grants 2 Denarii () .

Rounds 1, 2
Farming grants 1 Denarius () .



Colosseum

Immediately earn 1 Glory point () when you place a Follower here. Players can place as many Followers () here as they want. Even more than one of theirs.

When every player has placed all their Followers, the **Action phase ends**. All the Followers () bonus markers () and activated Scheme () markers **return to their positions** on the players' Player boards.



Scheme Action

The player takes one Scheme marker (4) from their Player board and places it on an empty (5) Scheme space on the Province in front of them, with the painted side face down.

Then a Follower needs to be placed on top of the Scheme token to indicate the Scheme is placed (6). If all three spaces already have Scheme tokens on (7), player cannot take this action, thus, they cannot place any Schemes.



On Bonuses

If a +1 Military, Trade, or Politics bonus (👤, 👤, 👤) is active on a player's Bonus track (same as feud track), that player can use each bonus **once per round**.

When players use a bonus, they take their corresponding Bonus marker from their Player board and **place it on the Building tile**, on top of the Bonus marker they place their Follower (👤).

A bonus is considered **active** when no Feud marker (👤) is on top of it. That can happen either by not having a Feud in that position from the start of the game (depending on each character's stats) or by exchanging Feuds when activating Schemes (👤).

When players choose to play a bonus action, they actually play a double action in their turn. For example:

- Ross plays the Military action with bonus:
Places one of his Legions in Macedonia **and** relocates a Legion from Thrace to Epirus.
- Mary plays the Trade action with bonus:
Draws **two** Trade cards.
- Jack plays the Politics action with bonus:
Places one of his Votes on top of the Senate's column **and** then places a second one again on top.

Bonus actions may never be used to recruit Legions or Votes nor to remove the Anchor card from play.



Income Phase

Starting with the First Player and continuing in the direction that the first Player marker () indicates, each player chooses how much **Income they want to collect** from the Province in front of them.

Players can collect one Denarius () per Population () with no penalties. Or they can choose to collect two Denarii () per Population (**double taxation**) and incur the **penalty of immediately losing** the Glory points () depicted on the Population disk ()

The left number on the Population disk shows the current population of the Province while the right (**red**) number shows the **Glory penalty** () the player must pay to earn double the Denarii amount (**double taxation**).

Remember that players **cannot apply** double taxation if they cannot move back on the Glory track their Glory marker as many spaces as the Glory penalty indicates.

Board Rotation

After Income is collected by all players, adjust the Provinces board by turning it 90 degrees per arrow on the face-up Event card () in the direction indicated by the First Player marker ()

NOTICE

You do not lose any Followers if you fall below a milestone.

REMINDER

If you forgot to increase your Population in the Building phase, quickly verify it by adding the level of every building plus one.

Before Taxation (Income Phase)	 Africa	 Gaulle	 Hispania	 Italia	After Taxation (Income Phase)
					
Jack () Normal Taxation	Henry () Double Taxation	Mary () Double Taxation	Ross () Normal Taxation		
1  → 1  2  + 3  = 5 	3  ⁻² → 1  1  + 6  = 7 	7  ⁻⁴ → 3  3  + 12  = 15 	5  → 5  10  + 5  = 15 		
3  × 1 = 3  No Penalty	3  × 2 = 6  2 Points Penalty	6  × 2 = 12  4 Points Penalty	5  × 1 = 5  No Penalty		
Jack could not apply double taxation because he could not move his Glory marker down the glory track 2 spaces as the Glory penalty indicates on the Population disk.	Henry, regarding his low amount of Denarii decided to apply double taxation on this Income phase to earn the double amount of Denarii (6 instead of 3), losing though 2 glory points as a penalty .	Mary, considering being ahead of other players, and having a small amount of Denarii, decided to also apply double taxation , by earning 12 Denarii for the cost of 4 Glory points.	Ross, having a satisfying amount of Denarii, thought that a double taxation at this point wasn't worth the penalty of losing 4 Glory points.		

Final Scoring

After 9 rounds have passed, it is time to determine who has proven worthy of leading the Empire to the new **Age of Rome**. The player with the most Glory points, immediate (🍃) + end game (🍃), wins.

In case of a **tie**, the tied player with the most Denarii (👛) wins. In case of a tie in Denarii as well, all tied players are considered winners and co-Emperors. Players score points from the following fields:

- 🍃 **Glory track**
- 🛡️ **Military**
- 🔔 **Politics**
- 🍷 **Trade**
- 🏛️ **Religion**
- 🔪 **Quests**
- 👛 **Denarii**

When scoring, make sure you add points based on the order on the Scoring Sheet.

You can find printable Scoring Sheet pages here:
<https://teetotumgames.com/>

🍃 Glory Track Scoring

Each player earns Glory points equal to the space number that their Glory marker stands.



The image on the left shows Mary's Glory marker being on number **3** on the Glory track when the game ended. That would mean that Mary gets only **3** End game Glory Points (🍃) from her place on the Glory track.



Having reached number **30** and earned another Glory point after that, Jack stands on the **31st** place (being on number **1** with his marker turned upside down to show the "+30" print). So Jack gets **31** End game Glory points (31🍃) from his position on the Glory track after the game ends.

🛡️ Military Scoring

Players earn End game Glory points according to the place they achieved in every defeated Battle Region.

Numbers on the tables below indicate how many End game Glory points a player earns by achieving each position on a conquered Region.

Regions that have not been conquered, grant no Glory.

3-4 Player Games

1st	5	8	10
2nd	2	4	5
3rd	-	-	3
	2	3	4

2 Player Game or Solo

1st	5	4	5
2nd	2	-	3
3rd	-	-	-
	2	3	4



Mary (🔴) and Ross (🟡) **tied** in this Region. **Ross** though, has earned the **Military Medal** , so he wins the tie by achieving **1st** place and earning **5** End game Glory points (🍃).

Mary achieves **2nd** place earning **2**

Jack (🟡) and Mary (🔴) earn no Glory points from this Region because they **tied** and none of them has the Military Medal to break the tie.

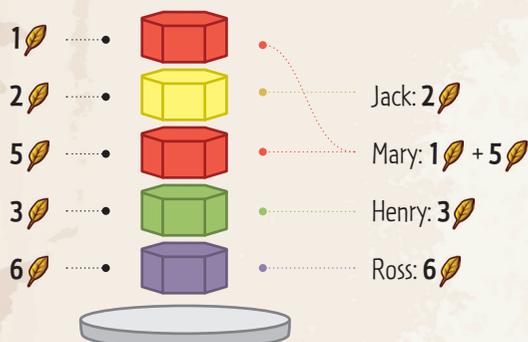
Only **Henry** (🟢) earns **4** End game Glory points (4🍃) from this Region by achieving **2nd** place.

This Battle Region needs **4** Legions to be conquered. Players have placed a sum of **6** Legions so the Region is **defeated** . **Henry** earns **10** (10🍃) by being the one with the most (3) Legions, **Jack** earns **5** (5🍃) being **2nd** and **Ross** earns **3** (3🍃) End game Glory points (3🍃).

When there is a **tie** between players, that place does not score Glory points (unless one has the Military Medal).

Politics Scoring

A player's Vote on the Senate's Column scores Glory points depending on its place



Trade Scoring

Trade Sets score Glory points depending on the type of the card.

Tools	Blue	3
Weapons	Red	4
Clothes	Yellow	5
Jewels	Green	6
Chest	Orange	Wild Card

Religion Scoring

Players earn Glory points for every Pantheon piece placed on their Pantheon depending on the piece's color

G Gold	<i>Taken from the common pile</i>	4
S Silver	<i>Taken from the common pile</i>	3
B Bronze	<i>Taken from the common pile</i>	2
P Player's	<i>Taken from the player's pile and has the player's color</i>	1

Quests Scoring

Players reveal their Quest cards (). If they managed to accomplish the requirements of the card's Quest, they earn the End game Glory points () written on the Quest card.

Denarii Scoring

Players earn 1 End game Glory point () per 4 Denarii (3 if they have the *Religion Medal*). All Denarii exchanged for Glory points are returned to the Denarii supply (p.9 -).

Scoring Example

After counting all Glory points, Henry gathered the most and succeeded in becoming the new Emperor in the **Age of Rome**.

	Jack	Henry	Mary	Ross
Place on the Track	29	26	27	23
Military	5	14	2	8
Politics	2	3	6	6
Trade	0	9	4	6
Religion	1	11	6	7
Quests	0	3	0	6
Glory from Denarii	3	0	2	2
	40	66	47	58



7

Jack	Henry	Mary	Ross
12	3	6	10
12 / 4 = 3		6 / 3 = 2	10 / 4 = 2

Players' final positions on Glory track

Ross Henry Mary Jack

3

Jack: 2
Mary: 1 + 5
Henry: 3
Ross: 6

5

Jack's Pantheon	Henry's Pantheon	Mary's Pantheon	Ross' Pantheon
1 P = 1	1 G = 4 1 B = 2 5 P = 5	1 G = 4 2 P = 2	1 S = 3 4 P = 4
	} 11	} 6	} 7

4

 Jack's Hand No Trade sets	 Henry's Hand 2 Trade sets () using the Trade Medal () allowing him to use Jewel cards () as wild (). Jewel cards now grant no Glory, so he earns the points from Weapons () and Clothes () sets. 1 X = 4 1 = 5 } 9	 Mary's Hand 1 Weapons (X -) Trade set () 1 X = 4	 Ross' Hand 1 Jewel (-) Trade set () 1 = 6
-----------------------------------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------	------------------------------------------------------------------

6

Henry's Quest

Earn 3 for every Battle Region that you stand first

Henry achieved 1st place only on the blue Region so he fulfilled his Quest and earns 1 x 3 = 3

Ross' Quest

Earn the Military Medal ()

Ross earned the Military Medal, so he earns 6

2

Mary () and Ross () tied in this Region. Ross having the Military Medal, wins the tie and earns 5 by achieving 1st place. Mary earns 2 by achieving 2nd.

Henry () earns 4 from this Region by achieving 2nd place. Jack () and Mary () earn no Glory points because they tied.

Henry earns 10 by achieving 1st. Jack earns 5 by achieving 2nd. Ross earns 3 by achieving 3rd.

Jack: 5
Henry: 4 + 10 = 14
Mary: 2
Ross: 5 + 3 = 8



Variants

After you've played the game, you may want to try one of the variants below:

Spies & Allies

This variation is only available for 2-4 players.

Components:

2 Diplomacy tokens per players' colors (1 spy (🕵️) and 1 alliance (🤝) on the face up side)

How to play:

In the Scheme (🔑) phase, before any Scheme is activated players in turn order place a Diplomacy token face down in a building in any Province that an opponent is playing and on top of that token the Denarii (💰) that they offer to conceal the deal. Both the player and their opponent are **allowed to bargain** the amount of Denarii.

If the opponent **accepts** the Diplomacy, takes the Denarii and the token is revealed:

- If it is an **Alliance**, player and opponent immediately earn Glory points (🌿) equal to that building's level.
- If it is a **Spy**, only the player can choose either to earn Glory points (🌿) equal to that building's level or immediately take a **free action** on that building (without a bonus, even if it is active on their Player board).

If the opponent **refuses** the Diplomacy, the token is revealed:

- If it is an Alliance, player takes back their Denarii.
- If it is a Spy, player's Denarii goes to the Denarii supply.

The Diplomacy token is returned to the player's hand **cannot be used again** in this round.

Examples:

Jack places his Diplomacy token and five Denarii (5💰) on the Castle in front of Mary and she accepts the Diplomacy.

Mary takes the five Denarii and Jack's token is revealed:

1. Alliance (🤝)

if an Alliance is depicted, then both Jack and Mary move their Glory markers three spaces up (+3🌿) the Glory track.

2. Spy (🕵️)

if a Spy is depicted, Mary keeps the five Denarii and Jack can choose either to earn three Glory points or take a free action on the Castle and therefore place or relocate one of his Legions (🏰) in the Battle Regions.

It is now Mary's turn and she places her Diplomacy token and three Denarii on the Lighthouse in front of Jack, hoping to retaliate. But, Jack is not convinced for her good intentions and he refuses the Diplomacy. Mary's token is revealed:

1. Alliance (🤝)

if an Alliance is depicted then Mary gets back her Denarii.

2. Spy (🕵️)

if a Spy is revealed, Mary loses her Denarii, which the return to the supply.

Truce

This is an easier and more gentle version of the game that also makes the game play quicker.

Players neither place nor activate Schemes (🔑), but they keep their starting Feud (👊) on their Player board. Also, remove the Quest cards: *Feud for Fuel* and *Feud Never Fades*.

Clockwork

This version of the game makes it more predictable and allows for more forward planning.

Instead of turning the Provinces board as the Event cards indicates, turn it 90 degrees clockwise every time.

Heroes

In this version of the game building is more strategic because there is no racing for the medals.

Remove all Medals from the game. Also, remove the Quest cards: *Offerings*, *Wild Trade*, *First to Vote*, *Hard Work*, *Most Decorated* and *Last Brick on the Wall*.

Hard Times

This variation will spice up your game and force you to plan your strategy more carefully.

Add the six Event cards (🗳️) with the *negative effects* to the deck and *shuffle*. Place the deck face down on the Main board and continue with the standard rules.

You may even choose to combine the above variants for a completely new game experience.

Emperor Solo

In this mode you don't compete against others, instead you have to fulfill **tasks**. Remember, this mode is more of a quick guide, for a more competitive solo play, try *Cassius Attack Solo*

Goal

Your goal is to complete as many of the following tasks as possible:

- Reach **51** Glory points (🌿) on the Glory track.
- Win at least **3** Medals.
- Conquer at least **2** Battle Regions.
- Place at least **4** Votes (🗳️).
- Collect at least **2** Trade sets (👛).
- Build a Pantheon (🏛️).
- Complete at least **2** Quests (🔪).

Setup

Set everything as if you are playing a 2-player game with the exception that you only take one player board in front of you.

If you want to increase the difficulty level, add the negative Event cards from the variant Hard Times.

Playing

Scheme phase:

Open an Event card (🗳️) but do not take any rewards, instead earn one Denarius (1 🪙) per recruited Follower (👤). If you added the negative Event cards, when a negative card comes face up do not take any reward.

Place the first player marker (👤) pointing at the direction the Event card indicates. Schemes (👤) cannot be placed in this game mode; you keep though any Feud markers (👤) on your player board.

Building phase:

Follow the standard rules of *building*.

Action phase:

Follow the standard rules to take actions (*except Schemes*).

Income phase:

Follow the standard rules to take *income* and *rotate* the board.

Final Scoring

After the 9th (IX) round ends, proceed to Final Scoring. If you manage to fulfill:

- **4-5** tasks, consider yourself an **Praetor** emperor.
- **6** tasks, surely you are an **Imperator** emperor.
- **7** tasks, with no hesitation we pronounce you a **Son of Jupiter**..

Iconography

	Province Board		Follower		Revote
	Province		Legion		Void Vote
	First player marker		Vote		Sold
	Tile		Pantheon		Custom Fees
	Quest		Colliseum		Player Pantheon Piece
	90° clockwise turn		Military		Bronze Pantheon Piece
	90° counterclockwise turn		Politics		Silver Pantheon Piece
	180° clockwise turn		Trade		Gold Pantheon Piece
	180° counterclockwise turn		Religion		Chest Trade Card
	Quest Cards		Farming		Clothe Trade Card
	Event Cards		First Level Building		Jewel Trade Card
	Anchor Card		Second Level Building		Tool Trade Card
	Trade Card		Third Level Building		Weapon Trade Card
	Cassius Cards		Military Medal		2 Legion Defence
	Battle Cards		Politics Medal		3 Legion Defence
	Remove during 2p/solo		Trade Medal		4 Legion Defence
	Remove during 2p/solo		Religion Medal		1st place in a Region
	Trade Set		Farming Medal		2nd place in a Region
	Wild Card		Africa Province		3rd place in a Region
	Immediate Glory Points		Gaul Province		Any Bonus
	End Game Glory Points		Hispania Province		Military Bonus
	Denarii		Romania Province		Politics Bonus
	Income		Mudslinging		Trade Bonus
	Population		Degradation		Spy Token
	Scheme		Apostacy		Alliance Token
	Feud		Deception		

Achievements

In every game players will have the chance to succeed in some end game goals. Thus, an Achievement token will be granted to them to be held like a roman "Phalera". Punch out the corresponding Achievement token and grant it to them. This is great for taking photos of the game and your achievements to boast to your friends.

Can you imagine a greater way to intimidate your opponents?



Reach 100+ Glory points.



Earn all five Medals.



Complete 2 Jewel sets.



Reach 61+ points in the Glory track.



Complete 3 Trade sets of the same type.



Earn 1st place in all three Battle Regions.



Reach 90+ Glory points in Cassius Attack Solo mode.



Earn 12+ points in Senate's Column.



Build a golden Pantheon.



Complete 4 Quests.



Finish the game with no Feuds on your Player board.



Reach creators' best Score (113 Glory points)



AGE OF ROME

AD GLORIAM

Created By

Vangelis Efthimiou
Antonios Yannopoulos

Illustrated By

Evan Scale

Graphics, Board Design, Prototypes and more by

George Dimitriou



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how to play video or visit this link:
youtube.com/watch?v=649M0FjWwGI



Join The Legion:





AGE OF ROME

AD GLORIAM

Rome 44 BCE.

The Ides of March have passed and as the omens had foretold, Caesar was murdered. Lying dead on the Senate's marble after receiving 23 stab wounds, each from the hand of a different conspirator.

Citizens of Rome rise! The Empire is hanging on a thread. Marcus Antonius assumes the role of the peacemaker. Along with Gaius Octavius and Aemilius Lepidus, he forms a new triumvirate and names the plotters Prefects, giving them amnesty for their crime. The feud simmers down – for now.

Unite remains fragile, though. All members of the triumvirate want to prevail – to build their own Empire, increase trade and develop agriculture for their own profit, win a majority in the Senate and confront Caesar's murderers. Feuds will force some to scheme against their rivals, while faith will lead them to build monuments to their gods.

No matter what path each of them chooses to follow, only one will succeed in becoming the Emperor or Empress of the new Age of Rome.



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