A mid-morning encounter in the Emporium:

"Ave, Publius! Where are you off to?"

"Ave, Gaius. The baths. I'm going there to meet Quintus Aemilius to Discuss the election. I'll need the support of the Aemilii if my son Lucius has any chance of becoming a decurion. I ran into Quintus at the Temple of Roma and Augustus three days ago – I swear Fulvia is hoping for divine intervention regarding the move to Rome – and he expressed interest in putting Lucius up for the office."

"Really? I would have thought Quintus would forward his youngest son. He's the right age now."

"Marcus? The boy's an idiot and Quintus knows it. Have you seen him hanging out at the Praetorium with the common soldiery? He sees himself as a great general, but the only thing he can command is a new round of drinks. All at his father's expense, of course. It wouldn't be so bad if these were real soldiers, legionaries. It's still bad form spending so much time with commoners, but at least he would be talking to real fighting men and might learn something. But these are Gallic auxiliaries! They're bloody police, by Jupiter. All they do is drink and swagger." He spit on the pavement.

"Well, better our Roman troops are on the frontier, holding off the real savages. If you ever met a German, the Gauls would seem like actual civilized people to you. In any case, what are Lucius' chances in the election?" asked Gaius.

"Pretty good with the support of the Aemilii. The merchants will be behind him. Well, they had better be since I helped pay for their new meeting hall. And my cousin Fulvius is the senior advocate in town, so he should be able to bring in votes, at least from his clients. Most of them owe him money. I certainly don't trust the rest of them, swishing about the Forum like they owned the place.

"My only real problem is with the Praefect. He is desperate to control the board of decurions ever since they slapped him down on that aqueduct project. Increase the water pressure in the fountains! What a con! That son of a Greek and his crooked bother-in-law contractor stood to make a fortune, all coming out of our purses. He is exactly why Lucius must get elected."

"Oh, come on, Publius. The Praefect can't even control his harridan of a wife, let alone the board of decurions."

"Right, and the divine Augustus never had a chance against Marcus Antonius and his Egyptian queen."

"Alright, I don't need a history lesson. But I know you already pull the strings on two of the board Members, Lucius Tullius and Caius Flavius. And you're spending money on Publius Aurelius. If he and your Lucius win, you'll have four seats on the board. One more and you can tell the Praefect where to get off."

"So, you haven't been asleep all this time, friend Gaius. Of course I want to control the board. Why would I be spending all this money otherwise?"

"Public spirit?" said Publius with a laugh.

1.0 Components

Board

35 Family Members – 7 each in the five player colors – Blue, Orange, Yellow, Black and Pink.

5 Family Discs – 1 each in the five player colors – Blue, Orange, Yellow, Black and Pink

1 Praefect – White

20 Praefect Favors - White

80 Citizens – 20 each in;
       Purple – Priest
       Gray – Advocate
       Brown – Merchant
       Red – Auxiliary

13 Wreaths of Distinction - Green

21 Decurion Influence Tokens

12 Common Cards
       1 All Powers Card
       2 One Power Cards
       5 Praefect Visit Cards
       4 Citizen Visit Cards

15 Family Cards
       5 Your Powers Cards
       5 Praefect Visit Cards
       5 Citizen Invitations Cards
(3 each in the five Family colors – Blue, Orange, Yellow, Black and Pink)

1 Cloth Bag

2.0 Preparation

Lay out the board.

The board shows seven Institutions numbered from 0 to 6 with a road connecting various Institutions to each other. The Institutions are Temple, Tavern, Baths, Emporium, Basilica, Forum and Praetorium.

In each Institution, allocate one Citizen of the corresponding color (priest in the Temple, militia in the Tavern and Praetorium, merchants in the Baths and Emporium, advocates in the Basilica and Forum). These Citizens are placed on the colored banner for each Institution.

Place the remaining Citizens into the cloth bag.

The board also shows six Praefect Meeting Rooms associated with each Institution excluding the Temple. The rooms have two levels.
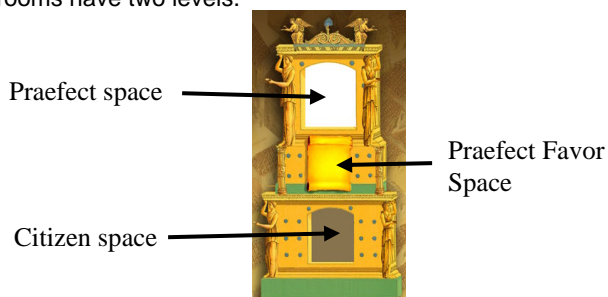
Place one Praefect Favor on each of the Praefect Favor spaces. Place the remaining Praefect Favors in a pile near the board.

Place the Praefect on the Praefect space at the Basilica.

Randomly draw one Citizen from the bag to place on each of the Citizen spaces in the Praefect Meeting Room.

Place the green Wreaths of Distinction in a pile near the board.

Each player takes the seven Family Members in the color of their choice and the matching colored Family Disc.

Each player takes the three Family Cards in their Family colors. These cards are placed face-up in front of each player.

Unused Family Members, Family Cards and Family Discs are placed back in the box and not used for the game.

Shuffle the twelve Common Cards and place them in a face-down pile near the board.

3.0 Object of Play

The object of the game is to move your Family Members between the Institutions in order to have the most influence to win the support of the Citizens who frequent there or the favor of the Praefect should he visit there. Citizens and Praefect Favors earned are displayed in front of you for all other players to see.

If at any time you have one of each of the four Citizens in front of you, you immediately place them in the bag in exchange for one Decurion Influence Token representing your Family's influence in the Board of Decurions.

The first player to obtain five Decurion Tokens wins the game.

4.0 Initial Set-Up

Randomly determine which player will be the starting player.

Beginning with the starting player and continuing clock-wise, each player places a Family Member on the board in any one of the Institutions. The Family Members are placed on the image of the Institution.

There is no limit to the number of Family Members a player can have in an Institution or to the total number of Family Members in an Institution at any time.

Continue placing Family Members until each player has placed all seven of their Family Members on the board.

4.1 Temple Placement

A Family who is higher in the Temple than another Family will always break ties in determining who has the majority to activate the Power Event in an Institution.

As soon as a player first places a Family Member in the Temple, that player immediately places their Family Disc in the top space (I) in the Temple.

If another player then places a Family Member in the Temple, that player immediately places their Family Disc in the next available lower space in the Temple.

As soon as a player places a second Family Member in the Temple, that player immediately moves their Family Disc up to the top space in the Temple and then shifts all other Family Discs down to the next available space.

If another player then places a second Family Member in the Temple, that player immediately moves their Family Disc to the second space in the Temple and then shifts all other Family Discs down to the next available space.

Example: Blue is the first player to place a Family Member in the Temple during initial set-up. Blue immediately places his Family Disc in the top space in the Temple. Later, Yellow places a Family Member in the Temple and immediately places his Family Disc in the next available lower space. Pink then places a Family Member in the Temple to obtain the third space.

Yellow is then the next player to place a Family Member in the Temple thereby being the first person to have two Family Members in the Temple. Yellow would move his Family Disc to the top space and shift Blue down to the second space.

Pink then places his second Family Member in the Temple. Pink moves his Family Disc to the second space in the Temple and shift Blue down to the third space.

If a player's Family Disc is not yet in any Temple space after placing their seventh Family Member on the board, that player immediately places their Family Disc in the next available open space in the Temple.

It is not required to place any Family Members in the Temple during initial set-up.

The order of the Temple will only change now when the Temple's power is executed during game play.

5.0 Overview of Play

The player who was first to place a Family Member on the board becomes the starting player for the actual game and play will continue clock-wise.

On his turn and in the following order, a player;

1. MAY move his Family Members between the Institutions using the connecting streets in the following manner:

   a. Move one OR two of his Family Members by one step each to a neighboring Institution (the Family Members can be from different Institutions or the same Institution and can finish in either the same Institution or different Institutions) or

   b. Move one of his Family Members by two steps to another Institution.

2. MUST play one card by either:

   a. Turning over the top card of the common deck and carrying out the action on it or

   b. Carrying out the action on one of his face-up Family cards.

When a card is executed, there are three possible events that can occur;

1. **Praefect Event** – This occurs IMMEDIATELY when the Praefect visits a new Institution. When a Praefect event is triggered in an Institution:

   a. The Family with the majority of the Family Members in the Institution receives the Praefect Favor from the Praefect Favor space.

b. The Family with the second most number of Family Members in the Institution receives the Citizen from the Citizen space.

If there is only one Family present in the Institution when the Praefect Event occurs, that Family receives the Praefect Favor and the remaining Citizen is returned to the bag.

If no Family Members are present in the Institution when the Praefect Event occurs, no one earns the Praefect's Favor and the Citizen is returned to the bag.

The Praefect Favor space is now replenished with a Praefect Favor (if taken) and a new Citizen is randomly drawn from the bag and placed on the Citizen space.

Praefect Favors act as a "wild card" in that they can be used as any type of Citizen when exchanging Citizens for a Decurion Token.

2. **Citizen Event** – This occurs IMMEDIATELY when an Institution has three Citizens in it. When a Citizen Event is triggered in an Institution,

a. The Family with the majority of the Family Members in the Institution receives two of the three Citizens (of the player's choice) in the Institution.

b. The Family with the second most number of Family Members in the Institution receives the remaining Citizen in the Institution.

If there is only one Family present in the Institution when the Citizen Event occurs, that Family receives their two Citizens and the remaining Citizen is returned to the bag.

If no Family Members are present in the Institution when the Citizen Event occurs, all Citizens in the Institution are returned to the bag.

3. **Power Event** – This occurs when either the One Power, All Powers or Your Powers card is activated. When a Power Event is triggered, all Institutions indicated on the activated card MAY exert their powers.

6.0 Card Effects.

Whenever a player activates a card the player places the card face-up in front of them until all effects on the card are completed.

The cards and the events they trigger are as follows;

Praefect Visit – *Move the Praefect clock-wise to the next Praefect space and execute a Praefect Event in that Institution.*

The player who activates this card moves the Praefect clock-wise to the next Praefect space. This will trigger a Praefect Event in the newly visited Institution.

Once the Praefect Event has been executed, if it was a common card, the card is placed face-up in the Discard pile. If the card executed was a Family card, the card is turned face-down and cannot be activated again for the remainder of the game.

Citizen Visit – *Each player MUST draw one Citizen from the bag and place it in any corresponding Institution of their choice completing Citizen Events as they occur.*

Beginning with the active player and continuing clock-wise each player MUST draw one Citizen from the bag and place it in any corresponding Institution of their choice. The corresponding Institutions are as follows;

Priests	-	Any Institution
Auxiliary	-	Tavern or Praetorium
Merchants	-	Baths or Emporium
Advocates	-	Basilica or Forum

If, at any time, the placement of a Citizen results in an Institution having three Citizens in it, a Citizen Event IMMEDIATELY occurs before the placement of the next Citizen.

Since each player has the opportunity to place one Citizen while this card is active, it is possible that many Citizen Events occur before this card is completed.

Once each player has placed a Citizen on the board, the card is placed face-up in the Discard pile and it is the next player's turn.

Citizen Invitations – *Reveal four Citizens from the bag and place them, one at a time, in any corresponding Institution completing Citizen Events as they occur.*

The player who activates this card reveals four Citizens from the bag and places them, one at a time, in any corresponding Institution of their choice (see Citizen Visit Card above for corresponding Institutions).

If, at any time, the placement of a Citizen results in an Institution having three Citizens in it, a Citizen Event IMMEDIATELY occurs before the placement of the next Citizen. If there are still Citizens to place after a Citizen Event occurs, they can be placed in the Institution that just had a Citizen Event.

Once the Citizen Invitations card has been executed, it is turned face-down and cannot be activated again for the remainder of the game.

Power Cards

The power cards allow players to execute Power Events in the Institutions. The powers of the Institutions are explained in greater detail in the next section.

All Powers – *The Power Events of all Institutions MAY be executed.*

Beginning with the Temple and progressing through all the Institutions in numerical order, the Power Event in each Institution MAY be executed.

The player with the majority of the Family Members in the Institution MAY execute the Power Event in that Institution.

If an Institution has no Family Members in it, a Power Event cannot be executed in the Institution.

Once the opportunity to execute the Power Event in the Praetorium has ended, the card is placed face-up in the Discard pile and it is the next player's turn.

One Power – *Each player MAY execute the Power Event in ONE Institution.*

Beginning with the active player and continuing clock-wise each player MAY execute the Power Event in ONE of the Institutions in which they have the majority of the Family Members.

If a Family does not have the majority of the Family Members in any Institution, that player cannot execute the Power Event in that Institution.

Once each player has had the opportunity to execute a Power Event in one Institution, the card is placed face-up in the Discard pile and it is the next player's turn.

Your Powers – *You MAY execute the Power Event in any of the Institutions where you have the most influence.*

The player who activates this card executes the Power Event in either none, one, some or all of the Institutions in which he has the majority of the Family Members.

If an Institution does not have any of the active player's Family Members in it, the player cannot execute the Power Event in that Institution.

Once the player has had the opportunity to execute the Power Event in each of the appropriate Institutions, the card is turned face-down and cannot be activated again for the remainder of the game.

6.1 Exhausting the Common Deck

If the Common Deck gets exhausted, shuffle the Discard deck to create a new Common Deck.

7.0 Institution Powers

Temple

You MAY rearrange the order of the Family Discs in the Temple according to the number of Family Members in the Temple.

A Family who is higher in the Temple than another Family will always break ties in determining who has the majority to activate the Power Event in an Institution.

When this power is executed, the order of the Family Discs is rearranged according to the order in which families have the most influence there. The player with the most Family Members in the Temple moves his Family Disc to the top spot in the Temple, the player with the second most Family Members in the Temple moves his Family Disc to the second spot in the Temple and so on.

In the event that multiple players have the same number of Family Members in the Temple when its power is executed, their order relative to each other remains unchanged.

Below is how the Temple was arranged before having its Power executed.

Below is how the Temple would be arranged after having its power executed.

The effects of this new order are immediate.

Tavern

You MAY move one or more Family Members of one color, from any one Institution, to the Tavern.

Baths

You MAY move ALL your Family Members from the Baths to the Temple to distinguish one of your Family Members there.

Place a green Wreath of Distinction on the distinguished Family Member's head. A distinguished Family Member counts as two when determining influence majority in an Institution.

The newly distinguished Family Member need not have been in the Baths prior to receiving the distinction but instead may have already been in the Temple prior to moving all the Family Members from the Baths to the Temple.

Once distinguished, a Family Member cannot be distinguished again.

Emporium

You MAY reveal new Citizens and place them in any corresponding Institution but you must stop when a Citizen Event occurs.

Citizens are drawn one at a time from the bag and placed prior to drawing a new Citizen.

A player may place as many Citizens as he wishes in this manner and can stop at any time but MUST stop after a Citizen Event occurs.

Basilica

You MAY exchange ANY three of your Citizens and/or Praefect Favors for one Decurion Token OR draw one Citizen from the bag.

The Citizens and/or Praefect Favors exchanged can all be of the same color or different colors.

Only a maximum of three Citizens and/or Praefect Favors can be exchanged this way. The player cannot exchange six Citizens for two Decurion Tokens.

Citizens are returned to the bag and Praefect Favors are returned to the pile beside the board.

If the player chose to draw a Citizen from the bag instead, that player places that Citizen in front of them.

Forum

You may take one Citizen from another player or take one Citizen from any Institution.

If a Citizen is chosen from any Institution, the Citizen must be from the Institution itself and not from the Citizen space in the Praefect's meeting room.

In either case, a player may not take a Praefect Favor instead of a Citizen.

Praetorium

You MAY reposition all your Family Members on the board.

8.0 Decurion Tokens

When a player obtains new Citizens or Praefect Favors, he must check whether he possesses a complete set of one Advocate, one Militia, one Merchant and one Priest.

Praefect Favors are wild and can be used as influence from any of the four Citizens.

When a player has a complete set, which may include one or more Praefect Favors, he must IMMEDIATELY exchange the set for one Decurion Token. Praefect Favors are returned to their place beside the board and the Citizens are returned to the bag.

9.0 Game End

The game ends at the end of the turn where at least one player has five or more Decurion Tokens. (For a shorter game, play to four Decurion Tokens.)

The player with the most Decurion Tokens wins the game.

In the case of a tie, the player with the higher number of remaining Praefect Favors and Citizens combined is the winner.

If there is still a tie, the player with the higher number of remaining Praefect Favors wins the game.

Credits

Reiner Knizia expresses his thanks and gratitude to the numerous play testers involved in the development of the game, in particular to Sebastian Bleasdale for his many contributions and to Iain Adams, Chris Boote, Chris Bowyer, David Farquhar, Ross Inglis, Kevin Jacklin and Greg Walker.