

MAGNA ROMA



RULES
(DRAFT)



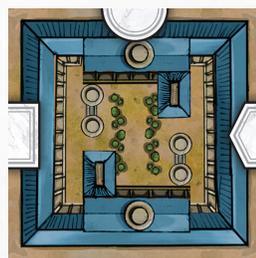
OVERVIEW

You are summoned by the Roman emperor to hear about his great plans for expansion. He wants you to found the next great Roman city that will bring glory to the Roman Empire!

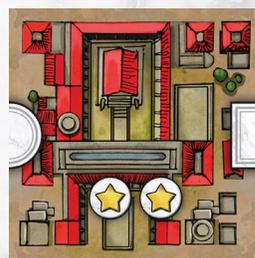
Carefully plan your new city and efficiently connect neighborhoods by combining symbols to gain valuable resources. Spend coins and employ population to build magnificent monuments. Use legions to conquer distant lands for the Emperor. Produce valuable luxuries to use for scoring points. Gain the Favor of the Gods and use it to empower your city. The player with the most victory points at the end of the game is the winner. Glory is within your grasp!

NEIGHBORHOOD TILES

These tiles represent the city blocks that you will use to expand your city and give you resources depending on the combinations of symbols you connect with the adjacent tiles. By carefully planning how to place them in your future turns, you will maximize efficiency of gaining resources that will further lead to more victory points.



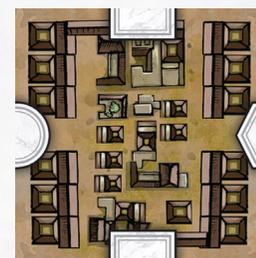
Town Center Tile
(player color roofs)



Administrative Neighborhood Tile
(red roofs)



Cultural Neighborhood Tile
(purple roofs)



Residential Neighborhood Tile
(brown roofs)

LUXURIES
Gain 1 or 2 Luxuries 🏠 on the Market track.

PRESTIGE
Gain 1 or 3 Victory Points 🏆 on the Score track.

COINS
Gain 1 or 2 Coins 🪙.

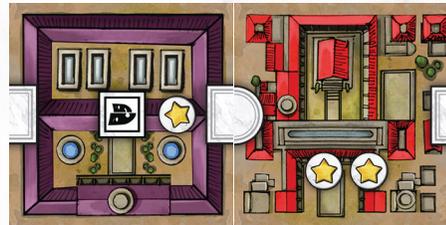
POPULATION
Gain 1 or 2 Population 👤.

MILITARY
Gain 1 or 2 Armies ⚔️ on the Military Track.

GODS' FAVOR
Gain 1 or 2 spaces on the Favor of the Gods track. When you reach certain spaces on the track, gain a Gods' Favor 🙏.

COMBINING SYMBOLS

When you place a neighborhood tile in your city, you must place it next to another one. If the placement resulted in a combined symbol, you gain that symbol's benefit. If the tiles you combined are of a different color, you gain the lesser benefit (the smaller number), and if the tiles you combined are of the same color, you gain the bigger benefit (the bigger number).



This player placed a tile and it resulted in a Military symbol. Because the tiles are of different color, the player will gain the smaller benefit, in this case - advance 1 step on the Military board.

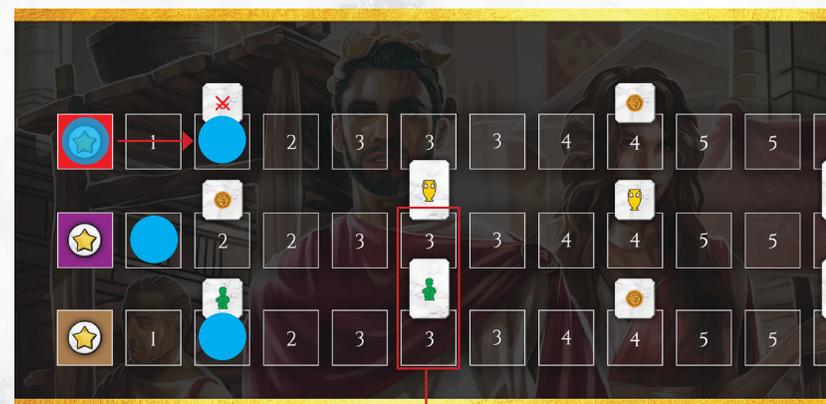
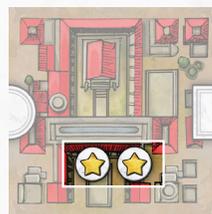


This player placed a tile and it resulted in a Gods' Favor symbol. Because the tiles are of same color, the player will gain the bigger benefit, in this case - advance 2 steps on the Favor of the Gods board.

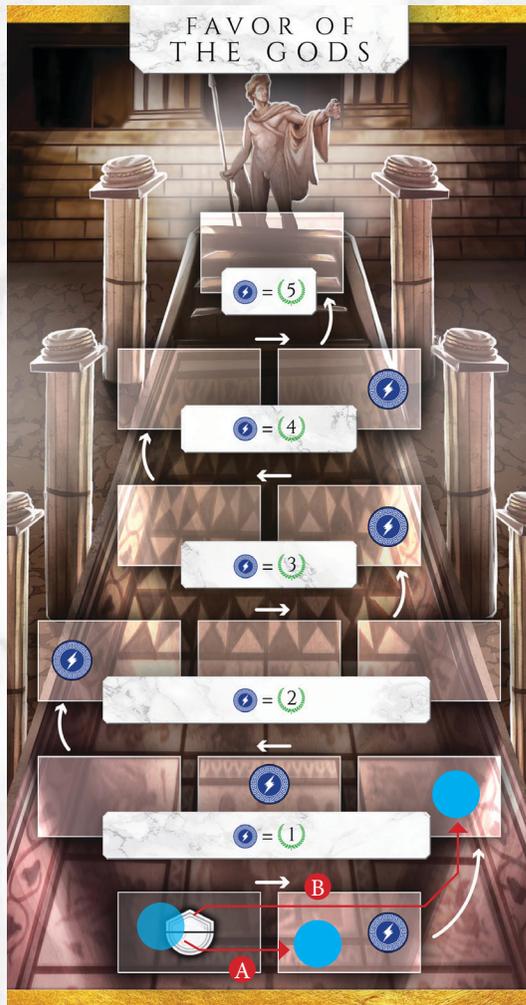
NEIGHBORHOODS BOARD

Additionally, when you place a neighborhood tile in your city, depending on how many stars were on that tile, adjust the corresponding color track on this board by that many steps. If you reach a space with a resource symbol on it, immediately gain that resource.

-  Advance 1 space on the military track.
-  Gain 1 coin.
-  Gain 1 population.
-  Advance 1 space on the market track.

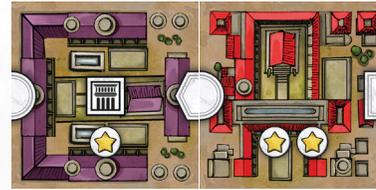


To gain this resource, the markers from both the middle (purple) and the bottom (brown) track must either be on the same slot or past it.

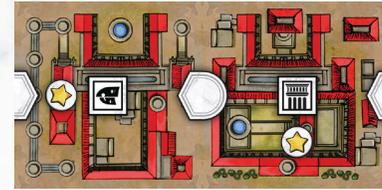


FAVOR OF THE GODS BOARD

You will advance on the Favor of the Gods board by combining the Gods' Favor symbol on the neighborhood tile.



OR



A. Advance 1 space if you connected a Military symbol of tiles with different color.

B. Advance 2 spaces if you connected a Military symbol of tiles with same color.

When you enter or pass a space that contains , you gain one Gods' Favor token. During the game, you can use that token to "bless" a neighborhood tile. At the end of the game, depending on the number of these tokens and your position on the track you will score victory points.



SCORE BOARD

You will advance on the Score board by combining the Prestige symbol on the neighborhood tiles and from the end game scoring.



OR



A. Advance 1 space if you connected a Prestige symbol of tiles with different color.

B. Advance 3 spaces if you connected a Prestige symbol of tiles with same color.



MONUMENTS

These tiles represent grandiose structures that you will construct in your city. To construct a monument, you must pay the corresponding coin cost, and for the monument to score you points at the end of the game, it must have the required population employed inside.



End game scoring bonus

Population requirement for the end game bonus to work.

SETUP

1 Place the Score, Market, Military and Fate of the Gods boards on the side. Each player gets their starting Town Center tile of their color, Neighborhood boards as well as markers of their color, and place one marker on each of the starting spaces on the boards (Market, Military, Score, Fate of the Gods, Neighborhood). Each player can also take one player aid board and place it in their vicinity. Place 3 markers from each players next to the Military board.



- 2 Shuffle the Monument tiles into a deck and place it on the appropriate spot on the Score Board. Then draw the top 3 Monument tiles and place them in the slots next to the Monument tile deck. These are the starting Monuments.
- 3 Shuffle the Province card deck and draw 3 cards. Then place each card under each slot on the Military board. These are the Provinces you will be playing with until the rest of the game (you can return the other cards in the box).
- 4 Place the 2 and 3 VP tokens on the Military board on their marked spaces.
- 5 Shuffle the Market board tokens face down, draw 4 and place them on the marked slots on the Market board face-up. Return the rest of the tokens in the box.
- 6 Shuffle the Neighborhood tiles face down and form 2 or 3 tile decks (whatever is more convenient for you). Then, draw tiles from the top of those decks until you have drawn 8 tiles and place them in a circle pattern around the decks. This will be your Neighborhood tile pool from which you will choose your tiles on your turns.
- 7 Choose a player that will start the selection of the first Neighborhood tile. That player chooses a first tile by placing their disc marker on that tile. then in counterclockwise order all players choose their first Neighborhood tile. After this, play begins with the player that last chose their first tile and turns continue in a clockwise order.

GAMEPLAY

A game of Magna Roma is played in turns until all players have placed exactly 24 Neighborhood tiles in their cities after which the final scoring is done. The finished cities **must** be in a 5x5 grid. The Town Center tiles do not need to end up in the center of the 5x5 grid.

TURN ORDER

PLACE A NEIGHBORHOOD TILE (MANDATORY)

On your turn, you **must** take the Neighborhood tile that has your marker on it, and place that tile in your city in any of the 4 possible rotations of your choice. The tile must touch at least one another tile, however it doesn't have to touch in a way that it makes a symbol combination.

The blue player has chosen this tile on the previous turn so now they place it in their city. They decide to also rotate it on placement.

They move their marker on the red track on their Neighborhood board by one space forward because this tile has one star. Then, they gain the benefits from the two symbol combinations (in this case, advance 2 steps on the Military board and advance 1 step on the Score Board).



PLAY ONE OPTIONAL ACTION

After placing the Neighborhood tile in your city and gaining all benefits from it, you may play only one of the optional actions:

- Buy and construct a Monument tile
- Send armies to conquer provinces
- “Bless” a Neighborhood tile in your city

BUY AND CONSTRUCT A MONUMENT TILE

As your optional action on your turn, you can buy one of the Monument tiles available at the moment and construct that tile in your city. In order to do so, you must meet the following conditions:

1st Condition:

Have enough coins to pay for the Monument. After you pay for the Monument, simply draw the top Monument tile from the deck to fill the empty slot.



2nd Condition:

When you buy a Monument tile you must be able to place it on an appropriate location in your city. Monument tiles are always placed on the intersection of 4 Neighborhood tiles.

- ✗ **A** You cannot construct the Mausoleum here because the tiles beneath already have another Monument on top of them (Baths).
- ✗ **B** You cannot construct the Mausoleum here because one of the tiles beneath is a Town Center tile (this is not allowed).
- ✗ **C** You cannot construct the Mausoleum here because one tile is missing for the base of the Mausoleum (Monuments must be constructed over 4 tiles).
- ✓ **D** You can construct the Mausoleum here, because you are not breaking any of the previous rules.





POPULATION REQUIREMENTS

In order for your Monument to score victory points at the end of the game you must employ your population in them. You can do this at any time during your turns, either when you construct your Monument or when you gain new population meeples or whenever you decide is best.

SEND ARMIES TO CONQUER PROVINCES

As your optional action on your turn, you can spend your armies on the Military board to place your marker on one of the free province slots. This will enable you to score points at the end of the game if you meet the requirements on the province card as well as gain some resources immediately after you place the marker if the slot has one or more resource icons.

The blue player here has 3 armies available at the moment. Blue can choose to spend either 3 armies to place a marker on any middle slot of the 3 province cards or spend 2 armies to place a marker on any of the rightmost slots on the 3 province cards.

Blue chooses to spend 3 armies to place a marker on the middle slot of Phoenicia, thus immediately gaining a population meeple.

The victory points number of each slot shows you how much points you will gain at the end of the game for each combination of symbols printed as the card's condition.



For example, the Balkans province say that you will gain 3 / 2 / 1 victory points at the end of the game, for each combination of Mask and Lyre symbol on your Neighborhood tiles in your city.



**You cannot place a marker on a slot already occupied by another player.
You cannot place two markers on the same card.**



When you advance your marker on the Military board and you are the first to reach these spaces, you take the corresponding VP markers, discard them and immediately score them.

“BLESS” A NEIGHBORHOOD TILE

As your optional action on your turn, you can play one of your Gods’ Favor tokens on a Neighborhood tile in your city to “Bless” that tile. By doing this, you will gain the benefits of the symbol combinations of that tile as though you have just placed this tile there. However, you do not gain the stars from that tile.



Blue has chosen to play a Gods’ Favor token on this Neighborhood tile. Blue will gain 2 coins, gain 1 population and advance 1 space on the Military board.

Please note that you cannot play Gods’ Favor token on a tile that already has that token.

END OF TURN

After your turn ends, you **must** choose a new tile for your future turn. You can choose a tile that is 2 spaces away from your current position on the tiles circle. You can also jump other players’ markers, and these spaces do not count towards the 2 space range. You cannot choose a tile already containing another player’s marker.

After you choose a new tile for your future turn, draw the top tile and place it face up on the empty slot (there should always be 8 tiles at end of a player turn). The next player in clockwise order can now play their turn!



GAME END

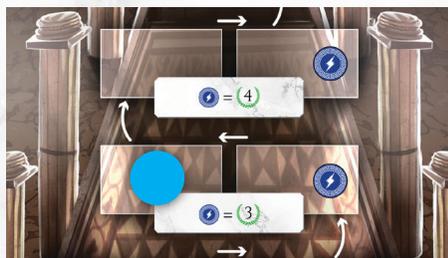
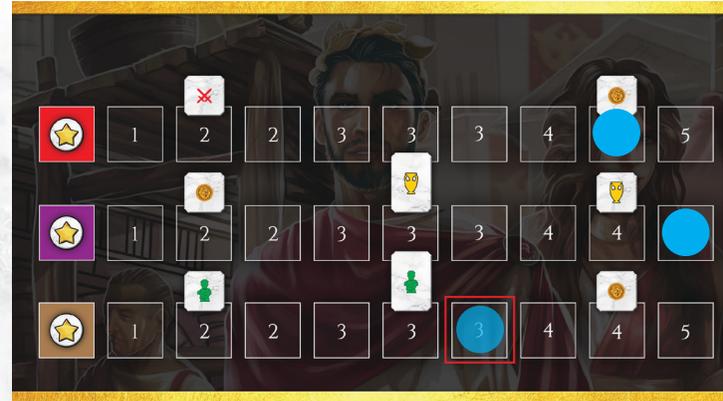
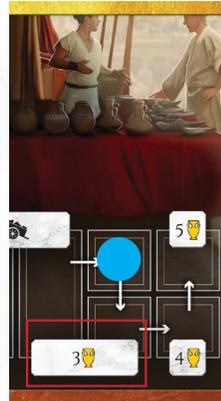
The game ends when all players have built their 5x5 grid cities. Immediately proceed to the final scoring.

FINAL SCORING

MARKET

Each player multiplies their value on the Market board with their lowest value Neighborhood tile color on his Neighborhood board to score victory points for the Market.

For example, the blue player's marker on the Market board ended in one of the 3 value spaces. They will multiply that value with the lowest value on their Neighborhood board (in this case 3). So the total Market victory points for blue are $3 \times 3 = 9$ VP. Add those points to the Score Board.



FAVOR OF THE GODS

Each player gains victory points for each unplayed Gods' Favor token depending on where their marker on the Favor of the Gods board is located.

For example, the blue player has 4 unplayed Gods' Favor tokens at the end of the game. Their marker is on the space where a token is 3 points each, so the total is $3 \times 4 = 12$ victory points. Add those points to the Score Board.

MONUMENTS

Each player gains victory points for each of their constructed Monuments that are full with population and their scoring conditions are met. More on how each Monument scores on the next page.



PROVINCE CARDS

Each player gains victory points for each taken slot on the Province cards, depending on the conditions of the Province card. More on how each Province card scores on the next page.





Gain 7 VP at the end of game.



Gain 9 VP at the end of game.



Gain 4/7/9/12 VP if you have 1/2/3/4 Population here at the end of game.



Gain 3 VP for each Mask symbol on the tiles under this Monument at the end of game.



Gain 3 VP for each Lyre symbol on the tiles under this Monument at the end of game.



Gain 3 VP for each Column symbol on the tiles under this Monument at the end of game.



Gain 4/8/12 VP for each next different symbol on the tiles under this Monument at the end of game.



Gain 3 VP for each brown tile under this Monument at the end of game.



Gain 3 VP for each red tile under this Monument at the end of game.



Gain 3 VP for each purple tile under this Monument at the end of game.



Immediately advance on the market board. Gain 6 VP at the end of game.



Immediately advance on the military board. Gain 6 VP at the end of game.



Gain 3/2/1 VP for each Column pair on tiles in your city.



Gain 3/2/1 VP for each Lyre pair on tiles in your city.



Gain 3/2/1 VP for each Mask pair on tiles in your city.



Gain 3/2/1 VP for each Lyre + Column pair on tiles in your city.



Gain 3/2/1 VP for each Mask + Column pair on tiles in your city.



Gain 3/2/1 VP for each Mask + Lyre pair on tiles in your city.



Gain 4/3/2 VP for each Mask + Lyre pair on tiles in your city.



Gain 3/2/1 VP for each red district in your city.



Gain 3/2/1 VP for each brown district in your city.



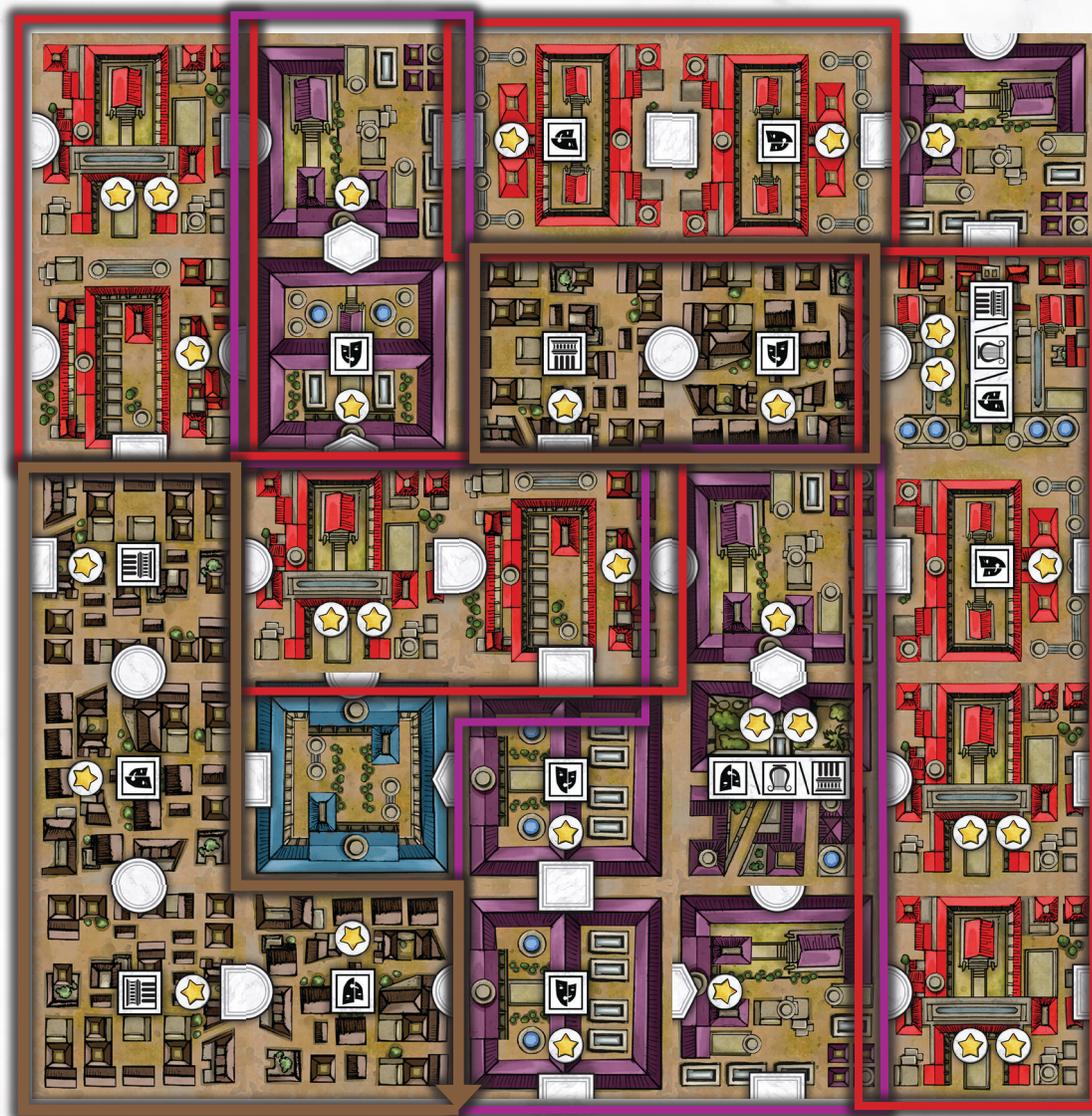
Gain 3/2/1 VP for each purple district in your city.

Districts explained on the next page.

A district is considered to be when at least two tiles of the same color are connected.

For example, on the right we have:

- 4 red districts
- 2 purple districts
- 2 brown districts



Thank you for playing!