

Foundations of Rome (with Monuments) - Rules (v1)

Setup:

1. Set the main city grid board in the center. Smaller grid size for 2-3 players. Larger grid size for 4-5 players. For 2 and 4 players games, ignore the bottom row and rightmost column.
2. Set the points tracker board next to it.
3. Each player takes one player tray indicating their color plus sets their color markers above the Victory Point (VP) and the Population (residential) tracks.
4. Give one player the first player marker (owner decides).
5. Give players coins: 5 coins to the first player, 6 to the 2nd player, 7 to the next, then 8, then 9 (up to player count).
6. Place the Deeds for Sale board above the main board. Shuffle the Deed cards that will be used:
 - 5 players: use all the Deed cards
 - 4 players: remove all J and all 10 cards
 - 3 players: also remove all I and all 9 cards
 - 2 players: also remove all H and all 8 cards
7. Deal 6 Deed cards to each player (they own these lots).
 - Players put a lot marker on the main game board grid for each lot that they own. They should have two markers left.
 - Players keep their Deed cards face down in front of them.
8. Split the remaining Deed cards into 3 "equal" piles and set one pile of cards in each of the "Era" spaces.
9. Deal 6 face up cards from Era I to the Deeds for Sale board.
10. **Shuffle the 19 monument cards (1 per monument).**
 - Deal out 3 cards plus cards equal to the player count.
 - Place the matching monument miniature on each.
 - The rest of the monuments will not be used in the game.

Gameplay:

Going clockwise, each player takes 1 action on their turn.

Available Actions (choose 1):




- **Take Income** (get more coins)
 - Get 5 coins PLUS the coins shown on buildings you placed.
- **Buy a Deed** (and place your marker on it)
 - Pay the cost noted above the card with your coins.
 - Slide all other Deed cards left to fill in the gap.
 - Deal a new card to the space on the right.
 - Place your marker on that spot on the main grid board.
 - If you have no markers, you may not buy a deed.
 - If there are no more Deed cards the end of the Era starts.
 - All players take one more turn.
- **Construct one Building** (at no cost)
 - Place a building from your player tray or an available monument with your marker onto the main board.
 - You must own all the lots it covers.
 - You must meet all monument requirements (if any).
 - You may upgrade a building with a larger building.
 - Smaller monuments can be upgraded to larger buildings.
 - Can upgrade several smaller buildings if the larger building overlaps each of them.
 - Previous building(s) return to your player tray. Upgraded monuments are available again on their matching card.

- Place a marker on any of the lots no longer covered by a building (if you do not have the markers you cannot do this upgrade).
- If Residential (person icon) adjust population marker.
 - If removing it later, adjust the population back down.

End of Era:

When there are no more cards in the Deeds for Sale spaces all players get one final turn for that era. Then do scoring (note that each monument "type" is specified on it's card):

Era Scoring:

-  **Commerce Buildings** (dark olive color buildings with coin icon)
 - The tray info for each building specifies how many VP and coins the building awards you.
 - **Era 3 note:** instead of getting both VP and coins, you only get VP (convert the number of coins to VP).
-  **Civic Buildings** (light gray color buildings)
 - The tile on the building (and matching tray info) specify how to score these buildings. The slash (/) means victory points "per" adjacent building (can belong to anyone):
 - 2 VP per coins on adjacent buildings, example:
 - adjacent buildings with total of 5 coins awards 10 VP.
 - note: you do NOT gain any coins, just equivalent VP.
 - 1 VP per 2 people on adjacent buildings, example:
 - adjacent buildings with total of 7 people awards 3 VP.
 - 1 VP per people on adjacent buildings, example:
 - all adjacent buildings have coins, so award is 0 VP.
 - 1 VP per building, example:
 - 3 adjacent buildings awards 3 VP.
 - 3 VP per civic building, example:
 - 1 adjacent civic building awards 3 VP.
-  **Population** (beige color Residence buildings)
 - Player with the highest population gets that many points PLUS the bonus points (all points go to their victory track). Ties are friendly (all tied players get the same score).
 - 4 bonus points for Era 1.
 - 7 bonus points for Era 2.
 - 10 bonus points for Era 3.
 - Each other player gets points equal to the population of the player just ahead of them on the population track.
 - You must have a population of at least 1 to score VP.

After scoring, draw 6 Deed cards from the next Era. Continue with the next player after the player who took the last turn.

End Game Scoring:

Score for the end of Era 3 as usual, but with two changes:

- Collect VP for any coins that would have been awarded from commerce buildings (get VP for both the VP and the coins).
- Score 1 VP for each lot on the board with no building.
- Excess coins do not score any VP (only use as a tiebreaker).

Most VP wins. Tie? The player with the most coins wins.

This optional added page can be printed on the back!

Note: A 2nd set of monument cards has a small icon in the lower right corner. You may mix and match which to use, but each monument can only have one card in the game's deck.

Official Option: Deed Drafting (for a less random start)

Deal the initial 6 deed cards facedown to each player. Each player chooses 1 card to keep and passes the rest to the player on their left. Players reveal the card they kept faceup in front of them and place their color marker on the grid to show they own that lot. Do this six times so each player ends with 6 cards.

Optional Expansions: Monuments, Trading & Stealing, Objectives, Invocations, Player Roles, Will of the Consul (coop), Roads of Fortune