

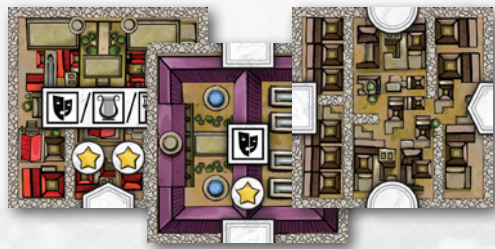
# MAGNA ROMA

RULES

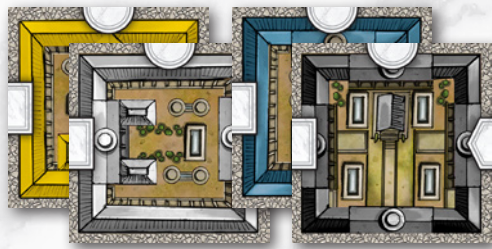




# CONTENTS



96 City Tiles



4 Starting City Tiles



12 Monument Tiles



40 Player Marker Discs  
(10 per color)



10 Province Cards



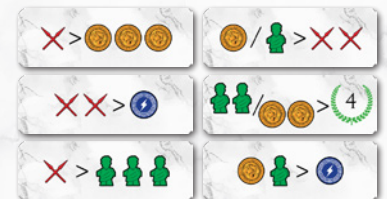
30 Coin Tokens



16 Blessing Tokens



50 Population Meeples



6 Market Trade Tokens



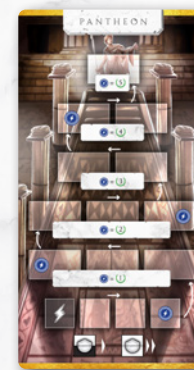
1 Double-sided  
Tile Draft Board



1 Solo Mode Board



4 Player City Tiles Track Boards



1 Pantheon Board



1 Market Board



4 Player Aids

4 Player Markers  
for 50/100  
Victory Points



1 Military Board

Conquest Markers



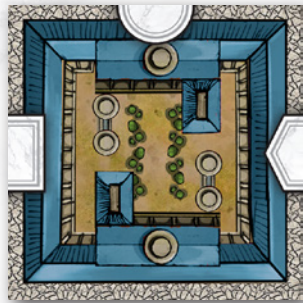
# OVERVIEW

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 city tiles 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 Blessing 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!

## CITY TILES

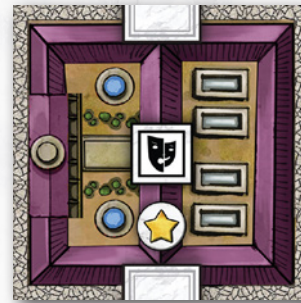
These tiles represent the city blocks that you will use to expand your city and give you resources depending on the combinations of symbols you connect with the adjacent tiles. By carefully planning how to place them in your future turns, you will maximize efficiency of gaining resources that will further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



Town Center  
Tile  
(player color roofs)



Administrative  
City Tile  
(red roofs)



Cultural  
City Tile  
(purple roofs)

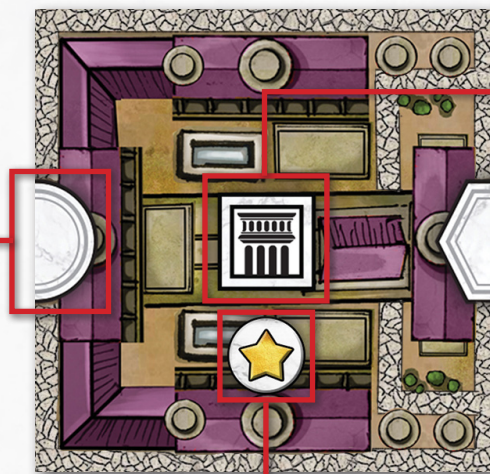


Residential  
City Tile  
(brown roofs)

### CITY TILE HALF-SYMBOLS

The main mechanism of the game: When you combine these half-symbols into full symbols, they will provide you with the resources needed to build and expand your city.

There are three half symbols present in the game:



### BEAUTIFICATION ICONS

These icons represent that on this there's a specific beautiful street corner or a location on this City tile.

At the end of the game, you can score additional victory points depending on what amount of these icons are present in your city.

### STAR ICONS

The star icon will allow you to advance your marker on the corresponding tile color track on your board.



## TILE PLACEMENT AND COMBINING SYMBOLS

When you place a city tile in your city, you **must** place it next to another one. If the placement resulted in one or more full symbols, you gain the benefits from those symbol. Additionally, if the tiles you combined are of a different color, you gain the lesser benefit (the smaller amount), and if the tiles you combined are of the same color, you gain the larger benefit (the larger amount).



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



This player placed a tile and it resulted in a Military symbol. Because the tiles are of same color, the player will gain the larger benefit, in this case - Gain 2 legions ✗ (advance 2 steps on the Military board).



If you place a City tile that touches two or more of your other City tiles, you gain the benefit of all the symbols you connected. In this case, gain 2 legions ✗, and gain 1 Faith (advance 1 step on the Pantheon board).

	<b>LUXURIES</b> Gain 1 or 2 Luxuries ♀ on the Market track.
	<b>PRESTIGE</b> Gain 1 or 3 Victory Points ○ on the Score track.
	<b>COINS</b> Gain 1 or 2 Coins Ⓜ.
	<b>POPULATION</b> Gain 1 or 2 Population ♀.
	<b>MILITARY</b> Gain 1 or 2 Armies ✗ on the Military Track.
	<b>GODS' FAVOR</b> Gain 1 or 2 spaces on the Favor of the Gods track. When you reach certain spaces on the track, gain a Gods' Favor ⚡.



## CITY TILES TRACK BOARD

Additionally, when you place a City tile in your city, depending on how many stars were on that tile, advance your marker on the track of the corresponding color by that many spaces. If you reach a space with a bonus on it, immediately gain that bonus.

**Note:** You receive these bonuses only once in the game.

**RESOURCE STORAGE**  
These are storage spaces: you can keep your Blessing tokens, Population and Coins here.




**GAINING STARS**  
When you place City tiles that contain stars, you move your marker on the corresponding track (in this case, the red track) for each star present on the City tile you just placed in your city.





**BONUS RESOURCES**  
When your marker reaches the space linked to the bonus resource, you gain that resource (in this case, 1 population 🧑).


**HARDER BONUS RESOURCES**  
Some spaces on the track are linked to the same bonus. To gain this bonus, the markers from both the above and below tracks must either be on the space linked to the bonus or past it.

**VALUE INDICATOR**  
Shows the total value of the different types of City tiles in your city. Important for the end-game scoring on the Market board.

 Advance 1 space on the Military board.

 Gain 1 coin.

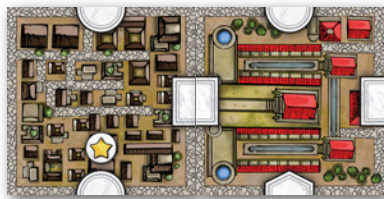
 Gain 1 population.


 Advance 1 space on the Market board.



## SCORE AND DRAFT BOARD


You will gain victory points  by combining the Prestige symbol on the city tiles and from the end game scoring.

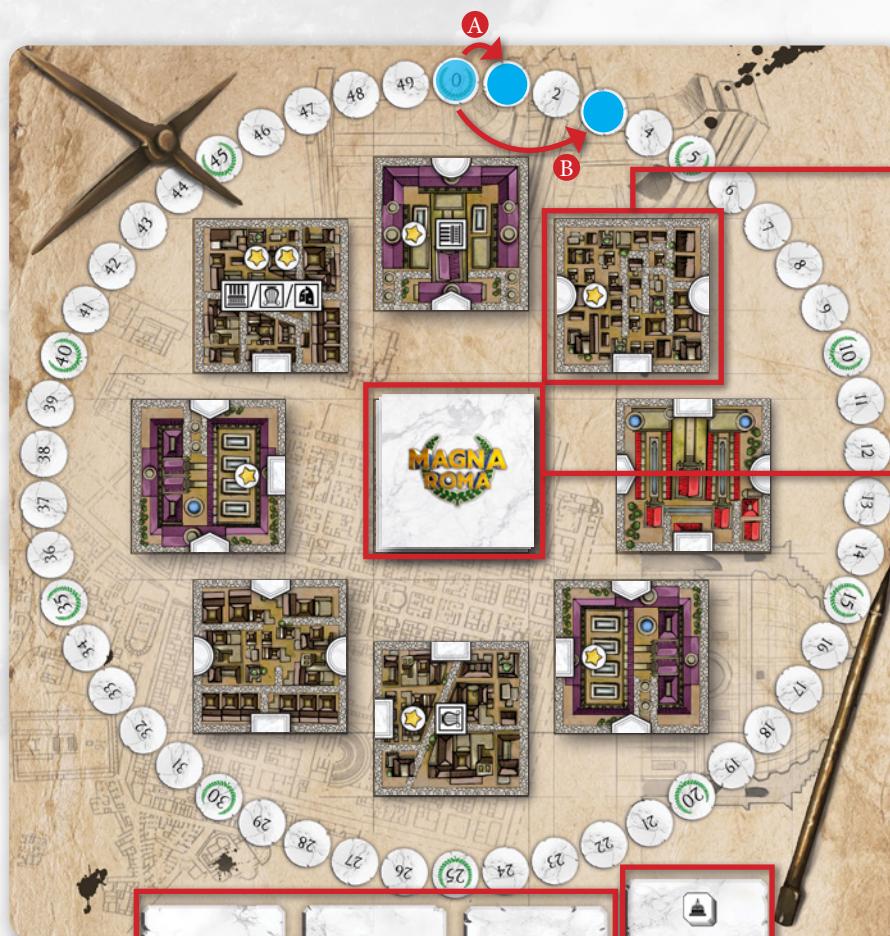


A. Gain  (advance 1 space on the score track) if you connected a Prestige symbol of tiles with different color.

OR



B. Gain  (advance 3 spaces on the score track) if you connected a Prestige symbol of tiles with same color.



### CITY TILE DRAFT SLOTS

City tiles will be placed in these slots where players can draft them.

### CITY TILES DECK

Empty City tile slots will be replenished from this deck.



### MONUMENT MARKET

You will be able to construct Monuments which are only available at the Monument market.

### MONUMENT DECK

The empty Monument market slots will be replenished from this deck.

## 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.

### CONSTRUCTION COST

Shows the construction cost of the Monument in coins.



### IMMEDIATE BONUS



This is a bonus that you will receive immediately when you construct the Monument.



### FUNCTIONALITY COST

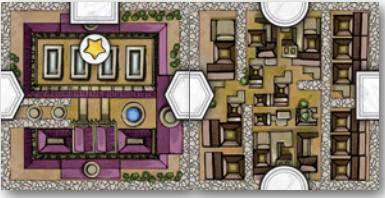
Shows how much population needs to be employed here at the end of the game so this Monument can be functional and score you victory points. For example, for the Temple of Mars to score you 6 victory points at the end of the game, you must have employed 3 population here.




## MARKET BOARD

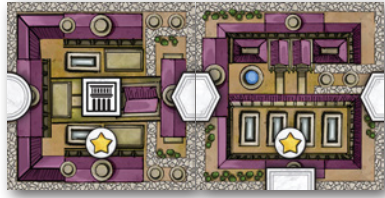
This Market board represents the amount of luxuries  that you have in your city. You will advance on the Market board by combining the Market symbol on your City tiles and/or by gaining a bonus luxury  resource. At some spaces on the Market board, you will be able to trade some of your resources for another resource.


At the end of the game, you will score victory points  equal to the number linked to the space where your marker is, multiplied by the lowest star  value on your city tiles track board. More on this in the scoring section (page 16).



A. Gain 1 luxury  (advance 1 space on the Market board) if you connected a Market symbol of tiles with different color.

OR



B. Gain 2 luxuries  (advance 2 spaces on the Market board) if you connected a Market symbol of tiles with same color.

**END-GAME SCORING**  
At the end of the game, you will score victory points  equal to the number linked to the space where your marker is, multiplied by the lowest star  value on your City tiles track board. More on this in the scoring section (page 16).



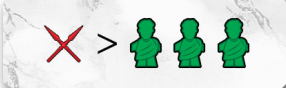






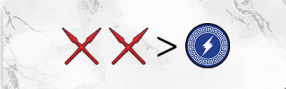












**TRADE TOKENS**  
When you reach a space that has a Trade Token above, you may immediately trade the resource shown on the token to receive the reward (in this case, trade 1 legion  for 3 coins ).

## TRADE AND TRADE TOKENS

When you reach a space that is linked with a Trade Token, you **may** immediately perform that trade.

If you don't perform that trade at the moment, you cannot perform it again during the next turns (unless you move your marker on next space under the same Trade Token during one of your next turns.).


		
Trade 1 legion  for 3 coins  .	Trade 1 coin  or 1 population  for 2 legions  .	Trade 1 legion for 3 population  .
		
Trade 2 legions  for 1 Blessing token  .	Trade 2 population  or 2 coins  for 4  .	Trade 1 coin  and 1 population  for 1 Blessing token  .



## MILITARY BOARD


The Military board represents the amount of legions  $\times$  you have under your command. You will advance on the Military board by combining the Military symbol on the City tiles and/or by gaining a bonus legion  $\times$  resource. As an optional action on your turn, you can send the corresponding amount of legions  $\times$  required by the slot you want to conquer on the Province card to conquer that slot.

At the end of the game, you will score victory points  $\odot$  depending on which Province slots you covered .



A. Gain 1 legion  $\times$  (advance 1 space on the Military board) if you connected a Military symbol of tiles with different color.

OR



B. Gain 2 legions  $\times$  (advance 2 spaces on the Military board) if you connected a Military symbol of tiles with same color.

**NUMBER OF LEGIONS**  
This number represents the number of legions  $\times$  you have under your command. You can use these legions  $\times$  to conquer provinces.



**END-GAME POINTS**  
These are end-game victory points  $\odot$ . If your marker ends here on one of these spaces, you will receive  $\odot 3$  or  $\odot 5$ , respectively.

**PROVINCE SLOTS**  
These slots show how many legions  $\times$  are required to conquer the linked slot on the Province card.

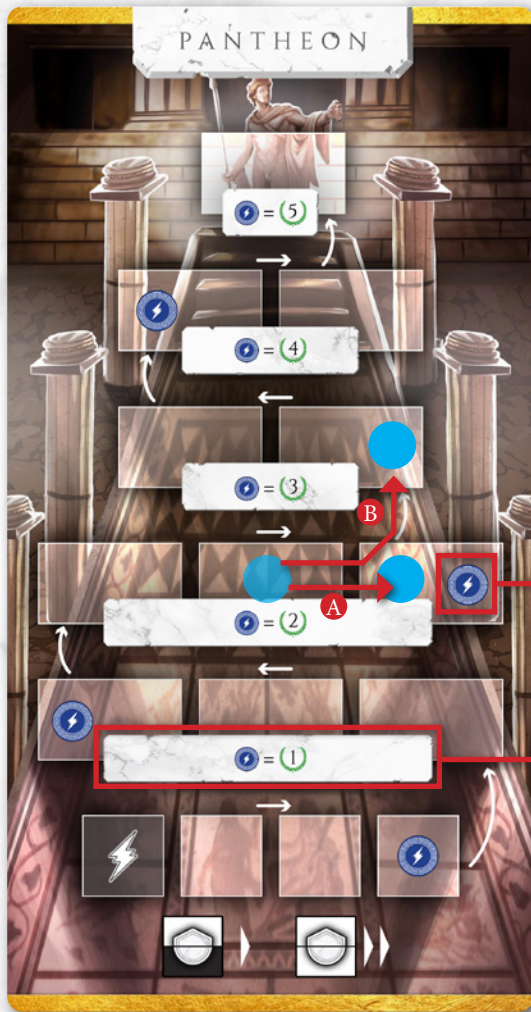
Place your marker on that slot to mark that you conquered it.



**PROVINCE BONUSES**  
Whenever you conquer a Province slot that has a bonus, you receive that bonus immediately.

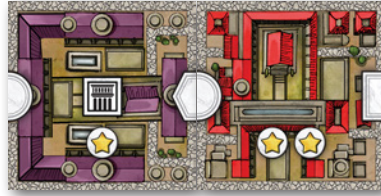
**END-GAME SCORING**  
At the end of the game, you will score points according to the slot you conquered on the Province card. More on this in the scoring section (page 18).



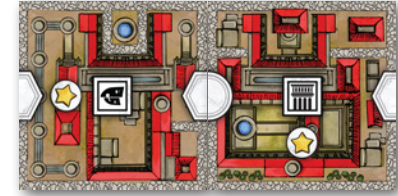


## PANTHEON BOARD

You will advance on the Pantheon board by combining the Pantheon symbol on the city tiles.



A. Gain 1 faith (advance 1 space on the Pantheon board) if you connected a Pantheon symbol of tiles with different color.



B. Gain 2 faith (advance 2 spaces on the Pantheon board) if you connected a Pantheon symbol of tiles with same color.

OR

### BLESSING TOKENS

When you enter or pass a space that contains ⚡ symbol, you gain one Blessing token ⚡. During the game, you can use that token to **bless** a City tile.

### END-GAME POINTS

At the end of the game, you will score victory points 🍀 depending on the number of the Blessing tokens and the position of your marker on the Pantheon track.



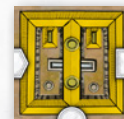
## SETUP

- 1 Depending on the number of players, choose the appropriate side of the tile drafting board (2 and 3 players side has 8 tile slots surrounding the center slot, while the 4 player side has 10 tile slots surrounding the center slot). Place this board in reach of all players and place 1 marker from each player on the 0 space on the score track of the board.
- 2 Shuffle the City tiles face down and form 2 or 3 tile decks (whatever is more convenient for you). Place one of these tile decks in the center slot of the tile draft board. Then, draw tiles from the top of the deck and place them face up on the board filling all the slots. This will be your City tile draft pool from which you will choose your tiles on your turns.
- 3 Each player gets their starting Town Center tile of their color, City tile track boards as well as markers of their color. Place the Town Centers in such way that there is enough space around them for your city tiles. Place one marker on each of the three starting spaces (the ones with a star) on your City tiles tracks.
- 4 Place the Market, Military and Pantheon boards on the side. Place one marker on each of the starting spaces on the boards: Market, Military, Draft and Score, Pantheon (don't forget your markers for your City tile track boards). 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.
- 5 Shuffle the Monument tiles into a deck and place it next to the appropriate slot 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.
- 6 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 for the rest of the game (you can return the other cards in the box).
- 7 Shuffle the Trade Tokens face down, draw 3 and place them on the marked slots on the Market board face-up. Return the rest of the tokens in the box.
- 8 Choose a player that will start the selection of the first City tile. That player chooses a first tile by placing their disc marker on that tile. then in counterclockwise order all players choose their first City tile.

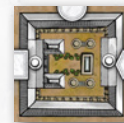
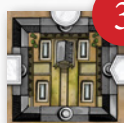
After this, play begins with the player that last chose their first tile, and turns continue in a clockwise order.







5



3





# GAMEPLAY

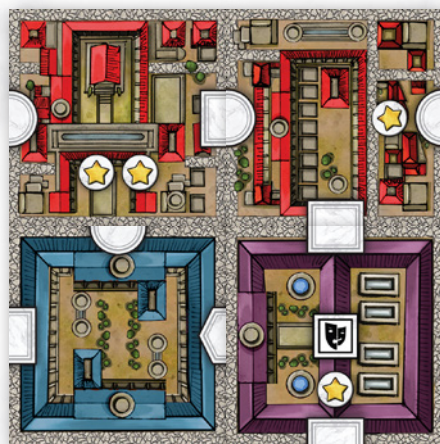
A game of Magna Roma is played in turns until all players have placed exactly 24 City tiles in their cities after which the final scoring is done. The finished cities **must** be in a 5x5 grid. The Town Center tiles do not need to end up in the center of the 5x5 grid.

## TURN ORDER

### PLACE A CITY TILE (MANDATORY)

On your turn, you **must** take the City 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 and it doesn't need to be next to a tile of the same color.

**Example:** 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 City tiles track board by one space forward because the tile they placed has one star. Then, they gain the benefits from the two symbol combinations (in this case, gain 2 legions ~~X~~ and gain (1)).



### PLAY ONE OPTIONAL ACTION

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


- Construct a Monument tile
- Send Legions ~~X~~ to conquer provinces
- Bless a City tile in your city with a Blessing Token 



## CONSTRUCT A MONUMENT TILE





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

### Condition 1:

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.

### Condition 2:


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 City tiles.


-  **A** You cannot construct the Mausoleum here because the two of the tiles beneath already have another Monument on top of them (Basilica).
-  **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.


**Note:** The only exception from the Condition 2 is the Forum Monument - That Monument can only be constructed on the Town Center tile itself!



## FUNCTIONAL MONUMENTS

In order for your Monument to score victory points at the end of the game you must make it **functional** by employing your population  there.

You can employ population  at your Monuments at any time during your turns (this is not considered an action), by simply putting the population meeples on the Monument tile.

You can also, switch population  between your Monuments at any time - again, this is not an action and you may do it as many times as you like.



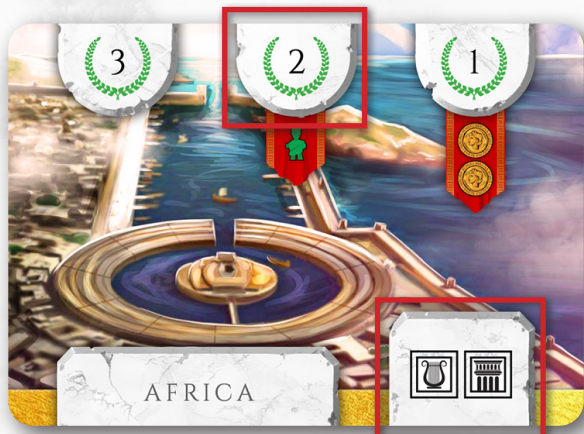
## SEND LEGIONS TO CONQUER PROVINCES

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

The blue player here has 4 legions  $\times$  available at the moment. Blue can choose to spend either 4 legions  $\times$  or 3 legions  $\times$  to place a conquest marker on any of the Province card slots that require 4 or 3 legions  $\times$  to be conquered.

Blue decides that wants to spend 4 legions  $\times$  to make a conquest. Because the middle slots of Dalmatia and Aegyptus are already conquered, Blue chooses to place a conquest marker on the middle slot of the Africa province, 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 and/or other conditions printed on the card.



Because Blue conquered the middle slot on the Africa province card, they will receive  $(2)$  for each pair of Lyre + Column icons present in their city. Explanation of all conditions of province cards can be found on page 18.



### OTHER IMPORTANT CONQUEST RULES

- Province cards are not replaced during a game - the three cards placed on the Military board will remain until the end of the game.
- You cannot place a conquest marker on a slot already occupied by you or another player.
- You cannot place two conquest markers on the same province card.


### END-GAME MILITARY BONUS POINTS

These are end-game victory points  $(\odot)$ . If your marker ends here on one of these spaces, you will receive  $(3)$  or  $(5)$ , respectively.







## BLESS A CITY TILE

As your optional action on your turn, you can place one of your Blessing tokens  on a City 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 decides to play a Blessing token  on this City tile. Blue will gain 2 coins , gain 1 population  and gain 1 legion .

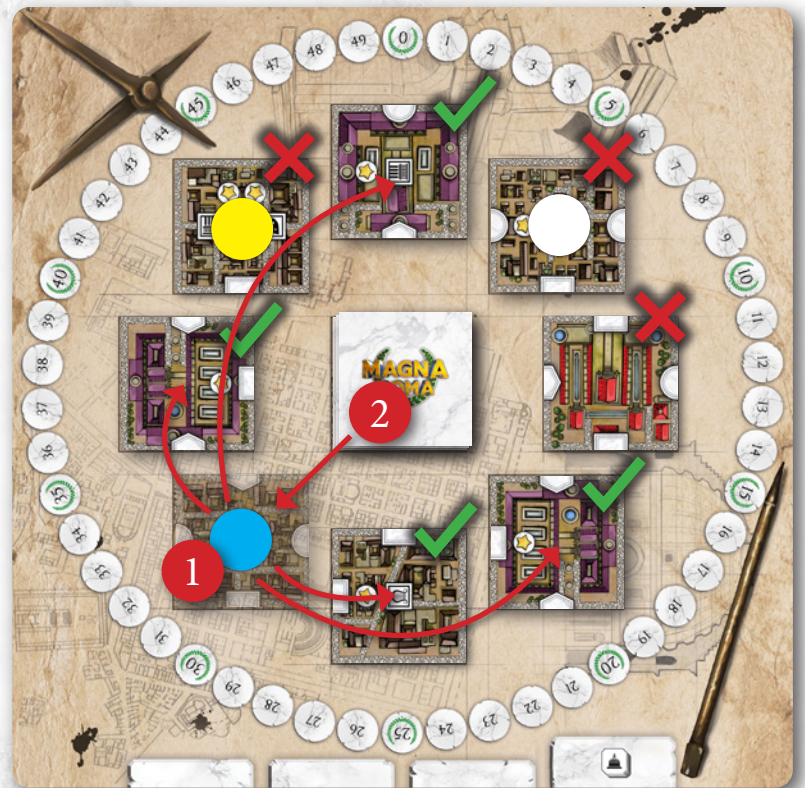
**Note:** that you cannot play a Blessing token  on a tile that already has a Blessing token .

## END OF TURN

1 After your turn ends, you **must** choose a new tile for your next 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.

2 After you chose a new tile for your next turn, draw the top tile and place it face up on the empty slot (there should always be 8 face-up tiles at end of a player turn in a 2-3 player game or 10 face-up tiles in a 4 player game). The next player in clockwise order can now play their turn!

If the City tile deck is spent, simply add one of the remaining City tile decks to the center slot of the draft board.



## GAME END

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

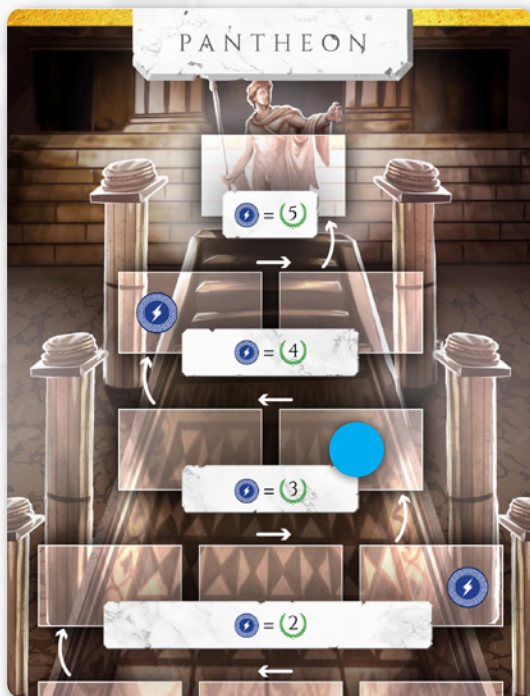
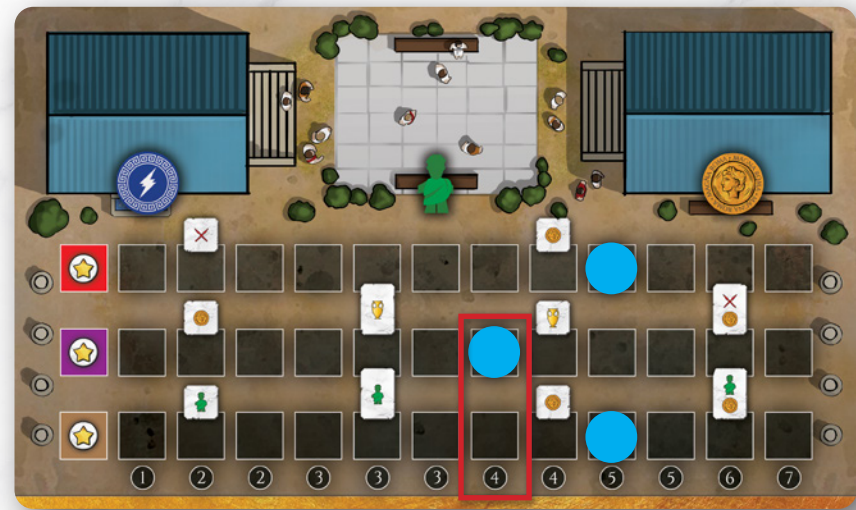


# FINAL SCORING

## MARKET

Each player multiplies their luxury 🏆 value on the Market board with their lowest star ⭐ value City tile color on their City tile track board to score victory points 🏆 for the Market.

For example, Blue's marker on the Market board ended in one of the 5 star ⭐ value spaces. They will multiply that number with the lowest value on their City tile track board (in this case 4). So the total Market victory points for blue are  $5 \times 4 = 20$ . Blue adds those points on the Score track.



## PANTHEON


Each player scores victory points for each unplayed Blessing token in their supply, depending on where their marker is located on the Pantheon board.

For example, Blue has 4 unplayed Blessing tokens at the end of the game. Their marker is on the space where a Blessing token is worth 3 victory points each, so the total is  $3 \times 4 = 12$  victory points. Blue adds those points to the Score track.






## MONUMENTS


Each player gains victory points  for each of their constructed Monuments that are functional (fully employed) and their scoring conditions are met. More on how each Monument scores below.

If a Monument is not fully employed (it doesn't contain the necessary population) it is considered non-functional and it doesn't score victory points.





**Functional:** Score  at the end of the game.





**Functional:** Score  at the end of the game.




**Functional:** Score 4/7/9/12  if you have 1/2/3/4 population  employed respectively, at the end of the game.




**Immediately:** Gain 1 Blessing token .  
**Functional:** Score  at the end of the game.




**Functional:** Gain  for each brown City tile under the Thermae at the end of the game.





**Functional:** Gain  for each red City tile under the Basilica at the end of the game.




**Functional:** Gain  for each purple City tile under the Temple of Vesta at the end of the game.




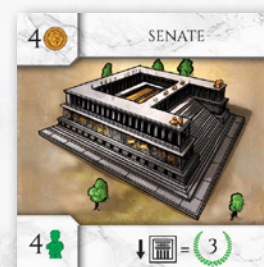
**Immediately:** Gain 1 legion .  
**Functional:** Gain  at the end of the game.




**Functional:** Score  for each Mask symbol on the City tiles under the Colosseum at the end of the game.





**Functional:** Gain  for each Lyre symbol on the City tiles under the Odeon at the end of the game.



**Functional:** Gain  for each Column symbol on the City tiles under the Senate at the end of the game.



**Must be constructed on the Town Center tile.**  
**Immediately:** Gain 1 luxury .  
**Functional:** Gain  at the end of the game.



## PROVINCE CARDS

Each player score victory points for each conquered Province card slot, depending on the conditions of the Province card. Here's how each Province card scores:



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 + Column trio 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.



## WHAT IS A DISTRICT?

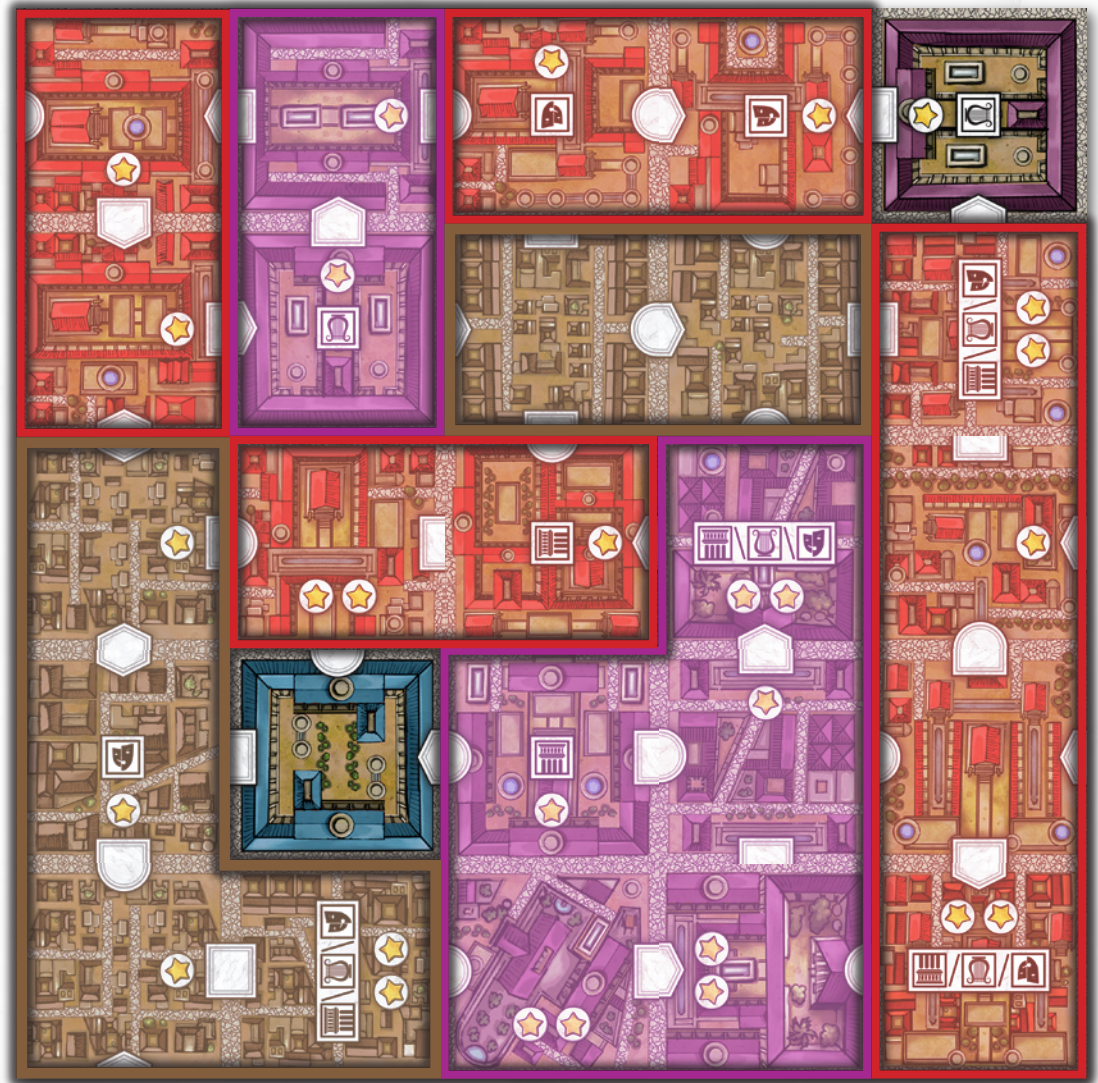
A district is a group of at least two City tiles of the same color connected with each other.

For example: On the right, Blue has:

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



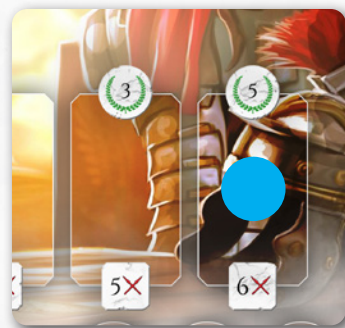
Blue will score  $4 \times 4 = 16$  VP because they have 4 red districts and they have conquered the slot on the Egyptus Province card which awards 4 victory points for each red district.



## END-GAME MILITARY BOARD POINTS

If a player's marker ends the game on one of the last two spaces on the Military board, that player will score 3 or 5 victory points, respectively.

For example: Blue's marker ended on the last space on the Military board - Blue scores 5 VP.



## 50/100 VICTORY POINTS MARKERS

If you pass 50 VP on the Score track, take the appropriate marker and flip it on the 50 VP side to mark that you have +50 VP. If you pass 100 VP on the Score track, flip the marker on the other side to show that you have +100 VP.



**FINALLY, THE PLAYER WITH THE MOST VICTORY POINTS WINS!**



# SOLO MODE



1 Solo Mode Board



12 Solo Mode Objective Tokens  
(4 of each I, II and III level)

## SETUP

Setup the game like a regular 2 player game, with the following changes:

**1 Tile Draft Board:** The tile selection mechanism is a bit different from the standard game. For the solo mode, you will not use the tile draft slots on the draft board. Instead, shuffle the city tiles and reveal 3 tiles to form a tile draft pool on the side of that board. You will be drafting from these three tiles on your turns throughout the game. You will only use the draft board to mark your score throughout the game.





- 2 **Solo Mode Board:** Take the solo mode board and place it before you. Choose a player color and take the appropriate markers and Town Center tile and place that tile on the designated slot on the solo board.
- 3 **Complexity:** Choose a complexity level for your game: I - Easy, II - Medium or III - Hard. Take the appropriate solo mode objective tokens and place them randomly on the side slots of the solo mode board.



- 4 **Prepare Military Board:** Take 3 player markers of an unused player color and place them on the Military Board like in the picture below. These spaces are blocked for the rest of the game. After this, shuffle the province cards deck and draw 3 cards and place them on the slots on the Military board.



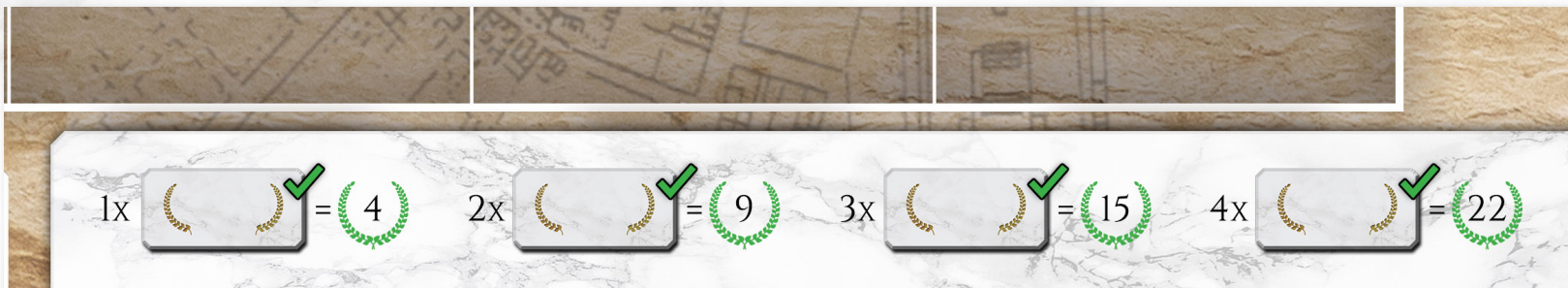






## SOLO OBJECTIVES

Depending on the number of solo objectives completed, you will gain a certain amount of victory points at the end of the game:

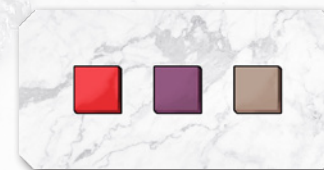
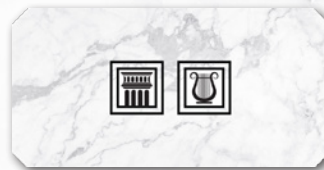
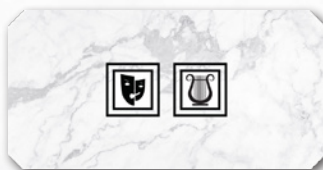


1x Solo Objectives  
Completed = 4 VP

2x Solo Objectives  
Completed = 9 VP

3x Solo Objectives  
Completed = 15 VP

4x Solo Objectives  
Completed = 22 VP



Have at least one Mask and one Lyre Beautification icon in this row or column.

Have at least one Column and one Lyre Beautification icon in this row or column.

Have at least one Mask and one Column Beautification icon in this row or column.

Have at least one City tile of each color (red, purple, brown) in this row or column.



Have at least two Blessing tokens played on City tiles in this row or column.

Have no Beautification icons in this row or column.

Have at least 7 Stars on City tiles in this row or column.

Have at least 4 City tiles of the same color (red, purple or brown) in this row or column.



No two adjacent City tiles in this row or column are of the same color.

All 5 City tiles in this row or column have the same Beautification icon (Mask, Lyre, or Column).

Have at least two Monuments constructed on City tiles in this row or column.

All 5 City tiles in this row are of the same color (red, purple or brown).



## CHECK YOUR HIGHSCORE

Finally, depending on the amount of victory points at the end of the game, you will be compared to the following highscore table:

VICTORY POINTS	HIGHSCORE LEVEL
0-49	TRIBUNE - TRY AGAIN
50-59	SENATOR - YOU'RE GETTING BETTER
60-69	QUAESTOR - YOU'RE ON THE RIGHT WAY
70-89	AEDILE - THAT'S OKAY
80-99	PRAETOR - THAT'S GREAT
90-99	CONSUL - YOU ARE FANTASTIC
100+	CAESAR - YOUR SKILLS RIVAL THE EMPEROR'S!

## CREDITS

**Game Design:** Matteo De Nardis

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**Rules Editing Support and Streamlining:** Boris Momikj

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