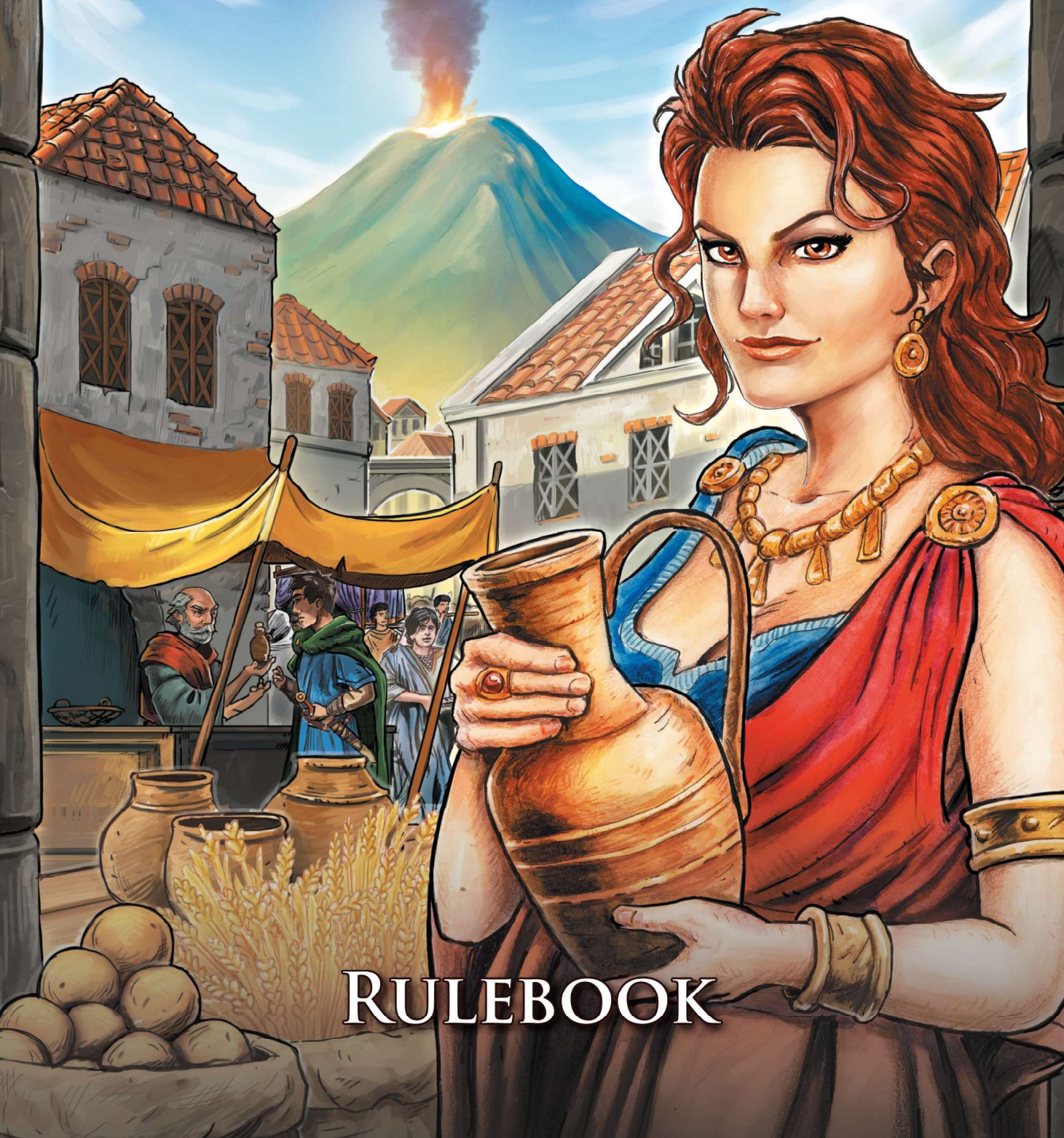


MICHIEL SIEBELT

# POMPEII



RULEBOOK



# POMPEII

A development game for 1-4 players by Michiel Siebelt, illustrated by Frederick van de Bunt.  
Playing time: 30 minutes per player.  
Recommended age 12+.

**Pompeii, 79 AD.** Humanity in Europe lives under the rule of the Roman Empire.

In the Campania region of Italy lies Pompeii, a prosperous city in a fertile valley, known for its wealthy inhabitants and bustling trade.

Oh mighty player, set your subjects to work and claim your place in the history of Pompeii.

But beware! Looming in the background of a potential victory lies Mount Vesuvius, quietly smoking. Ignore this smoldering primal force, and your fate may take a very different turn.

## GAME COMPONENTS

- ① 1 game board and 4 inventory tablets
- ② 10 **red** basic and 8 **blue** specialised production buildings, 1 **green** Terme and 1 **purple** Castrum
- ③ 1 large Mount Vesuvius tile

Playing cards:

- ④ • 55 Volcano cards
- ⑤ • 52 City cards
- ⑥ • 52 Specialist cards  
• 4 Worker Action Reference cards
- ⑦ Coins, sestertius and denarius:
  - 85 bronze sestertii (represents 1 good)
  - 12 silver denarii (represents 4 goods)
- ⑧ In 4 different colours:
  - 6 wooden workers
  - 1 wooden worker counter
  - 12 wooden ownership markers
  - 1 Roman army token
- ⑨ 1 start player token
- ⑩ 2 city card tokens

- ① Place the game board in the centre of the table.
- ② Place all production buildings face-down on their respective locations on the game board.
- ③ Cover the volcano with the Mount Vesuvius tile, side A facing up.
- ④ Choose a difficulty level: A/Easy, B/Medium or C/Hard. Take the corresponding set of volcano cards. Draw 9 cards from this set and shuffle them together with the Apocalypse card. Place this deck face-down at the top of the game board to form the volcano draw deck.

*Note: To reduce the risk of a premature end of the game, players may use all A, B or C cards. Alternatively, players could choose to put the Apocalypse card at the bottom of the volcano draw deck.*





## GAME SET UP



- ⑤ Shuffle the city card deck and place it face-down next to the volcano cards. These will come into play after the construction of building 17 (Foro di Pompeii).
- ⑥ Shuffle the specialist card deck and place it face-down next to the city card deck. Deal 6 specialist cards to each player.
- ⑦ Place all sestertii and denarii in the general supply. Note: *In the bustling markets of Pompeii, your fortune is limitless! If these coins are exhausted, feel free to improvise with whatever you have at hand.*
- ⑧ Each player takes an inventory tablet and in the matching colour: 3 workers, a worker counter and all ownership markers. The other 3 workers and the Roman army token are placed in the general supply.

- ⑨ The player who lives closest to Mount Vesuvius is the start player and takes the start player token.

Starting with the player at the right of the start player and then counterclockwise:

- Players choose an available **red** building by flipping the building tile face-up and placing an ownership marker on it.
- Players receive 6 sestertii to allocate to value I goods on their inventory tablet. Players may choose to place the sestertii on 1 value I good, or to spread the sestertii over multiple value I goods.

**With the city prepared and Mount Vesuvius ominously watching, it is time to seize the chance to immortalize your name in Pompeii's history!**



## GOAL OF THE GAME

The first player to acquire a Roman army and station it in the **Castrum** just outside the city, seizes control over Pompeii and wins the game.

But an army is expensive and gathering sufficient wealth may prove a challenging task. After all, it was ambition, greed and envy that angered the gods ... and buried Pompeii beneath a smoldering layer of volcanic ash! Together you must offer enough to appease Mount Vesuvius. If you fixate on your own wealth, you may also find yourselves buried under layers of suffocating and toxic ash.

## WORKER SPACES

In Pompeii, players put their workers to action by placing them on worker spaces. There are two types of worker spaces: open worker spaces and limited worker spaces.

### Open worker spaces

Worker spaces where every player is allowed to place 2 workers in every game round. These are the **resource fields**, where value I goods can be collected (Action 1: Resources, p. 5).



### Limited worker spaces



Worker spaces with a limit to the number of workers that can be placed there. The limit is based on the number of players. These are:

- **Production buildings**, to convert goods into goods of higher value (Action 2: Produce, p. 6).
- **Costruzione**, to construct buildings (Action 3: Build, p. 8).
- **Porta di Pompeii**, to trade goods (Action 4: Trade, p. 9).
- **Piazza di Pompeii**, to train or trade specialists (Action 5: Train, p. 9).

## HOW TO PLAY

Pompeii is a game that is played in two phases: a **Founding Phase** and a **Prosperity Phase**.

### Founding Phase

In the early game, players focus on red buildings and specialist cards. These represent the foundation for the everyday work and form the backbone of Pompeii.

The start player begins the game round by placing a worker on a worker space and carrying out the chosen action. **Each worker can perform 1 of the following standard worker actions:**



1. **Collect resources** (p. 5)
2. **Produce goods** (p. 6)
3. **Construct buildings** (p. 8)
4. **Trade goods** (p. 9), or
5. **Train specialists** (p. 9)

Alternatively, workers can perform an action from specialist or city cards.


Moving clockwise, all players take turns by placing 1 worker and performing the chosen action. The game round ends when all players have placed all their workers on the game board.

At the end of a game round, players take their workers from the game board, freeing up all worker spaces. The start player token is passed on to the player on the left. The new start player begins the next game round.

### Prosperity Phase

The moment a non-red building is constructed, the city begins to flourish in new ways. Luxurious goods and trade gain prominence, enabling players to acquire an army and seize control over Pompeii.


**Building 17 - Foro di Pompeii is the first non-red building that must be constructed.**

Just as in the **Founding Phase**, players place workers to perform actions. However, building the **Foro di Pompeii** awakens Mount Vesuvius. From this point onwards, **each game round ends with offerings** . Only sufficient offerings made by the whole group can prevent an eruption of the volcano (Offerings, p. 12).



## TIPS & HINTS

Pompeii can be played in 30 minutes per player, depending on how the game is played. An ineffective strategy or competitive opponents can extend the game's duration. Below are some tips for a more efficient gameplay.

- **Don't built the Foro too soon.** Ensure that you are able to earn enough value every game round to make the offerings  before starting the **Prosperity Phase**. **Game setup tip:** to give the group time to build their strategy, place 9 sestertii on the Foro. Remove 1 after every game round. When the last sestertius has been removed, players may build the Foro.
- **Build your strategy around your specialists** as they will form your engine to reach your goal. Don't underestimate your specialists, and don't overvalue the ownership of buildings. Your specialists are more important as they may double production or skip production steps.
- **Specialise!** Find a way to acquire a stack of value IV or V goods. If you have plenty of these, you can trade them for other goods in different production chains, allowing you to reach your goals more quickly than by using every building on the game board.
- Make sure you can **get new workers as soon as possible** in the **Prosperity Phase**. Extra workers also means more offerings, but they can easily generate more income than they cost. As workers cost wine to generate, this means that you might want to secure a wine supply.
- **Work together by using other players' buildings.** The small advantage they gain isn't worth avoiding their building. By cooperating, the group can gather more valuable goods and is more willing to offer. But keep a close eye on everyone's progress. The moment others appear to be in a winning position, you'll want to throw a wrench in their works...

## ACTION 1: RESOURCES

Around Pompeii various resources can be collected: grain, deer, wood, grass, fish, reed, clay, stone, olives and grapes. These are shown on the game board. All players may place up to 2 of their own workers on the same resource field in one game round.

**After placing a worker on one of these resources, take a sestertius from the general supply and place it on the resource icon on your inventory tablet.** Each sestertius represents 1 resource.

When a player places their 2nd worker at the same resource field in the same game round, the 1st and 2nd worker both generate that resource and the player receives 2 of that resource. This allows players to collect 3 of the same resources with only 2 workers in 1 game round.


**Example:** The worker space for grain is shown below. **Green** has received 1 grain and **Red** 3 grain.





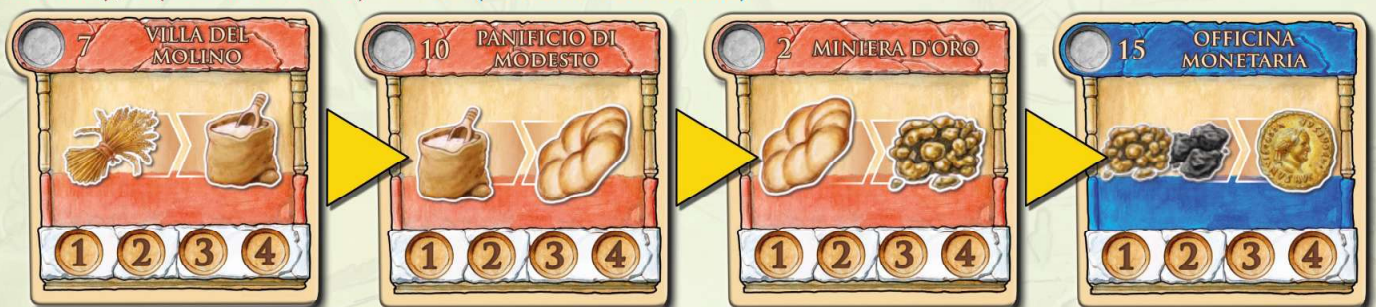
## ACTION 2: PRODUCE


In Pompeii, players collect and convert goods to amass sufficient wealth to recruit an army and seize control over Pompeii. The **inventory tablet** is used to track the goods of your household, from basic resources to luxurious goods. **For simplicity: when we refer to goods, we also mean resources.**

By placing coins on this tablet, players track what their workers have created. Basic goods (value I) can be converted (  ) into refined goods (value II up to IV) by using **red** buildings. As shown by the arrows on the inventory tablet, these goods can be converted into luxury goods (value III up to V) by using **blue** buildings.



**Example:** Converting grain to gold coin goes through building 7 (Villa Del Molino), 10 (Panificio Di Modesto), 2 (Miniera d'Oro) and 15 (Officina Monetaria).




**Value:** Each good has a certain value. This value is indicated with Roman numerals I through V on the inventory tablet. These values are important for trading goods (Action 4: Trade, p. 9) and for the offerings  to Mount Vesuvius (Offerings, p. 12).



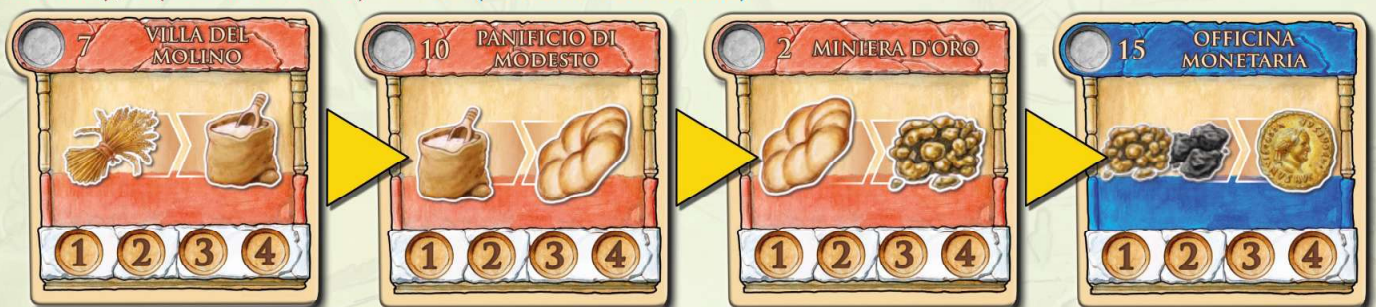
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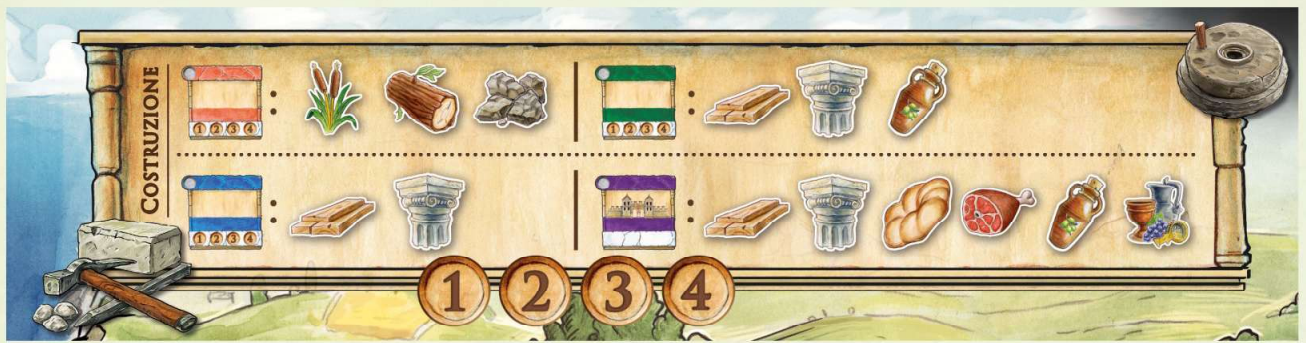
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## ACTION 3: BUILD



Players cannot use buildings until they have been constructed. There are 4 different building types to construct: **red** and **blue** production buildings, a **green** building (Terme, to acquire an army), and a **purple** building (Castrum, to win the game).

**To construct a building, players place a worker on an available worker space on the Costruzione field at the top of the game board.** The construction costs for the buildings are shown there. To pay the costs, the player removes the sestertii on the required goods from their inventory tablet to the general supply. Next, they flip the desired building tile face-up on the game board and place a marker of their colour to indicate ownership.

*Note: 1 worker can only construct 1 building, even if the player has goods to construct more buildings.*

### Construction rules

**A building can be owned by only one player.**

However, the worker spaces and functions of the buildings are available to all players.

### Building 17 - Foro di Pompeii

**The Foro is the first non-red building to be constructed.** Only after the Foro has been built, can other non-red buildings be constructed.

Upon construction of the **Foro di Pompeii**:

- Mount Vesuvius awakens! Flip the Mount Vesuvius tile to the B-side. As of this moment, every game round, including the current game round, ends with offerings (Offerings, p. 12).
- All players place their worker counter on the field that represents the number of active workers they have. Here, players keep track of the number of workers and thereby the value they have to offer each game round.
- Awakening Mount Vesuvius reveals city cards. All players receive 6 cards (City Cards, p. 11). The player who constructed the Foro receives 1 additional specialist card and 1 additional city card. These 2 extra cards are immediately activated and any one-time effects are immediately played.

**Ownership bonus:** When a player uses a building owned by another player, the owner of that building receives a bonus. The owner adds 1 of the goods used for the conversion to their inventory tablet. Example: The **red** player converts 2 gold and 2 coal into 2 gold coins. The **blue** player may now choose 1 gold or 1 coal as a bonus. **Blue** takes a sestertius from the general supply and adds it to their inventory tablet.

Blue ownership marker

Red worker



The **red** player converts 2 gold and 2 coal into 2 gold coins.





## ACTION 4: TRADE

Players can trade their goods at the port of Pompeii. After placing a worker at **Porta di Pompeii**, the player may exchange goods proportionally according to fixed rules:

- Exchange to goods of a lower value: 1:1
- Exchange to goods of the same value: 2:1
- Exchange to goods of a higher value: 4:1
- Exchange pearls to other value III goods: 1:1

**In a single action, players may trade only 1 type of good for 1 other type.** The amount is unlimited, as long as the player has stock. However, a player cannot, in a single action, trade from or to 2 or more different types of goods.

The trade is processed on the player's inventory tablet by moving the sestertii according to the trade.

*Note: Only pearls may be traded at a 1:1 ratio for other goods with a value of III. Pearls can only be obtained through specialist cards and/or city cards.*

**Example:** The **green** player has 4 gold and places a worker at the port to trade.



- The green player decides to trade for meat. Since gold (IV) has a higher value than meat (III), the player may trade all his gold (4) for 4 meat.
- If the player were to trade gold (IV) for iron (IV), a maximum of 2 iron would be possible, as both goods have the same value.
- In a trade from gold (IV) to swords (V), the player can obtain only 1 sword, because a sword has a higher value.

## ACTION 5: TRAIN

Each player starts the game with 6 specialist cards. Later in the game, players can acquire new specialist cards, if they offer more than the required value in the offerings (Offerings, p.12).

**All specialist cards in players' hands are activated or traded by placing a worker at the Piazza di Pompeii.**

### Train (activate) specialists

After placing a worker on the **Piazza di Pompeii** field, the player may train as many specialists as they can. Pay the costs that are shown at the bottom of the card by removing the required sestertii from your inventory tablet. Once paid, the specialist is available for use. Place the card face-up next to your inventory tablet.

The effects of specialists are explained on page 10.

### Trade specialists

Pay one value I good to discard 1 inactive specialist card and draw a new specialist card.

*Note: Although players may train as many specialist as they can with 1 worker action, they cannot train and trade specialists in the same worker action.*

**Example:** The **green** player places a worker at the Piazza and wants to train the specialist card S30 Aulus Molinaro (see next page).








## SPECIALIST CARDS

Specialists are Pompeian citizens whose abilities help you reach your goal more quickly. **Specialist cards are activated by placing a worker at the Piazza di Pompeii** (see previous page).

To use a specialist's abilities, place a worker on the location mentioned on the specialist card. **Effects from specialist cards replace the worker action effects on that location.** In other words, on a worker space you either choose the standard worker action related to that worker space, or the action on your specialist card (provided that it is effective on that location).

*Note: Specialist and city cards that are active for the same location cannot be combined. If a player has multiple specialist or city cards active at the same location, the player must choose only 1 card to use.*

There are various types of specialists:

- ∞ Most specialist cards can be used at every worker action and have one of the following effects:
  - Receive 1 additional good at the resource field shown on the specialist cards.
  - Receive specific goods at the resource field shown on the card.
  - Convert (  ) to specific goods on a resource field or building.
  - After conversion (  ) at the building shown on the card, receive 1 additional good (+).
  - Certain goods are no longer needed (  ) for the construction of buildings.

S35 Titus Prefetti has a different effect. Every time when you place a worker at a blue building of another player, that player does not receive their ownership bonus.

⚡ In addition, there are 4 cards with a one-time effect upon activation:

- S05 Maximus Castrini - Immediately perform 5 extra worker actions (tip: use sestertii from the general supply to mark your actions).
- S06 Brutus Landro - Immediately steal 1 value III good from every other player.
- S27 Rufa Infiltrati - Place one of your ownership markers on a red building of another player. You now also receive an ownership bonus when other players use that building.
- S25 Servus Legionario - Immediately receive 2 pillars and 2 planks upon activating this specialist at the Piazza di Pompeii.

*Note: Cards with a one-time effect go to the discard pile after use.*

### Example: Specialist cards



Aulus Molinaro costs 1 flour. After payment, the player activates this specialist and places the card face-up next to their inventory tablet. The effect of this card is 1 extra flour when converting grain to flour at **Villa del Molino**, regardless of the amount of grain converted in this action. If the player converts 3 grain, he receives  $3 + 1 = 4$  flour.



## CITY CARDS

City cards grant players special actions and come into play after the **Foro di Pompeii** has been constructed.

**City cards are activated by placing a worker at the Foro without paying any costs.** There are 5 exceptions: cards related to the offerings or the destruction of the **Castrum**. These are explained in the column on the right of this page.

After activation, place the card face-up next to your inventory tablet.

To use a city card, place a worker on the worker space mentioned on the city card. City card effects are not added to the game board's action. Instead, **city cards replace the worker action effects on the game board.**

*Note: Specialist and city cards that are active for the same location cannot be combined. If a player has multiple specialist or city cards active at the same location, the player must choose 1 card to use.*

∞ These cards can be used at every worker action. Almost all grant a bonus in a conversion process. There are 2 exceptions:

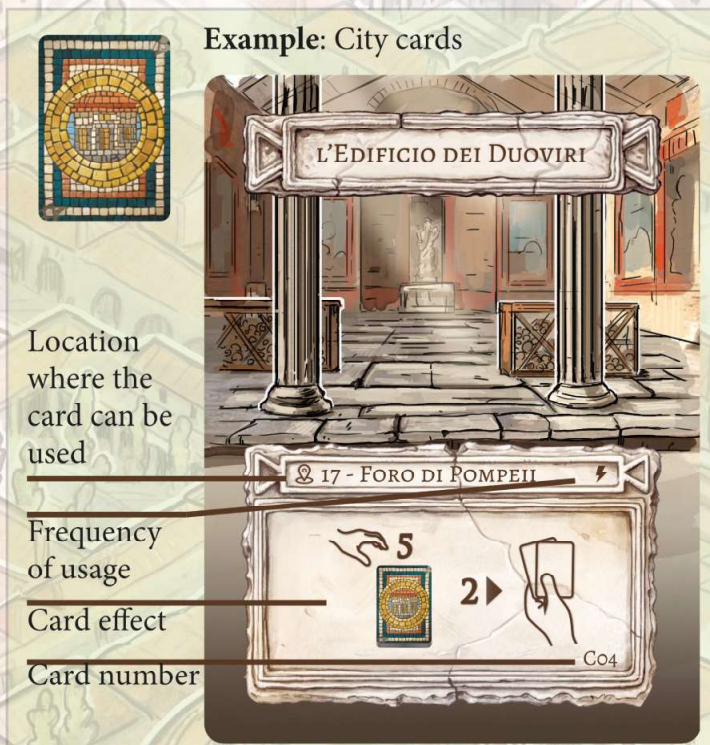
- C17 Casa Fontana Piccola - allows a player to place an extra worker at a **blue** building.
- C34 Porta Marina - Become owner of the **Porta di Pompeii**. Receive 1 Fish every time another player places a worker at the Porta.

★ There are 5 cards with an immediate effect without activation (and are discarded after use).

- 4 of these cards can be played during the offerings and influence the offerings value, allow a player not to participate, or cancels the offerings and reveals a volcano card.
- Card C31 (Casa Del Menandro) can be played when the **Castrum** is built, temporarily halting construction. The active player places the active worker from the Costruzione field to field C31 on the game board. To finish construction, this player has to pay olive oil in their next turn by placing a worker at the Foro. Until then, others can take this opportunity to build the **Castrum**, seize power and win the game!

⚡ Most cards have a one-time effect when activated at the Foro. To clarify a few:


- C01 Aqua Augusta - Take all workers from 1 production building and reallocate them to work for you for this game round only.
- C11 Casa Degle Amanti - Take 1 activated specialist card from another player to your hand.
- C12 Casa Dell'Adone Ferito - Injure a worker. Place it on field C12 on the game board.
- C14 Casa Della Fontana Grande - Cover worker spaces on buildings with tokens C14.
- C22 Lararium - Destroy the Temple Complex.
- C25 Praedia Di giulia Felice - Take a city card from the discard pile and activate it for yourself.
- C28 L'Ultimo Fuggiasco - Injure another player's purchased army. Place one of their workers on field C31 on the game board.
- C29 Casa Del Sacerdos Amandus - Take an activated temple card from another player.
- C35 Porta Nocera - Each player must give you one good of their choice.
- C40 Via Dei Sepolcri - Every other player with more than 4 workers, loses 1 worker.
- C41 Via Dell'Abbondanza - Take 2 specialists from the draw deck and activate them for free.



*Note: City card C14 brings tokens in the game, whereas city cards C12, C28 and C31 moves workers or ownership markers to a specific field on the game board. To regain their worker, marker or to undo the effects, the affected player must place a worker at the Foro in their next turn and pay the required goods.*



# OFFERINGS

Building the Foro awakens Mount Vesuvius. From now on, each game round ends with offerings:  Only sufficient offerings by the whole group prevent an eruption of the volcano and thereby loss of valuable goods or a premature game end.

The value of the offerings is equal to the number of active workers. This is shown on the B-side of the Mount Vesuvius tile. Here players keep track of their number of workers with their worker counter.

## Example: Offerings value



On the Mount Vesuvius tile above the **red player** has 3 workers, the **green player** has 4 workers, and the **blue player** has 6 workers. This gives a total of 13 workers, so the total value of the offered goods must be at least 13.

*Note: Injured workers are active workers.*

Players make the offerings to the volcano using sestertii and/or denarii from their inventory tablets. The Roman numerals I through V on the inventory tablets indicate the value of the goods.

Players decide among themselves how much each player will offer. No one is obligated to contribute.

Any players who contributed more to the offerings than the number of workers they have, may draw either a specialist card or a city card for every additional value they offered. From the drawn cards, the player may only keep 1. Any other drawn card(s) are discarded.

*Note: Trading is not allowed during the offerings.*

## Consequences of the offerings

**If the group is able and willing to make the required offerings, the game round ends.**

**If the group is unable or unwilling to make the required offerings, Mount Vesuvius will erupt.**

If the offering **fails**, the group draws 1 card from the volcano deck. There are 2 possible outcomes:

1. A warning from the gods: a **regular volcano card** is drawn. All goods shown on the card are destroyed. Players remove all sestertii and denarii from these goods from their inventory tablets to the general supply.

## Example: Regular volcano cards



In this example, all players must remove their bread, gold, meat, iron, grass, sheep, wool, fabric and tunics from their inventory tablets.

2. A catastrophic reckoning of the gods: the **Apocalypse card** with the erupting volcano is drawn. Your selfish squabbling and inability to come to a collective agreement on the offerings has caused doom on your family and friends. The game ends immediately. Who knew it would end like this?





## END OF THE GAME

A game of *Pompeii* can end in 2 ways:

### 1. Seize control over Pompeii

The first player to place their Roman army in the **Castrum** immortalizes their name as the one who shaped Pompeii's glory and wins the game!



Thus, two important conditions are required to win:

1. An army must be recruited by placing a worker at Building 19 - **Terme Stabiane** and paying the indicated goods.
2. Building **20 - Castrum** must be constructed by placing a worker in the **Costruzione** field and paying the indicated goods.

Once the **Castrum** is constructed, you can place your recruited army token on it during your turn. No additional worker action is needed to do this.

*Note:*

- All players need to recruit their own army, but it suffices that only 1 player constructs the Castrum.
- There are city cards that directly affect the Roman army and the construction of the Castrum. This can thwart the power grab!

### 2. Total destruction of Pompeii

The game ends abruptly after drawing the Apocalypse card.

You have all lost. All players are buried under layers of suffocating and toxic ash. Your selfish squabbling and inability to come to a collective agreement on the offerings has caused doom on your family and friends. Who knew it would end like this?

*Note: City card C03 - Santuario Dei Laro Pubblici does not protect you from the Apocalypse.*

## ACKNOWLEDGMENTS

Creating this game has been a true collaboration. We are deeply grateful to everyone who contributed to its development.

First and foremost, thank you to Michiel Siebelt, the game's creator. We're honored to have brought his game to the next level and into players' hands.

To Frederick van de Bunt, the talented illustrator: your thorough research and beautiful work brings the history of Pompeii to life and makes it a joy to explore.

A heartfelt thanks to all our friends, playtesters, and reviewers—at home, at conventions, and beyond. Your feedback, enthusiasm, and sharp eyes have been invaluable every step of the way.

We're proud of what this game has become. We couldn't have done it without you.

— Game design by Michiel Siebelt —

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## FAQ





## SOLO PLAY



The set up of a Solo Play game:

- ① Place the game board in the centre of the table.
- ② Place all production building tiles face-down on their respective locations on the game board. For a more challenging game, advanced players can exclude Building **14 - Officina Textoria**.
- ③ Place all sestertii and denarii in the general supply.
- ④ Cover the top of the Vesuvius with the Mount Vesuvius tile.
- ⑤ Take a set of volcano cards (A, B or C) and the Apocalypse card. Shuffle the volcano cards and make 2 face-down decks of 9 cards at the right of the game board. Place the Apocalypse card face-up below the upper deck. Reveal the top card of the lower deck to form a reveal pile.
- ⑥ Shuffle the city card deck and place it in a face-down deck at the left of the game board.
- ⑦ Shuffle the specialist card deck and place it face-down below the city cards. Draw 5 specialist cards and place them next to the deck.
- ⑧ Take an inventory tablet, 3 workers and the worker counter in the matching colour. Place the other 3 workers and the Roman army token in the general supply.
- ⑨ Select a **red** building by flipping the building tile face-up. You don't need your ownership marker. Allocate 6 sestertii from the general supply to value I goods on your inventory tablet.

**With the city prepared and Mount Vesuvius ominously watching, it is time to seize the chance to immortalize your name in Pompeii's history!**



## Goal of the game

Leave an everlasting mark on history and build the glory of Pompeii within 18 game rounds. This means, that you must muster your army, and construct the **Castrum** in time, before Pompeii is destroyed by the Vesuvius.

## Gameplay

All basic principles and rules of the multiplayer game are valid in the solo game. Below are the changes to the rules for a solo game.

As in the multiplayer game, you place a worker in a worker space and carry out the action. The actions with a “(\*)” are different:



1. **Collect resources (\*)**
2. **Produce goods (\*)**
3. **Construct buildings (\*\*)**
4. **Trade goods, or**
5. **Use specialists (\*\*)**

### (\*) Collect resources and Produce goods

The main difference in a solo game is, that **each game round a volcano card is revealed. The resources and goods shown on the card cannot be collected or produced in the next game round.** These can only be obtained through trade.

**Example:** On the volcano card flour is shown. Even if specialist card S14 allows you to take flour on a grain field instead of grain, you do not get the flour.

### (\*\*) Construct buildings

You can only construct **red** buildings in the **Founding Phase**. Also, you don't need to place an ownership marker on the buildings you construct.

### (\*\*\*) Using specialists

Training specialists is not necessary in a solo game. Instead, at the beginning of each game round there are 5 specialist cards available. You can use these immediately and without cost by placing a worker on the location mentioned on the card. Then immediately place the card on a face-up discard pile.

**Example:** 1 of the 5 specialist cards is S25 (Servus Legionario). You place a worker on this card and add 2 pillars and 2 planks to your inventory tablet.

## Founding Phase

At the end of each game round:


- Unused specialists are placed on a face-down discard pile. These cards will be shuffled for a new draw deck, once the original draw deck runs empty.
- Used specialist cards on the face-up discard pile are no longer used in the game.
- Draw 5 new specialist cards from the specialist card draw deck. These specialists can be used in the next game round.
- Reveal the top volcano card of the lower draw deck and place it on the reveal pile.

After 9 game rounds, the lower deck has been fully turned into a reveal pile. Now the **Prosperity Phase** starts.

## Prosperity Phase

This phase starts with the following events:

- The **Foro di Pompeii** is built for free.
- Mount Vesuvius awakens. Flip the volcano tile on the game board.
- Draw 5 city cards to your hand.

Each game round ends with the offerings :

- If the offerings are not paid, you reveal the top volcano card from the upper deck and lose all goods shown on the card.
  - If the offerings are paid, you still reveal a volcano card, but don't lose the goods shown on the card.
- Place the revealed volcano card from the upper deck face-up on the reveal pile.

After drawing the 9th volcano card, the Apocalypse card becomes visible. If you are unable to place your army in the **Castrum** before the end of this round, Pompeii is destroyed and you lose the game.

## Titles of Achievement

In the final days of Pompeii, your ambition and strategic skill will determine your place in history. The faster you build the glory of Pompeii, the higher your title, reflecting your reputation:

**Duumvir:** Complete the game **within 15 rounds**.

**Aedile:** Complete the game **within 16 rounds**.

**Decurion:** Complete the game **within 17 rounds**.

**Quaestor:** Complete the game **within 18 rounds**.



# ICONOGRAPHY

|   |                        |   |   |   |  |
|---|------------------------|---|---|---|--|
|    | Active player (you)    |    | Draw deck specialist cards                              |    | Use at worker action                       |
|    | All other players      |    | Activated specialist card                               |    | Use at activation                          |
|    | One other player       |    | Draw deck city cards                                    |    | Use at the indicated moment                |
|    | Worker                 |    | Discard pile city cards                                 |    | Or (choice)                                |
|    | Worker action          |    | Activated city card                                     |    | Equal value                                |
|    | Worker space           |    | Volcano card  |    | Not required                               |
|  | Ownership marker space |  | Construct   |  | Remove from the game (can be brought back) |
|  | Take a new worker      |  | <b>Red</b> building (basic production buildings)        |  | Flip to other side                         |
|  | Start player token     |  | <b>Blue</b> building (specialised production buildings) |  | Conversion                                 |
|  | Offerings              |  | <b>Green</b> building (Terme)                           |  | Value 1 to 5                               |
|  | Cards in hand          |  | <b>Purple</b> building (Castrum)                        |  | All (also applies to !)                    |
|  | Take                   |  | Any building  |  | Choose (also applies to ?)                 |
|  | Steal                  |  | Ownership marker  |  | Any active army token                      |
|  | Ownership bonus        |  | Porta di Pompeii  |  | Heal                                       |
|  | Search                 |  | Piazza di Pompeii                                       |  | Temple (city card)                         |