PRAETOR

RULES OF PLAY

Caesar Hadrian ascended to the throne of the Roman Empire in 117 CE. During the early years of his reign, the Roman Empire faced various threats from the "barbarians" in Britain, Egypt and Judea. Hadrian, unlike most of his predecessors, did not focus on expanding the borders of his immense empire. He chose a policy of defending the borders and spreading the Roman cultures to the far provinces of Rome.

The southern part of Britain was under Roman domination, while the north was considered the land of the barbarians. Following a major rebellion in 119-121 CE, Caesar Hadrian visited Britain. The Roman Empire was at the peak of its glory and the Caesar no longer wanted to wage war against the barbarians. He decided to strengthen the empire by building cities and fortifications to ensure a lengthy domination of the Roman culture and wealth.

In 122 CE Caesar had already begun the construction of Hadrian's Wall to protect the empire from invasions from the North. Together with the wall, Caesar has ordered the development of several garrisons alongside it. Some of these garrisons were quickly developing into cities meant to provide resources, workers and defense for the construction of the wall.

At the eastern side of the wall, the garrison and trading post of Segedunum was to become a fort meant to provide everything necessary to complete the construction of the wall and later a city to remind the locals of the glory of Rome.

The Caesar has appointed 5 of his most trusted engineers to undertake the task. He sent them with resources and workers from Rome to build the city together. But in the end only one of them was going to be appointed Praetor and rule the Province in the name of Caesar and the eternal glory of Rome.

THE AIM OF THE GAME

The aim of each player is to accumulate the most Favor Points. The player who gets the most Favor Points at the end of the game is appointed Praetor by the Caesar and will continue to lead the city to prosperity and the glory of the Roman Empire. Players get Favor by building new Tiles in the City, by sending their Workers to visit Temples and by giving up resources to fulfill Caesar's demands.

GAME OVERVIEW

In Praetor you will take the role of a Roman engineer and you will work together with the other players to build a magnificent city. You will manage your limited resources wisely and look for new ones, you will recruit new Workers while your old experienced ones will retire, you will build settlements to keep the population happy and you will praise the Gods to earn their favor. Caesar will reward you if you give away precious resources to build Hadrian's Wall thus increasing your chances of becoming Praetor.

Every turn you will place your Workers on previously built City Tiles to gain resources, Morale, new Workers or Favor Points. You may also assign Workers to build new City Tiles or spend resources to meet Caesar's demands to gain Favor Points. At the end of each turn, you will have to pay your Workers. Otherwise, the mood in the city will deteriorate.

Most of the actions your Workers will perform will help them gain experience. They will become increasingly skilled in collecting resources. Your most experienced Workers will eventually retire and bring you additional Favor Points but you will still have to show solidarity and pay them until the end of the game.

The game ends when there are no more City Tiles available or when Caesar has no more demands for resources. The player with the most Favor Points will be appointed Praetor and win the game.

INTRODUCTION

PRAETOR is a city building game. Players use their Workers to gain resources and with those resources they build City Tiles and fulfill Caesar's demands depicted on the Wall Tiles, with the final goal in mind - accumulating the most Favor Points and thus winning the game.

WORKERS = DICE

Players' workforce is represented by dice. Each Worker is a die and the side of the die facing up represents that Worker's experience. Workers accumulate experience by building new City Tiles or by performing tasks on (activating) specific City Tiles. Workers which accumulate 6 experience will retire at the end of the turn.

RESOURCES

There are five types of resources in the game. Gold is the most common resource and it is mainly used to pay Workers wages at the end of each turn. Wood, Stone, Marble and Weapons are used to build most City Tiles. Wood is also used to manufacture Weapons. All resources can also be used to fulfill the demands of Caesar to gain Favor Points.

MORALE

The Morale level of your city is depicted on your Player Board. While this is not a resource by itself, keeping it at a high level helps you score Favor Points during and at the end of the game.

BUILDING THE CITY

The City built by the players is made up of City Tiles. A player will have to spend resources to build a City Tile but he will gain Favor Points in return. A City Tile may also have a benefit for the controlling player and a specific use with an activation cost. Players will use their Workers to build City Tiles or activate City Tiles to gain resources, new Workers, Favor, etc. Each City Tile may only be activated once per turn.

FULFILLING CAESAR'S DEMANDS

To give resources to Caesar and gain Favor Points in exchange, players may activate the Imperial Outpost City Tile. After the Imperial Outpost has been activated, the player chooses a Wall Tile, he pays the depicted amount of resources and then gains Favor Points from that Tile. The player keeps the Wall Tile in front of himself and with every subsequent fulfilled Wall Tile he will earn extra Favor Points.

GAME COMPONENTS

42 CITY TILES

The building cost of the City Tile and the Favor Points awarded to the player who builds the Tile.

Tile Activation type (green, red or gray), cost and benefit.

Plaza - the design of the corners. When a player places a new Tile in the city, matching the *Plaza* design with adjacent Tiles brings him extra Favor Points.

14 WALL TILES

Caesar's demand for resources and the Favor Points awarded to the players who fulfills it.

Extra Favor Points (on the back of the Wall Tile) for each subsequent Wall Tile fulfilled by the same player.

5 PLAYER BOARDS

The Morale track. Each level brings a number of Favor Points at the end of the game.

Resource exchange rates at the Market.

Normal / expert side of the Player Board.

Villagers - pool of potential Workers available for the player to recruit.

Active Workers and the salary for each of them at the end of every turn.

Retired Workers and the pension for each of them at the end of every turn.

Novices - Workers in training after they were recruited. Notice that there are two levels of training.
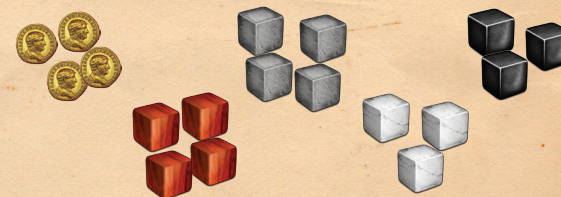
1 COMMON BOARD (TWO PIECES)

Favor Points track

Turn order track

8 WORKERS AND 15 MARKERS
in 5 player colors (blue, yellow, white, black, purple)

RESOURCES
112 Gold, 25 Wood, 25 Stone, 20 Marble, 20 Weapons

Resources are the only game components which are considered to be unlimited. Each player may store any number of each resource.

4 SUMMARY SHEETS

GAME SETUP

Select all the City Tiles according to the number of players. For a 2-player game use only the City Tiles marked 2+, for a 3-player game use only the City Tiles marked 2+ and 3+ and so on. Place the rest of the City Tiles back in the box, they will not be used in the game.

Identify all of the starting City Tiles - their backs are marked with a 0 (and are not marked with a I or a II) - and place them face up in the middle of the table according to the figure below.

2 PLAYERS

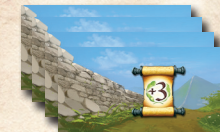3 PLAYERS

4 PLAYERS

5 PLAYERS

The remaining City Tiles will be used to form a stack. First, shuffle the Tiles marked with a II and then create a face-down stack. Then, shuffle all the Tiles marked with a I and place them on top of the face-down stack of II Tiles.

Shuffle all the Wall Tiles and then create a face-down stack.

City Tiles stack

Reveal a number of City Tiles from the top of the stack equal to the number of players plus one and place them face up near the stack. They form the available City Tiles. Reveal the top Wall Tile.

Wall Tiles stack

Take a Player Board and place it in front of you. Depending on your experience with the game, you can choose the A side or the B side of the Player Board. For the first game, it is recommended that all the players use the A side.

Players who have already had experience with Praetor (hereafter referred to as **expert players**) can use the B side.

While all the Player Boards have the same side A, side B is different for each of them. All the sides of all the Player Boards are balanced and can be used in any combination in a game. The B sides however offer an asymmetrical game play and it is slightly more difficult for unexperienced players to build a sound strategy.

All Player Boards have their sides marked with an A or a B

Identify and take all the Workers and the Markers of one color. Place one Marker on your Morale track on zero Favor Points. Get 10 Gold, 4 Wood, 3 Stone, 2 Marble and 1 Weapon. Place three Workers with 1,2 and 3 experience in your Active Workers area and the rest of the Workers in the Villagers area, all with 1 experience.

Place the Common board and the remaining resources on the table within reach of all the players.

Place a Marker on the Gold Mine closest to you.

The player who has been to Rome most recently should place a Marker on the Favor track on position 10, and the rest of the player should continue counterclockwise placing their Marker on positions 9 , 8, 7 etc. Every player will then place a Marker on the turn order track, starting with the player with the least Favor Points on number 1 and so on.

Notice a 3-player full setup on the next page (the components are not drawn to scale). The City Tiles are quite large and the city may expand in any direction, so please allow enough space on the gaming table for building the city. Games with 4 or 5 players in particular require a large amount of space so we recommend using a large gaming table.

PLAYING THE GAME

The game is played over several turns. Every turn consists of three phases:
- Turn Order Phase
- Action Phase
- Update Phase

At the end of the last turn of the game a Final Scoring Phase takes place.

TURN ORDER PHASE

The turn order is determined by the players' positions on the Favor track. The player with the least Favor places a Marker on the first space of the Turn Order track, the player with the second least Favor Points on the second space and so on. In case of a tie between several players (who share the same amount of Favor Points), their Markers are stacked on top of each other. The turn order is then decided from the top to the bottom of the stack.

Once the turn order is established, it will not change until the end of the current turn.

Example: *Yellow has 69 Favor, Blue and Purple have 66 Favor each, but Purple's Marker in on top of Blue's. Purple will become the 1st player, Blue the 2nd player and Yellow the 3rd player.*

ACTION PHASE

One by one, in turn order, players will take one action or pass
- Place a Worker from the Active Workers pool on an Available City Tile to build it
- Place a Worker from the Active Workers pool on a built City Tile to activate it
- Activate a special City Tile

To build a new City Tile, do the following
- Choose one Available City Tile and check if you have the necessary resources to build it
- Place an available Active Worker in the center of the City Tile and pay its cost to the bank
- Place the Tile in the city, adjacent to at least one already built City Tile
- Place your Marker on the City Tile
- Gain the Favor Points depicted on the City Tile

- Gain additional Favor as follows – each Plaza (corner) on every adjacent City Tile that matches a Plaza of the newly built Tile brings one Favor Point (see the example below)
- Update your position on the Favor track

Example: *Yellow decides to build a Lumber Mill.*
A. *He places one of his Active Workers on the Lumber Mill.*
B. *He pays 2 Gold to the bank.*
C. *He places the City Tile in the city and one yellow Marker on the Tile. Notice that he is allowed rotate the City Tile and choose the best placement for the maximum amount of Favor Points.*
D. *Yellow gains 1 Favor depicted on the City Tile.*
E. *He also gains 3 Favor Points for matching 2 Plaza in the top right corner and 1 Plaza in the top left corner.*
F. *Yellow updates his position on the Favor track adding a total of 4 Favor Points.*

The Worker will remain in the middle of that City Tile until the end of the turn. As soon as the Tile is built in the City, it becomes available for all players to activate.

Notice how Favor Points are scored for matching the corners (2 Plaza in the upper right corner and 1 Plaza in the upper left corner). You can build City Tiles with a low printed Favor value and still gain a significant amount of Favor Points for placing the Tile in the right place.

To activate a City Tile do the following:
- Choose an Active Worker from your Player Board and place it on the City Tile you want to activate
- **Each City Tile can be activated only once per turn**
- If that City Tile is owned by another player, you must pay the owner of that Tile the activation cost. If the City Tile is owned by you or has no owner then you do not need to pay any activation costs.
- Gain the benefit of that City Tile

Example: *Purple decides to activate Yellow's Lumber Mill to gain Wood.*

A. *He places one of his Active Workers on the Lumber Mill in the activation area.*

B. *Purple pays Yellow the activation cost, 1 Gold. The activation cost must be paid before gaining the benefit of a City Tile.*

C. *Purple gains Wood equal to the experience of the Worker he placed there, in this case 3 Wood.*

Notice that a City Tile can be activated in the same turn when it was built.

Example (continued): *White decides to activate the Imperial Outpost.*

A. *He places one of his Active Workers on the Imperial Outpost in the activation area.*

B. *The Imperial Outpost is not owned by any player, so there is no activation cost.*

C. *White chooses an available Wall Tile (it is his first Wall Tile), pays the required resources (2 Marble and 2 Weapons) and then he gains 10 Favor Points.*

Example (continued): *Blue wants to activate Yellow's Lumber Mill. Sadly, it had already been activated once, so that is not a valid option. So, Blue activates his own Gold Mine.*

A. *He places one of his Active Workers on the Gold Mine in the activation area.*

B. *Blue pays no activation cost, he owns the Gold Mine.*

C. *Blue gains Gold equal to the experience of the Worker he placed there, in this case 3 Gold.*

You may also use an Action to activate a special City Tile. They can be recognized by the gray background of their activation area. **Every special City Tile can only be activated once per turn by each player.**

To activate a special City Tile, you must first pay to the owner of the Tile the activation cost and then perform the action allowed by that Tile. You will NOT use an Active Worker to perform this action.

You may activate several special City Tiles per turn, but you may never activate the same Tile twice. You may use Markers to keep track of which Special Tiles you have activated.
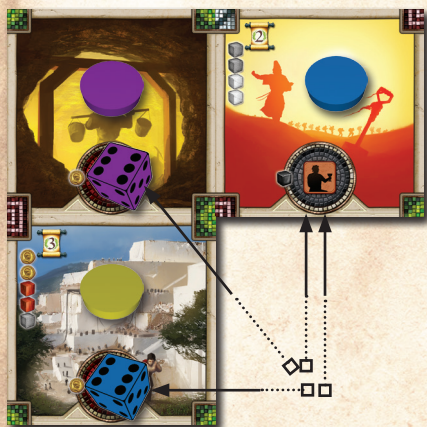
Example: *Blue owns the Labor Camp which allows players to use one of their Retired Workers as if it were an Active Worker. The activation cost of this City Tile is 1 Weapon.*

A. *Purple pays Blue 1 Weapon and he must immediately use one of his Retired Workers. He activates his own Gold Mine and gains 6 Gold.*

B. *Blue follows and he also decides to activate his own Labor Camp. He immediately used a Retired Worker to activate Yellow's Marble Quarry. He pays Yellow 1 Gold (activation cost) and he gains 6 Marble.*

If a player has placed all his Active Workers, he must pass. As soon as a player has passed, he may no longer place Workers.

A player may choose to pass before placing all his Active Workers, but this is not a wise decision and not recommended. Before deciding to pass, look through the Final Scoring section and see if there is still an action which might bring you additional Favor Points.

UPDATE PHASE

Move all your Novice Workers one space to the right.
- If a Novice Worker was on the second level of training, it will become an Active Worker. Do not change the experience of that Worker.
- If a Novice Worker was on the fist level of training it will move to the second level of training. If you control an Academy (City Tile) you may skip the second level of training and move your Novice Workers straight to the Active Workers area. If you do not control an Academy but there is an Academy built in the city, you may pay 1 Stone the owner of the Academy and skip the second level of training for all your Novice Workers.

If you have used any Retired Workers due to the activation of Labor Camps, return those Retired Worker to your Player Board. They do not gain experience.

Return your Workers from the City Tiles to your Active Workers pool one by one as follows:
- The Workers which were used for building new City Tiles gain 1 experience
- The Workers which activated City Tiles with a red activation area gain 1 experience
- All other Workers do not gain any experience

Any Active Workers with 6 experience retire. Move them to the Retired Workers pool. You gain 12 Favor for each Worker who retires during Age I and 8 experience for each Worker who retires during Age II. To determine if you are in Age I or in Age II, check the Age (I or II) on the top City Tile of the deck.

Pay the maintenance fees for your Workers
- For each Active Worker and for each Retired Worker, pay the amount depicted on your Player Board
- If you do not have enough Gold to pay, for each Gold you are missing, decrease your Morale level by one. If you cannot reduce your Morale any longer, for each Gold you still need to pay you must give up 5 Favor Points to a minimum of 0 Favor Points on the Favor track.

After having performed all the previous steps, if you have no Active Workers, you may give up 5 Favor Points and transform a Villager into an Active Worker with 1 experience.

Example: *Purple has started his turn with three Active Workers (1, 2 and 5 experience) and one Retired Worker. He also has 9 Morale.*

He took the following actions (from top to bottom):
- *Activate the Worker Camp to recruit a new Worker (placed immediately on the first level of training)*
- *Activate the Imperial Outpost (he chose a Wall Tile, paid the resources and gained Favor Points)*
- *Activate Blue's Labor Camp and thus use his Retired Worker to activate Yellow's Marble Quarry and gain 6 Marble.*
- *Activate his own Lumber Mill and gain 5 Wood*

Example(continued):

A. *Purple's Novice Worker would advance from the first level of training to the second level, but he chooses to pay 1 Stone to Yellow to skip the second level of training. His Novice Worker becomes an Active Worker.*

B. *Purple's Retired Worker from the Marble Quarry returns to the Retired Workers pool.*

C. *The Worker with 1 experience (from the Worker Camp) returns to the Active Worker pool unchanged.*

D. *The Worker with 2 experience (from the Imperial Outpost) returns to the Active Worker pool unchanged.*

E. *The Worker with 5 experience gains 1 experience (the Lumber Mill activation area has red background). Notice that Worker has now 6 experience and thus must retire.*

F. *The Worker with 6 experience is moved to the Retired Workers area and Purple gains 12 Favor Points (assuming that the top of the City Tiles deck still shows a Tile from Age I).*

G. *Purple has to pay the maintenance for 3 Active Workers and 2 Retired Workers, so a total of 5 Gold. Sadly he only has 3 Gold left.*

H. *He pays 3 Gold and then he moves his Morale Marker twice to the left. This reduces his Morale level from a value of 9 to a value of 4.*

Update City (skip in the last turn)
- Add City Tiles from the top of their deck to the Available City Tiles until the number of City Tiles is equal to the number of players plus one.
- Remove the Available Wall Tile from the game and reveal the top Wall Tile from its deck.

Check if the next turn is the last turn of the game
- If the City Tiles deck is empty than your next turn will be the last turn of the game.
- If the Wall Tiles deck is empty than your next turn will be the last turn of the game.

Final scoring (last turn only)

Active and Novice Workers
- For each Active Worker, you score Favor Points equal to its experience
- For each Novice Worker you score 1 Favor Point

Morale
- Gain or lose Favor Points according to your Morale level

Resources
- Transform all your resources into Gold as if you were using the Market
- Score 1 Favor Point for every 10 Gold you have

VICTORY

The player with the most Favor Points is appointed Praetor by the Caesar and is declared the winner of the game. In the case of a tie, use the following tie breakers (in order):
- Morale – the player with the most Morale wins
- Wall Tiles – the player who has in front of him the most Wall Tiles wins
- City Tiles – the player controlling the most City Tiles wins

If there is still a tie after applying all the criteria above, the Caesar cannot make up his mind and calls upon the Gods for answers. The Gods favor the youngest player.

VARIANTS

EXPERT GAME

Play using these additional rules only after you have a good understanding of the game. These additional rules are only for 3, 4 or 5-player games.

During the Final Scoring, players will score additional Favor Points as follows
- Largest controlled City area - Each player determines which is his largest contiguous area of City Tiles he controls. The players with the largest areas score, in order, 12/8/4/0 Favor Points.
- Most Wall Tiles - The players who have fulfilled the most of Caesar's demands score, in order, 18/12/6/0 Favor Points.
- Most Villagers (unused potential Workers) - The players with the most Villagers score, in order, 20/10/5/0 Favor Points.

If there is a tie, compute an average between the tied players. All tied players score Favor Points equal to the average, rounded down.

TOUGH GAME

Remove all the Market City Tiles from the game. Try this variant only after you have mastered the base game, the management of your resources will become a lot tougher. You can combine this variant with the Expert Game.

QUICK RULES OVERVIEW

SETUP
- Select the City Tiles according to the number of players.
- Create the City in the middle of the table, form the City Tiles Deck and the Wall Tiles Deck. Place the Common Board and all the resources next to them.
- Each player gets a Player Board and chooses one side. Then he chooses a color and gets all the Workers and Markers in that color.
- Players start with three Active Workers (1, 2 and 3 experience), 10 Gold, 4 Wood, 3 Stone, 2 Marble and 1 Weapon.
- Each player places a Marker on his Morale track on the space with zero Favor Points and another Marker on the Gold Mine closest to him.
- One player places a Marker on the Favor Points track on the space marked "10" and the rest of players on 9, 8, 7 and so on in counterclockwise order.

TURN STRUCTURE

I. Turn Order Phase

Determine the turn order (from the players with the least Favor Points to the player with the most Favor Points

II. Action Phase

In turn order, players may take an action or pass. An action can be to
- use an Active Worker to build a new City Tile
- activate a built City Tile with an Active Worker
- activate a built Special City Tile (no Active Worker needed)

III. Update City (skipped in the last turn)
- Refill the Available City Tiles (number of players + 1)
- Remove the available Wall Tile and reveal a new Wall Tile
- Check last turn triggers (City Tiles Deck or Wall Tiles deck empty)

IV. Final Scoring (last turn only)
- Score Favor Points for all Active and Novice Workers
- Score Favor Points for Morale
- Exchange all resources into Gold. Score 1 Favor for every 10 Gold
- Determine the winner

CITY TILES DESCRIBED IN DETAIL

RESOURCES (BASED ON WORKERS' EXPERIENCE)

Gold Mine
Gain Gold equal to the experience of the Worker activating the Tile.

Lumber Mill
Gain Wood equal to the experience of the Worker activating the Tile.

Stone Quarry
Gain Stone equal to the experience of the Worker activating the Tile.

Marble Quarry
Gain Marble equal to the experience of the Worker activating the Tile.

Blacksmith
You may convert an amount of Wood equal to the experience of the activating Worker into the same amount of Weapons.

GOLD

Curia
Gain Gold equal to the number of City Tiles you control.

Forum
Gain 2 Gold for every Active Worker you control. Note that Novice Workers are not considered as Active Workers.

TEMPLES (FAVOR POINTS ON ACTIVATION)

Temple of Maia
Gain 2 Favor for each Active Worker you control.

Temple of Apollo
Gain 1 Favor for each City Tile you control.

Temple of Plutus
Gain 1 Favor for each Wood and 1 Favor for each Stone you possess (max. 22 Favor). You are not required to give those resources away.

Temple of Mercury
Gain 2 Favor for each Marble and 2 Favor for each Weapon you possess (max. 22 Favor). You are not required to give those resources away.

Temple of Venus
Gain Favor according to the level of Morale depicted on your Player Board.

MORALE

Colosseum
You gain one Morale level for every two City Tiles you control (round down).

Oracle
You gain two Morale levels for each Retired Worker you control.

WORKER CAMP, MARKET, IMPERIAL OUTPOST

Worker Camp
Place a Worker with 1 experience from your Villagers onto the first Novice space.

Market
You may freely trade your resources with the bank using the trade rates depicted on your Player Board. You may buy and sell any amount of any resource.

Imperial Outpost
Choose an available Wall Tile. Pay its cost to gain the Favor Points depicted on that Tile and on each other face down Wall Tile you control. Then place the Wall Tile face down next to your Player Board.

SPECIAL CITY TILES

Academy
Used During the Update Phase.

You may pay the owner of the Academy 1 Stone and skip the second level of training for all your Novice Workers.

Labor Camp
Used during the Action Phase. Do NOT use an Active Worker to activate

Once per turn, **as an action,** pay the owner of the Labor Camp the activation cost and use one of your Retired Workers as if it was an Active Worker with 6 experience.

CITY TILES WITHOUT AN ACTIVATION AREA

Statue
May not be activated. It is built purely for gaining Favor Points.

Arch of Triumph
May not be activated. It is built purely for gaining Favor Points.