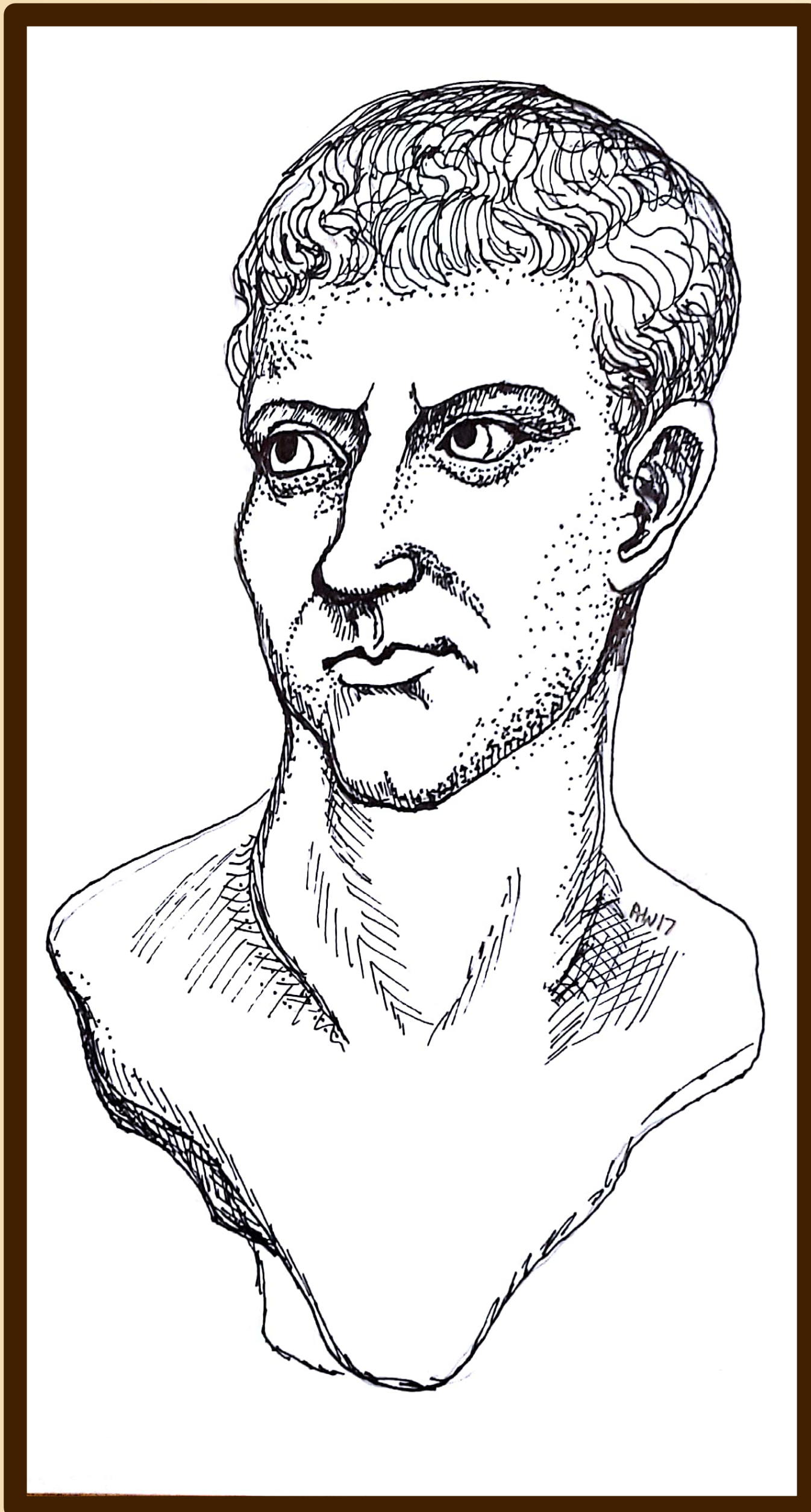


# TIBERIUS WHO?

## Rules of Play

This game is a simulation of the struggles among the Roman nobility for prominence and prestige within the ruling elite, and ultimately for the throne itself. It starts in 11BC, for it was in 11BC that Augustus chose a new husband for his only child, Julia, widow of Marcus Agrippa. It ends with Augustus Caesar's death in 14AD. The game progresses in 8 game turns. Each game turn represents three years.



The players start as Roman noblemen, newly entering the highest echelons of Roman politics after a term as Consul of Rome. They then steer their characters' careers so as to become Augustus's adopted Son and ultimately his Heir.

### CREDITS

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Artist: Amanda Whyman

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## CONTENTS:

64	CAREER CARDS in 6 Regional decks
6	PRO-CONSULAR IMPERIUM MAIUS CARDS
1	WINNER'S CARD
6	VICTORY POINT AIDS
9	ADOPTION CARDS
1	MAIN BOARD
6	PLAYER MATS
240	CUBES, 40 IN EACH OF 6 PLAYER COLORS
1	PRIORITY MARKER
1	GAME TURN MARKER (PURPLE CUBE)
1	SET OF RULES

# Set-up

The priority marker is assigned to a player at random. Each player takes a player mat, a Pro-Consular Imperium Maius card, a VP schedule, and a set of 40 colored cubes.

Place cubes in the Influence section of the mats depending on the number of players:

- 1 player 12 cubes
- 2 players 24 cubes
- 3 players 26 cubes
- 4 players 28 cubes
- 5 players 30 cubes
- 6 players 32 cubes

Each player uses their remaining cubes as a stock. The cubes provided are an absolute limit.

Shuffle the “Son of Augustus” Adoption cards. Deal two, face up, to the spaces on the board (only 1 with less than 4 players), and one face down to each player. The players may look at their own card, but should keep them secret. The unused cards are left face down and are not used.



Leave this space free for building up career cards as they are played.

**The Illustrious Career of  
Lucius Calpurnius Piso  
Consul in 15BC**

**Turn Sequence:**  
**Card Phase**  
 Each player in turn does one of:  
 • Bid for order of picking career cards  
 • Buy a Career card (6 Influence)  
 • Take Pro-Consular Imperium Maius (once per game max)  
 • Take 2 Influence  
 Then Bidders take their Career Cards.  
**Cube Phase**  
 Place/move cubes (except players who took influence)  
**Adoption Phase**  
 Declare Adoptions.

**INFLUENCE**

At Start (each):  
 1st: 26  
 2nd: 28  
 3rd: 30  
 4th: 32  
 At End: 1 VP per 3 Influence

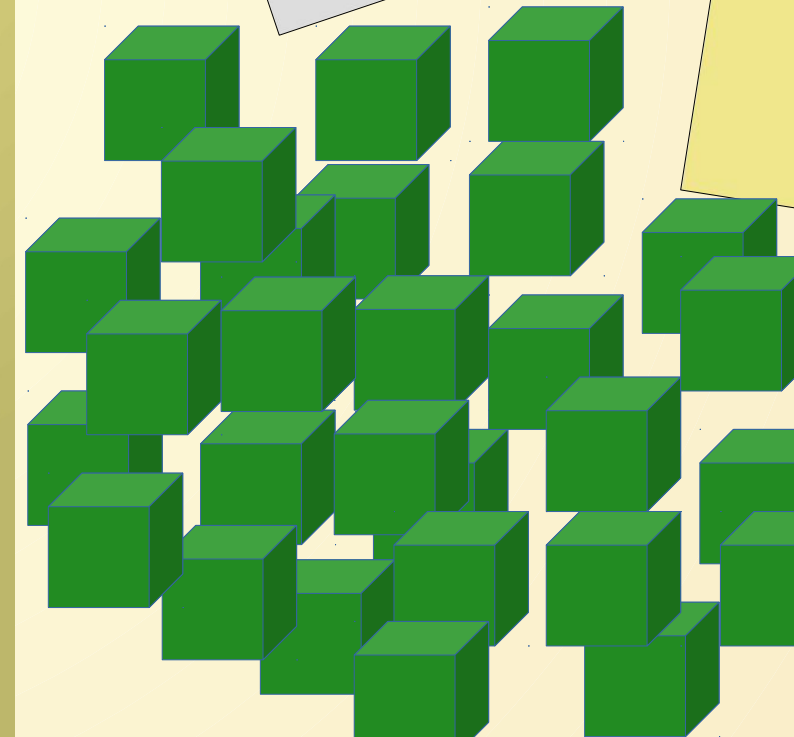
B  
I  
D

**Augustus grants  
Pro-Consular  
Imperium Maius  
for 3 years**

Move at least 5 cubes from anywhere (except Stock) to Gray

P  
R  
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O  
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Y

Imperium Maius (6)



**Adoption Card**

**VP Schedule**

All players: 1VP per cube.  
 Player has no cubes: -5VP  
 Single player with most cubes: +5VP

All: 1<sup>st</sup> cube: 3VP; 2<sup>nd</sup> cube: 2VP; then 1VP per cube

Most cubes: 10VP; 2<sup>nd</sup>: 5VP; 3<sup>rd</sup>: 2VP

All players score 2VP per cube. Players with no cubes lose 3VP.

First: 6VP; Second: 5VP; Third: 4VP  
 No cubes: 0VP; All others: 2VP

1<sup>st</sup>: +3VP; last: -3VP; All: +1VP/cube

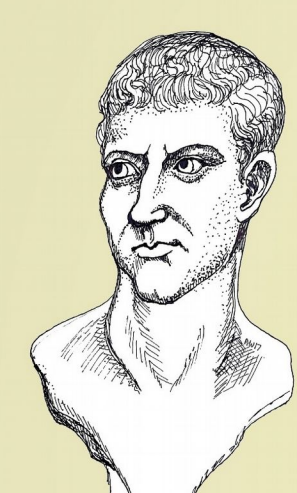
1<sup>st</sup>: 12VP; 2<sup>nd</sup>: 10VP; no cubes: 0VP  
 All other players having cubes score 7VP

**INFLUENCE**  
 All players: 1VP per 3 cubes.

**BONUS POINTS**  
 SON OF AUGUSTUS: 8VP  
 LOYALTY BONUS:  
 Career cards from all 6 decks: 5VP

The 6 decks of career cards are shuffled separately and placed face down on their spaces on the main board.

Place the turn marker in the first space of the turn track (11 – 9 BC).



TIBERIUS WHO?

11-9 BC 8-6 BC 2BC-1AD 2-4 AD 5-7 AD 8-10 AD 11-13 AD

**PRO-CONSULAR IMPERIUM MAIUS**

Most cubes: 12VP  
 2<sup>nd</sup>: 10VP  
 Others with cubes: 7VP  
 No cubes: 0 VP

Tie-breaker 3

**CONSUL/CENSOR**

All players:  
 3VP for first cube,  
 2VP for second  
 1VP per cube after two

Tie-breaker 9

**Son of Augustus**

For possessing the following cubes simultaneously

1 Priesthood  
 1 Consul/Censor  
 1 Governorship  
 3 Imperator  
 1 Triumph

8VP

Adoption 04

**Son of Augustus**

For possessing the following cubes simultaneously

1 Priesthood  
 3 Conquest  
 2 Governorship  
 2 Influence

8VP

Adoption 06

**CONQUESTS**

Most: 10VP  
 2<sup>nd</sup>: 5VP  
 3<sup>rd</sup>: 2VP  
 Others: 0VP

Tie-breaker 8

**IMPERIAL MARRIAGES**

Most cubes (no ties): +5VP  
 No cubes: -5VP

Tie-breaker 4

**TRIUMPHS**

2VP per cube  
 No cubes: -3VP

Tie-breaker 10

**IMPERATOR**

1VP per cube  
 Most cubes: +3VP  
 Least cubes: -3VP

Tie-breaker 5

**PRIESTHOODS**

1VP per cube

Tie-breaker 6

Hispania

Gallia  
Germania

Balkans  
Danube

Africa

Roma  
Italia

Syria  
East



# Sequence of Play

CARD PHASE	Bid for Turn Order; take Cards
CUBE PHASE	Take/move cubes, take set bonus
ADOPTION PHASE	Declare Adoptions, claim Loyalty Bonus

## CARD PHASE

Turn the top Career Card of each pile face-up.

The player with the Priority marker then does one of the following four things:

- 1) Bid any number of Influence cubes for a place in the turn order for selecting cards. This bid must not be the same as any prior bid this turn. Move cubes equal to the bid into your Bid Box. The minimum bid is 1.
- 2) Buy any one career card for 6 Influence. Return 6 cubes to the stock and take one of the face-up career cards. A replacement card is drawn and placed face-up on the selected deck. (Note: some decks only have 8 cards!)
- 3) Play your Pro-Consular Imperium Maius card. This ends the player's involvement in the Card Phase – the player won't get a career card this turn.
- 4) Take 2 cubes from the stock and add them to your Influence box. This ends the player's involvement in the Card Phase – the player will not get a career card this turn.

All other players, going clockwise, now do one of these same four things.

Proceeding in bid order, each player who made a bid now selects a face-up career card and takes it, but does not reveal the next card. Place bids into stock. Place the chosen Career card down the left edge of your player mat so that the title is level with the turn.

The remaining unselected face-up cards (if any) are discarded from the game.



## CUBE PHASE

In Priority order, those players who now have a Career Card or Pro-Consular Imperium Maius card perform their cube actions. The instructions for the Imperium Maius are shown on the card itself. The cube actions for the Career cards have two steps.

- 1) Move cubes from **the stock** to the boxes on the board/player mat; cubes are placed in the boxes that match the colors of the icons on the card's top row.
- 2) If the career card has a second or third row of icons (in the blue area of the card) then the player may immediately exercise the option to place cubes as shown in one OR the other row of the card. To do this remove Emperor cubes (blue) equal to the total number of icons shown in the chosen row (the blue background is a reminder that they cost cubes from the blue area of the board). If a Priority icon is shown in the chosen row then that too will cost one Emperor cube. You cannot buy only those things that you want, it must be an entire row or none at all. If there are Emperor icons (blue) shown in the chosen row they are effectively a discount on the price, BUT the player must still have enough Emperor cubes to buy the row BEFORE subtracting the discount.

**ADOPTION CARD**

**CONQUESTS**  
Most: 10VP  
2<sup>nd</sup>: 5VP  
3<sup>rd</sup>: 2VP  
Others: 0VP  
Tie-breaker 8

**PRO-CONSULAR IMPERIUM MAIUS**  
Most cubes: 12VP  
2<sup>nd</sup>: 10VP  
Others with cubes: 7VP  
No cubes: 0 VP  
Tie-breaker 3

**CONSUL/CENSOR**  
All players:  
3VP for first cube,  
2VP for second  
1VP per cube after two  
Tie-breaker 9

**GOVERNORSHIPS**  
Most cubes: 6VP  
5VP  
4VP  
Others with cubes: 2VP  
No cubes: 0 VP  
Tie-breaker 7

**PRIESTHOODS**  
1VP per cube  
Tie-breaker 6

**IMPERIAL MARRIAGES**  
Most cubes (no ties): +5VP  
No cubes: -5VP  
Tie-breaker 4

**TRIUMPHS**  
2VP per cube  
No cubes: -3VP  
Tie-breaker 10

**IMPERATOR**  
1VP per cube  
Most cubes: +3VP  
Least cubes: -3VP  
Tie-breaker 5

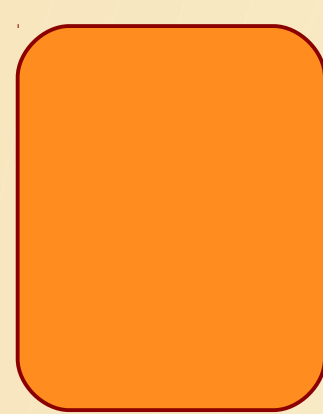
**Governor of Tarraconensis**  
Hispania 06

**Turn Sequence:**  
Card Phase  
Each player in turn:  
• Bid for order of play  
• Buy a Career Card (6 Influence)  
• Take Pro-Consular Imperium Maius (3 Influence)  
• Take 2 Influence  
Then Bid to take their Career Card  
Cube Phase  
Place/move cubes on the board  
Adoption Phase  
Declare Adoptions

**INFLUENCE**  
At Start (each):  
1 player: 12  
2 players: 24  
3 players: 26  
4 players: 28  
5 players: 30  
6 players: 32  
At End: 1 VP per 3 Influence



## SPECIAL CASES:



Augustus only awards Triumphs (Orange) to members of his own family (i.e. those with Imperial Marriages and those who are his adopted sons PRIOR to the Cube Phase).



A black icon means that a cube can be placed in any box of the player's choosing (except Pro-Consular Imperium Maius because that takes a minimum of 5 cubes at once) subject to the restriction on Triumphs given above.



A white icon means an Influence cube, and is thus not placed on the main board but on the player's mat.



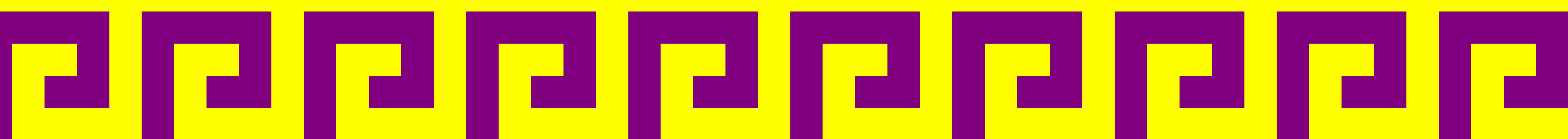
Priority: If a player has a Priority icon on their Career Card's top row, or if they bought it from the second or third row, then they receive the Priority Marker. The Priority Marker can change hands more than once per turn.

Exception: It cannot be removed from a player whose career card for the current turn is Pro-Consular Imperium Maius – even by the play of another Pro-Consular Imperium Maius. If nobody has a Priority icon then Priority is retained by the player who started the turn with it.

“Priority Order” does not change until the start of the next turn. Priority Order means that the player holding the Priority Marker at the start of the turn is first, and play proceeds clockwise from there.

## SET BONUS:

Each player having cubes in all the boxes of the main board gains 3 Influence cubes from stock.





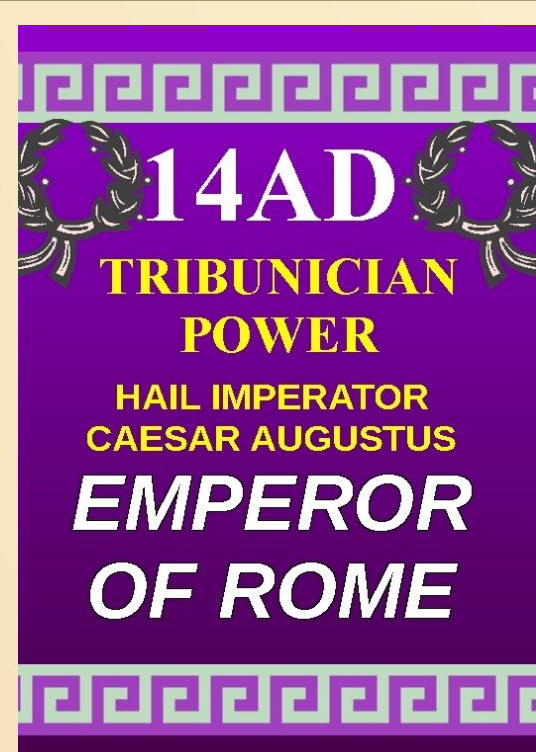
## ADOPTION PHASE:

Players who now meet their criteria for being adopted by Augustus can turn their Adoption card face up. Alternatively, in Priority order, unadopted players may claim a face-up Adoption card from the board. Nobody can be adopted twice. No cubes are moved or lost.

Players who have a career card from all 6 regions flip their mats.

END OF TURN: Move the turn marker onward one space.

END OF GAME: The game lasts 8 turns, after which Victory Points are determined, and the Winner's card presented to the victor. The winner may recite his career path in the manner of a true Roman nobleman. If playing solo then 45VP are needed to win.



## TIE-BREAKER:

All ties must be broken (exception: there is no Tie-breaker for the VP's for the most Imperial Marriage cubes; in the event of a tie in cubes the Victory Points are not awarded).

To break ties, tied players are ranked first by Adoption (i.e. Sons of Augustus rank higher than those who are not sons), then (if still tied) by Influence cubes, then (if still tied) by Pro-Consular Imperium Maius cubes, then by Imperial Marriage cubes, then Imperator cubes, then Priesthood cubes, then Governorship cubes, then Conquest cubes, then Consul/Censor cubes, then Triumph cubes. If still tied then the oldest player is ranked higher.



# VICTORY POINT SCHEDULE

# IBERIUS WHO?

## CONQUESTS

Player with most cubes: 10 VP  
Player with next-most: 5 VP  
Player with third-most: 2 VP  
All others: 0 VP

## IMPERIAL MARRIAGES

Player with most cubes  
(no tie-breaker, must be actually most): 5 VP  
Players with NO cubes: -5 VP  
All others: 0 VP

## PRO-CONSULAR IMPERIUM MAIUS

Player with most cubes: 12 VP  
Player with next-most: 10 VP  
All others with cubes: 7 VP  
Players with NO cubes: 0VP

## CONSUL/CENSORS

Each Player's first cube: 3 VP  
Each Player's second cube: 2 VP  
All other cubes: 1 VP each

## GOVERNORSHIPS

Player with most cubes: 6 VP  
Player with next-most: 5 VP  
Player with third-most: 4 VP  
All others with at least 1 cube: 2 VP  
Players with NO cubes: 0VP

## TRIUMPHS

All Players: 2 VP per cube  
Players with NO cubes: -3 VP

## IMPERATOR

All Players: 1 VP per cube  
Player with MOST cubes: +3 VP  
Player with LEAST cubes: -3 VP

## PRIESTHOODS

All Players: 1VP per cube

## ADOPTED SONS OF AUGUSTUS

All Adopted Players: 8 VP

## LOYALTY BONUS

All Players having Career  
Cards from all 6 decks: 5 VP

## INFLUENCE

All Players: 1VP per 3 cubes