

## PHASE 4. ADDITION

Now it's time to add the lands to your domain. In the first round, connect the lands to each other in front of you as you see fit. Attach all the lands you receive in the next rounds to them.

Players **must** add all the lands obtained in Phase 3 to their domain. The lands must be connected to each other by at least one side. If there are buildings on the received lands, they cannot be moved to other ones.

You can never swap lands in the domain after you have set them up. ❌



**EXAMPLE:** Anna already owns four buildings (a workshop, an oil mill, a theatre and a winery) as well as seven lands in her domain. She expands the existing town and vineyard areas by adding one more town and one more vineyard. Anna connects the quarry and the olive grove with wineries to four vineyards. Thanks to such a good location, they have become more profitable – they will bring more points at the end of the game. Moreover, a sole workshop has become adjacent to the quarry and will also bring points.

## SCORING VICTORY POINTS FOR GEMS

The player receives victory points depending on the number of gems in their stock, according to the table:

	0	1	2	3	4	5	6	7	8
	0	3	5	6	9	13	18	24	31

## DETERMINING THE WINNER

Sum up the points received for buildings and gems. The player with the most points becomes the winner. If there is a tie, the player with more land plots in their possession wins. If there is still a tie, the tied players share the victory.

**EXAMPLE OF THE SCORING:** first, Anna counts points for buildings. Two oil mills bring 9 points in total: one oil mill is adjacent to an area of 4 olive groves and brings 4 points, and the second one is adjacent to two areas (a 4-land area and a 1-land area) and brings 5 points. Four wineries surround an area of 7 vineyards and bring 7 points each (28 points in total). One mill earns 2 points, since it borders an area consisting of two fields. Two theaters are located in opposite parts of Anna's domain: one theater stands on an area of 5 town quarters (5 points), and the second theater stands next to two town quarters (2 points). One workshop is located next to two quarries and also earns 2 points. Another workshop stands on the town quarter and is not connected to any quarry, so it brings no points. Thus, the buildings in Anna's domain bring her 48 points.

Anna also has 2 gems left in her stock, which give her 5 more points.

In total, Anna gets 53 points.



## END OF THE ROUND

At the end of each round, all players flip their reminder tiles. In the next round, they will take lands from another neighbor.



## END OF THE GAME

The game ends after the fourth round. Players count how many points they get from their buildings and lands and how many points they get for gems in their stocks.

## SCORING VICTORY POINTS FOR BUILDINGS

If a building stands on a land of its own color or is adjacent to it, it brings as many victory points as there are lands of such type connected in the adjacent area.

*If a building is adjacent to two or three lands at once, it earns points for each area of this type of land.*

Oil mills bring victory points for each olive grove, wineries – for each vineyard, mills – for each field, antique theaters – for each town, and workshops – for each quarry.

*If the building does not stand on a land of its own color and is not adjacent to it, it brings no points.*

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YOUR LOGO

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YOUR LOGO

GAME RULES

8+  
2-5  
PLAYERS  
15-30  
MIN



## COMPONENTS:



**100 LANDS**  
(20 olive groves, 20 vineyards, 20 fields, 20 town quarters and 20 quarries)



**40 BUILDINGS**  
(8 oil mills, 8 wineries, 8 mills, 8 antique theaters and 8 workshops)



**10 CHOICE CARDS**  
5 "less" and 5 "more"



**5 BUILDING CARDS**



**20 GEMS**  
(crystals)



**5 DOUBLE-SIDED REMINDER TILES**



**SCORE SHEETS**



**5 SCREENS**

## SET UP

Before your first game, punch out all the lands and sort them into 5 sets with the same images on the back.

- Choose one screen and take a set of lands, one card "less" and one card "more" with the corresponding image of the coat of arms. Shuffle the lands facedown and stack them up in a draw pile.
- Distribute one random building card to each player. Put your card in front of you and place the buildings of the corresponding type on the spaces.
- Deal one reminder tile to each player – it tells you from which neighbor (to your right or to your left) you will take lands in the current round.

The yellow half of the tile shows which of the neighbors you will take the lands from.

The red half of the tile indicates which of the neighbors will take the lands from you.

In the 1st and 3rd rounds, put the reminder tile with the yellow half on the left. In the 2nd and 4th, flip the tile to the other side – now the yellow side will be on the right.

- Each player takes 4 gems and puts them next to their building cards – this is the player's personal stock.



Example of a setup for a 3-player game

## DESCRIPTION AND AIM OF THE GAME

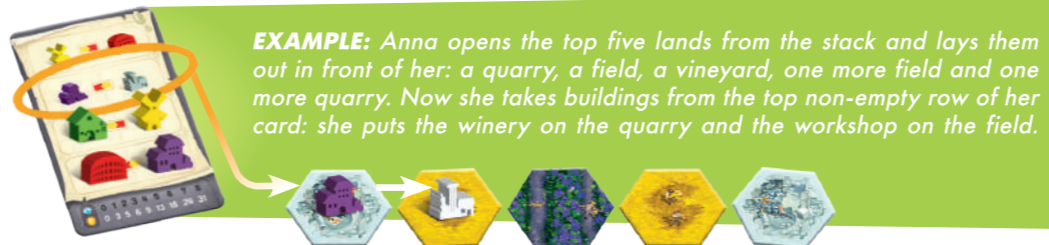
Build up your domain from pieces of the Roman Empire, sharing them with other players. Each turn, claim lands with buildings from another player: a larger set of lands increases your territories, and a smaller one, on top of that, makes you richer – as you receive a gem as well. Add the received lands to your domain. At the end of the game, each building that stands on or is next to the lands of its type brings you as many victory points as there are uninterrupted lands adjoining the building.

## HOW TO PLAY

The game lasts four rounds. Each round consists of four phases: **EXPLORATION, DIVISION, SELECTION AND ADDITION.** All players perform actions simultaneously.

### PHASE 1. EXPLORATION

Turn over the top 5 lands from your stack placing them face up in front of you in a row from left to right. The lands must be visible to other players. Put the two buildings from the upper non-empty row on your building card on the first two lands from the left (you cannot move the buildings to other lands!).



**EXAMPLE:** Anna opens the top five lands from the stack and lays them out in front of her: a quarry, a field, a vineyard, one more field and one more quarry. Now she takes buildings from the top non-empty row of her card: she puts the winery on the quarry and the workshop on the field.

### PHASE 2. DIVISION

Hide the laid out lands from the neighbors behind your screen. Then divide your lands into two sets in any ratio (2:3, 1:4 or even 0:5). Add 1 gem from your stock to the smaller set. Once all the players have divided their lands, remove the screens and proceed to the next phase.

**ALWAYS REMEMBER** that it is forbidden to rearrange buildings on the lands!

**EXAMPLE:** behind the screen Anna divides her lands into two sets: the smaller set consists of the vineyard and the quarry with the winery on it. Anna adds a gem from her stock to this set. The larger set consists of the field with the workshop, another field and the quarry without buildings.



### PHASE 3. SELECTION

Now it's time to assess the neighbors' lands and claim the most appealing ones! First, check the reminder tile – which of the neighbors you are going to take lands from in this round?



**REMEMBER:** in the 1st and 3rd rounds, you take the lands from the neighbor to your left, and in the 2nd and 4th rounds, from the neighbor to your right. If you forgot to flip your reminder tile, check an icon on the building card – in the current round, the yellow and red halves of the tile must be on the same sides as in the icon in the row of buildings you used this round.

Decide which set of the lands you would like to take (the bigger or the smaller one) and choose the appropriate choice card without showing it to other players. Lay the card face down between you and your neighbor. At the same time open your choice cards and take the selected set of lands from your neighbor. But remember that some of your lands will be taken away from you, too... Well, this is life, when dividing the empire you have to cut your losses...

At the end of this phase, you will have two sets of lands: one that you'll have taken from your neighbor and the other (originally yours) that another neighbor will have left for you.



If, as a result, you also got a gem(s), put them next to your building card – in your stock.

**EXAMPLE:** in this round, the players took the lands from the players on their right. Sam, Anna's neighbor to the left, chose the bigger set that Anna proposed and took three lands and one building. Anna, on the contrary, chose the smaller set from Lena, the neighbor to her right (an olive grove with a winery, a town quarter and a gem).

