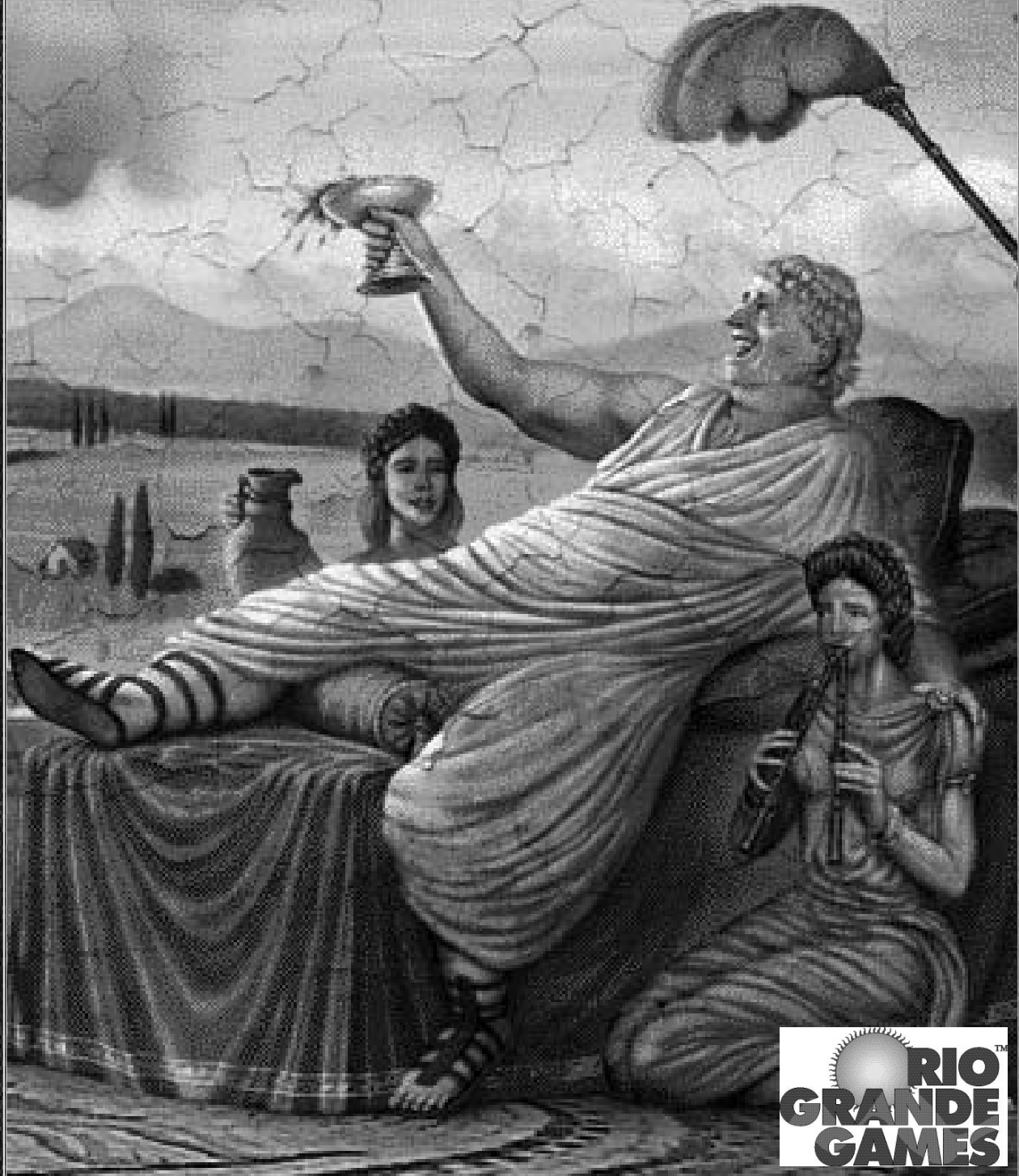


GLORIA MUNDI

Game designed by James Ernest and Mike Selinker

Players: 2-6, aged 10+; playing time: 1 hour



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The Glory of Rome is fading. You are a Roman statesman struggling to survive in this era of cultural decline and political chaos. While foreign invaders and domestic conspirators devour the last resources of the Empire, you'll try to build your career out of the rubble. You will administer your farms, cities, and peace by deciding which of them will be improved and which will be destroyed.

CONTENTS:





game board

6 Romans in the player colors



1 Goth



60 wooden counters in white, green, gold, and 40 in purple (peace , food , gold , and glory )

Deck of 70 production cards (30 farms, 20 cities, and 20 peace)

Deck of 57 building cards

6 screens in the player colors

rule booklet



GOAL: Each player tries to move as far from Rome as possible. Each step takes a player closer to Africa, safety, and victory!

PREPARATION:

Each player chooses a color and places the Roman of his color on Rome and takes the screen of his color and places it before him on the table (his play area). Place the Goth on his starting space in the upper right corner of the board. Shuffle the building cards and place them face down on the supply space on the board next to the Forum. Place the wooden counters on the spaces provided for them on the board: 60 each of food (green), gold (gold), and peace (white), and 40 glory (purple). Each player takes 1 food counter, 1 gold counter, and 1 peace counter, placing them behind his screen. This will be where he stores counters acquired during the game. Each player takes a starting set of production cards (cities, peace, and farms) according to the table below. He places these cards behind his screen, as well. Place any remaining production cards back in the box, as they will not be used in the game. Each player places one of his production cards of each type, face up, in his play area in front of his screen.

	Farms	Cities	Peace
2 Players:	12	9	9
3 Players:	8	6	6
4 Players:	7	5	5
5 Players:	6	4	4
6 Players:	5	3	3

PLAYING THE GAME:

Players determine who will begin using any method they desire. Players take turns in clockwise order, beginning with the starting player.

A PLAYER'S TURN:

On a player's turn, he is known as the active player. Each player turn has 5 phases, taken in the order shown below:

- Phase 1: (required) add a new building card to the Forum.**
- Phase 2: (required) play a production card.**
- Phase 3: (required) activate cards.**
- Phase 4: (optional) buy a building card.**
- Phase 5: pay tribute to or move the Goth.**

PHASE 1: ADD A NEW BUILDING CARD TO THE FORUM.

The Forum is the place where building cards and offered to the players. This is shown on the board as outlines of 6 cards numbered: "+5.", "+4", ... "0". Draw the top-most card from the building deck and place it onto the space marked "+5." If this space already has a card, slide that card to the "+4" space, and so on. If the Forum already has six cards, this chain reaction pushes the card on "0" into the discard stack, which is the space marked by a fire. Place any other discarded building cards onto this stack.

When a player must add a building card to the Forum and there are no cards in the building deck, the game ends. Note: These cards are called building cards not because they represent buildings (although some of them do), but because they are built on top of the production cards.

PHASE 2: PLAY A PRODUCTION CARD.

The active player must play one card from his hand onto his play area, either a peace, city, or farm card. The type of production card played indicates the kind of turn this is. For example, if the active player plays a farm card, then this is a farm turn.

When a player must play a production card and has no production cards left, the game is over.

PHASE 3: ACTIVATE CARDS.

Starting with the active player, each player activates all the cards matching the chosen turn type. When a player has the opportunity to activate a production card with a building card on it, the player may freely choose to activate **either** the production card (earn its basic resource) or activate the building card on it, but not both. In some cases, this choice is clear; in others, it may be a tough decision. For example, if this is a farm turn, all players take actions with their farms. Each farm card can produce one food (its basic ability) or it can activate the building attached to it. This phase is usually executed simultaneously, unless there are buildings that interact or other timing concerns, such as taking enough steps to win. In that case, each player goes in turn, starting with the active player.

Normally, each player may activate his cards in any order. However, some cards may restrict this. For example, a player can produce a resource with one production card, and then spend it to activate the building on another.

When a player earns resources from his cards, he takes them from the supplies on the board. These supplies are inexhaustible, so if you run out of counters, you can keep track with something else.

When a player takes steps, he moves his Roman along the path away from Rome, one space for each step taken. When a player's Roman reaches the last space (Africa), the game ends and that player wins.

PHASE 4: BUY A BUILDING CARD.

The active player may buy one of the building cards from the Forum by paying its cost in the required counters and placing the counters from behind his screen in the appropriate supplies on

the board. Each space in the Forum is marked with a number of counters that must be paid **in addition to the cost marked on the card**; these counters can be resources of any type.

Glory is a wild resource, and can substitute for resources of any other type. In addition, some cards specifically require glory as part of the price.

When a player buys a building card, he must then place it over one of the production cards face up in his play area. The player should place the building card so that it overlaps the production card, allowing all to see the top part of the production card that is underneath the building card. Most building cards can only be placed on one type of production card, but some can be built on any type. A player cannot place a building card on top of another building card. Each production card may only have one building card on it. If a player has no appropriate production card to place a building card on, he may not buy the building card.

When a player buys a building card, it will usually earn the player 1 or more steps toward Africa. The player takes those steps immediately by moving his Roman figure along the path toward Africa. When a player loses a building card, either because it is destroyed by the Goth or for some other reason, the player does not lose those steps. Building cards have different activation costs and abilities. They usually are used on specific turn types instead of the production card they lie on. For example, when a building card shows the farm figure in the middle under the picture, it means it can be activated on a **farm turn**. Some building cards are always active, and some activate in other times and ways.

PHASE 5: PAY TRIBUTE TO OR MOVE THE GOTH.

The Goth stalks through the countryside towards Rome, destroying everything in his path. Each turn, he wants to move one step along the path to Rome. A player can pay tribute to keep him where he is, instead of allowing him to move and wreak his havoc. Players will often choose to pay his tribute, but must let him move forward when they cannot afford his tribute. Of course, a player may also choose to allow the Goth to move when he feels the havoc will cause others more damage than he. To pay tribute to the Goth, the player must place resource(s) on the first empty space in front of the Goth. Sometimes this means the space directly in front of the Goth. Sometimes it is the first empty space after the line of spaces with tribute. The resource(s) the player places on the space must match the icons on that space.

For example, if the space shows a city icon, the player places one gold counter on the space. If the space shows a city icon and a peace icon, your tribute must contain one gold counter and one peace counter.

Glory is a wild resource, and can substitute for any single resource type.

If the next empty space is Rome, players can no longer pay tribute to the Goth.

If the player chooses not to pay the tribute, the Goth moves forward. If there is tribute before him when he moves, he moves to the last covered space. If there is no tribute, he moves forward one space. When the Goth moves, he **destroys production cards** matching all the icons on all the spaces he moves through, including the one he stops on. After this happens, players may raid the board to **recover the tribute**.

DESTROYING PRODUCTION CARDS:

Starting with the active player, players must discard from the face up cards in their play areas one production card matching each icon that the Goth has passes over - not necessarily in the order he passes over them. For example, if the Goth passes over two farms and one city, the first player (active player) loses a card of his choice (farm or city), the next player must lose a card from what remains, and so on. This proceeds until the total requirements are met, or until no one can meet them. Depending on how far the Goth moves, this process may pass around the table more than once.

When a player loses a production card, he also loses any building card on it. Players sort lost production cards into discard piles by type to make setup for the next game easier; they will not reenter the game. It can happen that on a player's turn to lose a card, he does not have a card in play of the kind(s) to be lost. In this case, he loses nothing, and the next player gets his turn to lose a card. This will not affect the later recovering of tribute.

RECOVERING TRIBUTE:

Next, starting with the active player, players may take back the resources that have been left on the board. Regardless of who played which counters, or who lost which production cards, the active player gets first choice of the counters on the board, the next player chooses from what's left, and so on.

Note that when there are as many cards to be lost as there are players in the game, it's often better to let the Goth move. Even if you will lose a production card, at least you can choose first,

rather than last!

After the Goth is dealt with, the turn passes to the left.

BUILDING CARDS:

Name: this names the card, but has no other power or effect.

Picture: this helps define the card, but has no other power or effect.

Steps: the number of step symbols inside the wreath shows the number of steps from Rome the player moves when he buys the card. When the step symbol is shown in the effect area (along the bottom of the card), the player moves the number of steps indicated when he activates the card.

Cost: the symbols on the right side of the card indicate how many of each kind of resource are required to buy the card.

Type: what kind of card it is. Farm, City, and Peace cards may only be played on like Production cards. Also, such cards may only be activated on the kind of turn that matches the kind of card it is. When a player activates a card like this, he is using the card's ability **instead** of producing the usual resource of the underlying production card.

Power: what the card does when it is activated.

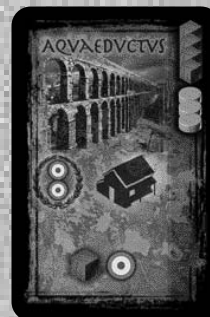


CARD TYPES



City cards:

City cards (gold) can only be played on City Production cards.



Farm cards:

Farm cards (green) can only be played on Farm Production cards.

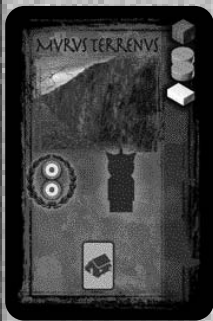


Peace cards: Peace cards (white) can only be played on Peace Production cards.

RED CARDS: Red cards can be built on any type of Production Card. They activate at times other than Phase 3, when all other Building Cards activate. Note that activating them never causes the player to lose basic production from the card on which they are built, since they do not activate at the usual time. This makes them especially flexible and powerful!

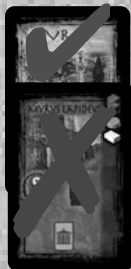


Builder cards: Red cards with a hammer symbol can be built on any type of Production card. A Builder card may be activated only when the player is building (adding a building card to his play area). These cards will usually give the player some additional resource flexibility for building.



Goth/Wall cards: A Goth card may be activated when the Goth is moving. A player can activate a Wall card to discard the wall in order to protect the Production Card on which it is built when the Goth is destroying cards. For purposes of satisfying the Goth, losing a wall counts as losing the underlying card. In

the example below, the player can discard the Wall card instead of destroying the City Production card under it when he is forced to destroy a City card (he may have the choice of City and other cards and still choose City and save it by discarding the Wall). Each Wall card protects a specific type of Production Card shown by the card icon at the bottom of the Wall card.



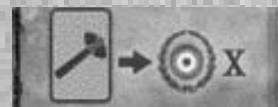
ICONS are used to describe the powers of the building cards. These icons are described below.

Spend A to Produce B:

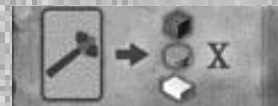
The player activates the card and spends the resource/object on the left side of the arrow to produce the resource/object on the right side of the arrow. If the symbols are separated by the “/” character, the player may freely choose among them. When the symbols are followed by a number, that is the number of resources/objects to be spent or produced. The player may not generally spend multiples of the resource/object on the left to produce multiples of the resources/objects on the right. However, when a card has an “X” following the symbols on the left, the player may spend multiple resources/objects to produce multiple resources/objects. In the example below, the player may activate the card and spend 1 Glory to produce 3 resources (Food, Peace, Gold) in any combination (e.g. 3 Food, or 1 each of Food, Gold, and Peace, etc.). The player may **not** spend 2 Glory to produce 6 resources.



In the example below, the player may discard any one **other** building card in his play area to produce the number of steps shown on the card (the number of steps the player got when he bought the card).



In the example below, the player may discard any one **other** building card in his play area to produce the resources shown as the cost of the card.



Replace A with B: the player activates the red card when building to replace the resources he has on the left side of the arrow with the resources shown on the right side of the arrow. He may only use this resource replacement for resources needed in building the card he is building.

He may not actually take the replaced resources from the supply, but, of course, does place the resources on the left side of the arrow in the

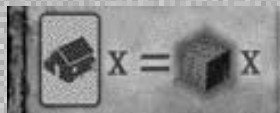
supply from the supply in his play area. When a card has an "X" following the symbols, the player may replace multiple resources with multiple resources.



Produce B: the player activates the card and produces the resources/objects shown. If the symbols are separated by the "/" character, the player may freely choose among them. When the symbols are followed by a number, that is the number of resources/objects to be produced. In the example below, the player may activate the card to produce 1 Food and take 1 step toward Africa.



Have A to Collect B: the player may activate the card to collect the resources/objects shown on the right side of the "=". The amount collected is based on the number of resources/objects the player has on the left side of the "=". In this example, the player collects 1 Food for each Farm card he has in his play area. It does not matter whether the Farm cards have buildings on them or not.



Satisfy A to Earn B: the player may activate the card to earn the resources/objects shown on the right side of the ":". The player earns one set of resources/objects shown on the right side of the ":" if the condition on the left side of the ":" is satisfied.

However, there is a restriction. If the symbol on the left side of the ":" is the picture of a card, if the player activates the card, he cannot activate or produce anything from any card matching the card shown on the left. Instead, he earns the resources/objects shown on the right side of the ":" for each other card of the kind shown he has in his play area, whether they have a building on them or not. In the example on the left below, the player earns 1 Glory for each other Peace card in the player's play area, but cannot produce any Peace or activate any of the Peace cards in his play area.

If the symbol on the left side of the ":" is a picture of the Goth with a City, Farm, or Peace symbol, if the player activates the card, he earns the right to move the number of steps shown on the right side of the ":" if the Goth is standing on the kind of space shown. In the example on the right below, the player can move 2 Steps toward Africa by activating the card if the Goth is standing on a City space. The space could be City and Food or Peace and the player would still earn the Steps.



GAME END:

The game ends in one of four ways:

- 1: The Goth enters Rome.
- 2: On a player's turn to play a production card, he has none left.
- 3: A player reaches Africa.
- 4: The building deck is exhausted.

However the game ends, the player who has moved farthest from Rome is the winner. If the game ends with several players equally far from Rome (can only happen with 1, 2, and 4, above), the player among those tied at the farthest step from Rome with the most remaining resources is the winner. If there is still a tie, those tied rejoice in their shared victory!!

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