

Censor Tiles	Requirements
	There are 3 or more / 6 or more ship icons visible on your shipbuilding track *
	There are 3 or more / 6 or more building icons visible on your construction track *
	Have 2 or more / 5 or more amphora tokens *
	There are 1 or more / 3 or more of your corbita ships that have left the Coastal area.

* Icons on trading port tiles only contribute to the final score calculation, thus they do not count toward the Censor tile requirements.



OVERVIEW

Ostia is a strategy board game for 1 to 4 players.

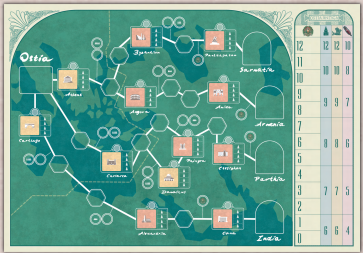
In 103 A.D., Emperor Trajan expanded the port called Ostia Portus, which was the most important port in Rome, with a beautifully arranged hexagonal basin. The port received large amounts of goods from all over the Empire and grew into a logistical hub that sustained the prosperity of the Imperial City of Rome.

The most important function of this port was to relay food supplies to the city of Rome, a metropolis of over a million people that was almost entirely dependent on imported grain from Egypt and Sicily. Other goods such as stone for building roads and cities, Lebanese cedar for shipbuilding, and wild and exotic animals for the amphitheater were also brought to this port.

You are the owner of a huge fleet of ships in the Roman Empire. Many merchants and nobles flock to the port of Ostia to charter your ships. Use the money and resources you earn from chartering ships to expand your business and win the hearts of the citizens by satisfying their demand for wheat and other commodities. Exploring and trading distant lands with your ships is also essential. Your tales of adventure and exotic artifacts will surely pique the curiosity of the emperor and nobles alike.

The one who gains the most fame will be blessed with victory by the glorious Rome's Senate and citizens!

COMPONENTS



Main Board x 1



Ostia Port Boards x 4



Construction/Shipbuilding Track Boards x 4



Destination Tiles x 4



Initial Placement Cards x 6



Order Cards x 42



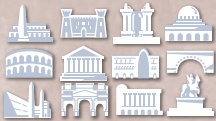
Honor Cards x 5



Initial Trading Port Tiles x 4



Trading Port Tiles x 16



Building Tokens x 48
(4 x 12 types)



Ponta Ship Tokens x 12
(3 x 4 colors)



Corbita Ship Tokens x 56
(14 x 4 colors)



Discovery Tiles x 20



Transit Tiles x 12



Construction Discs x 28
(7 x 4 colors)



Reward Tokens x 4
(1 x 4 colors)



Resource Cubes
value 1 (small) x 65
value 3 (big) x 30



Amphora Tokens x 35



First Player Token x 1



Score Pad x 1

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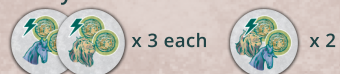
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Setup

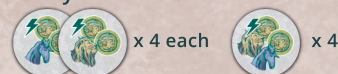
A. Main Board Setup

- Place **the Main Board** in the center of the table.
- Place a number of **Building Tokens** equal to the number of players in each building space on the main board. Each trading post has its own building space. Return any unused tokens to the box.
- Shuffle **all Initial Trading Port Tiles** and randomly place them face up in the corresponding space on the main board.
- Shuffle **all Trading Port Tiles** and randomly place them face up in the corresponding space on the main board. Return any unused trading port tiles back to the box.
- Place the four **Discovery Tiles** marked with a **Reward icon**  face up in each corresponding space on the main board (i.e. circles with a Reward icon)
- Based on the number of players, take a certain number of tiles from the unplaced remaining tiles as indicated below.

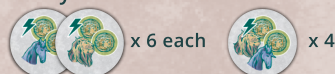
2 Players



3 Players

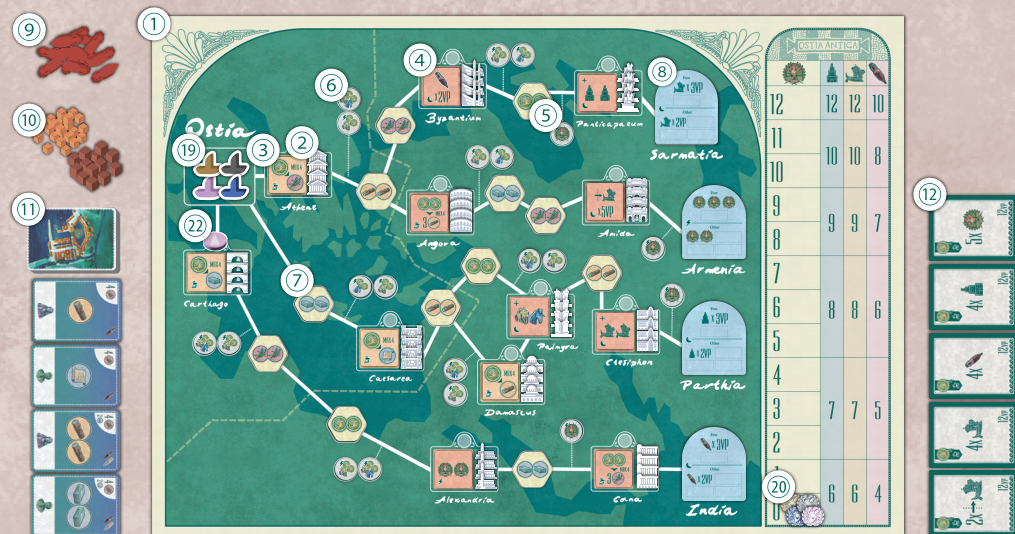


4 Players



Shuffle these Discovery Tiles and randomly place them face up in the corresponding space on the main board. Spaces with a player number icon  are only filled when playing with 3 or 4 players, or with 4 players, respectively. When playing with 3 players or less, return the unused Discovery tiles back to the box.

- Shuffle **the Transit Tiles** and randomly place them face up, in the corresponding space on the main board.
- Shuffle **the Destination Tiles** and randomly place them face up, in the corresponding space on the main board.
- Prepare 7 **Amphora Tokens** per player (e.g. 21 tokens for 3 players) and place them near the game board within reach of all players to form a "common supply". Excess Amphora tokens might be required later in the game, but should be returned to the box for now to avoid mixing them with the common supply.
- Sort **all the Resource Cubes** into those of value 1 (small) and value 3 (big), then place them in the common supply.



- Shuffle **all the Order Cards** and place them in a face down pile beside the main board. Draw the top four cards from the pile and place them face up next to the pile. This is called the **"Order Row"**.
- Place all 5 **Honor Cards** face up next to the main board.

B. Player Setup

- Each player receives 1 **Ostia Port Board** and 1 **Construction/Shipbuilding Track Board**. Then each player chooses a color and takes 14 **Corbita tokens**, 3 **Ponta tokens**, 7 **Construction Discs**, and 1 **Reward token** of that color. Return all unused boards and tokens to the box.
- The hexagon on the Ostia Port board is divided into 6 sections, each with a **sea area** and a **resource area**. Place 1 corbita token in each of the 6 sea areas.
- Each player takes 1 random **Initial Placement Card**. Place 1 additional corbita token in each of the 3 sea areas indicated on the card received. Then return all of the initial placement cards back to the box.
- Place two value 1 (small) resource cubes from the common supply in each of **the 5 resource areas** (permit, wood, wheat, stone, gold).

IMPORTANT: The top left section is not associated with any type of resource. Therefore, resource cubes will never be placed there throughout the game (see page 5).

- Place one construction disc on each square in **the construction track**.
- Place 1 ship token in each square on **the shipbuilding track**. Place **Ponta ship** tokens in the 3rd, 5th, and 7th squares from the bottom, and Corbita ship tokens in the other squares.
- Take a corbita ship token from the bottom square of the shipbuilding track and place it at **the Ostia starting point space** on the left side of the main board.
- Each player places their **Reward Tokens** in the square marked 0 on the reward track on the right side of the main board.
- Choose a starting player randomly. That player receives **the First Player Token**. The first player will not change during the game.
- Starting with the player to the right of the first player, players take turns counterclockwise taking a **Construction Disc** from the bottom square of their construction track and placing it on one of the **Initial Trading Port Tile** on the main board that does not yet have a Construction Disc. Then the player takes a **Building Token** from the building space on that trading port and places it in **the Initial Building Spot** on their Ostia Port board.



Goal of the Game

Aim to get the most victory points at the end of the game.

Rewards and Victory Points

Before we go to the explanation of how to play the game, let's learn about the relationship between rewards and victory points.

The table on the right side of the main board keeps track of each player's Reward status and shows how it works.

You have many opportunities to earn **Rewards** during the game. Each time you gain a **Reward**, advance your **Reward token** one space on the **Reward track**. (the leftmost column of the table).

At the end of the game, you earn victory points from your **Building Icons** , **Ship Icons** and **Amphora Tokens** based on the position of your Reward token.

The more Rewards you earn during the game, the more victory points each icon and token is worth at the end of the game.

***Example:** At the end of the game, A has 7 Building Icons, 4 Ship Icons and 5 Amphora Tokens; if they have 4 Rewards (their Reward token is on the fourth space of the Reward track), it means that each Building and Ship Icon is worth 7 victory points (VP) and each Amphora Token is worth 5 victory points. Therefore, A has a total of 102 victory points (7 Buildings x 7 VP + 4 Ships x 7 VP + 5 Amphora x 5 VP).*

If A had 10 Rewards, their total VP will increase to 150 (7 Buildings x 10 VP + 4 Ships x 10 VP + 5 Amphora x 8 VP).

Each player can have a maximum of 12 Rewards. Gaining a Reward has no effect if the player has already reached 12.

Gameplay

You and other players take turns in clockwise order, starting with the first player. You will do this until the end of the game is triggered, see page 12.

Turn Flow

On your turn, you must perform all three phases in order.

1. Selection Phase
2. Production Phase
3. Action Phase

1. Selection Phase

Choose one of the six sections on your Ostia Port board which contain at least one Ship Token (Corbita or Ponta) on the sea area.

2. Production Phase

Count the number of ship tokens on the sea area of the selected section. During this phase, **each Ponta Token counts as two ship tokens**.

Take as many **Resource Cubes** from the common supply as the total number of your ship tokens and place them on **the resource area of the same section**.

There is no limit to the number of resource cubes in the common supply. In the rare case that the cubes run out, you may substitute them with appropriate ones. At any time during the game, you can freely exchange 3 cubes of value 1 to 1 cube of value 3.

Resource area

Each of the six sections on the Ostia Port board contains a **sea area** and a **resource area**.

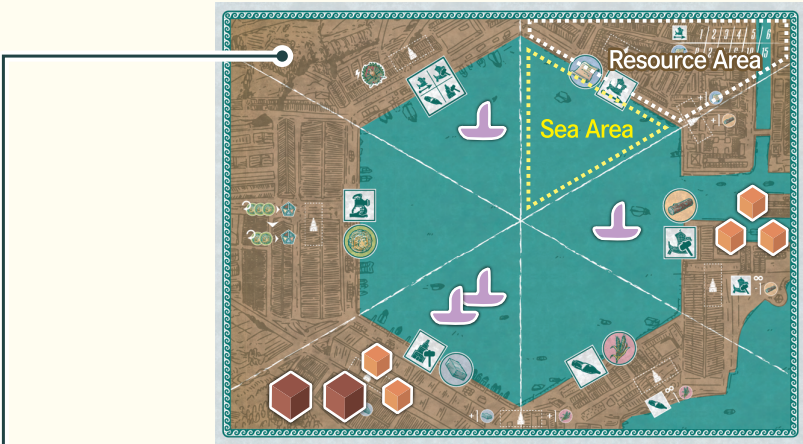
Each section, except for the top left section (see below), is associated with one type of resource (from top right section, clockwise: permit , wood , wheat , stone , and gold).

The total value of the resource cubes on each resource area shows **how many of that respective resource you have**.

Example: A has a total value of 3 resource cubes in the wood resource area and a total value of 8 resource cubes in the stone resource area. This means that A has 3 woods and 8 stones.

During the production phase, you will receive the type of resource corresponding to the selected section. The number of resources you received is **equal to the number of Ship Tokens on the sea area in the same section** (remember that each ponta counts as two tokens).

When you are required to pay with a particular resource, return the resource cubes from the corresponding resource area to the common supply.



Note: The top left section is not associated with any type of resource and Resource Cubes will never be placed the resource area in this section throughout the game. If you choose this section during "1. Selection Phase", you will not get any resource cubes in the "2. Production Phase", regardless of the number of ship tokens placed on that sea area.

3. Action Phase

Take **all the Ship Tokens** from the sea area of the section you selected in "1. Selection Phase".

Place these Ship Tokens one by one in the sea area of each section, clockwise from the next section, until all ship tokens are placed.

Note:

- If you have 7 or more ship tokens in the selected section, you will place a token in some of the sections more than once during this process.
- **Even though punta ship tokens count as two ships in "2. Production Phase", both punta and corbita tokens are considered as one ship token each in "3. Action Phase".** If you have both corbita and punta tokens in your hand, you can choose which type of ship token you want to place in each area.

You may then perform **the action corresponding to the section where the last Ship Token was placed.**

All actions are optional. Sometimes you may not be able to perform an action if you do not have enough resources or do not meet the requirements.

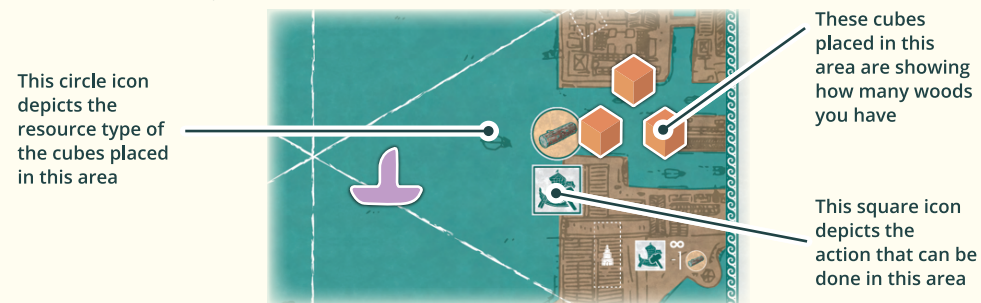
When the action has been resolved, your turn is over and the next player in clockwise order takes their turn.

Actions and sections

There are six actions in this game and **each section in the Ostia Port board corresponds to one of those actions.**

The action corresponding to each section will mainly consume **the type of resource generated by that section.**

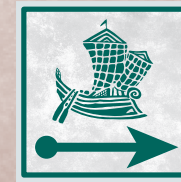
Example: The second section contains the shipbuilding action and the resource corresponding to that section is wood. Thus, the shipbuilding action is performed by spending wood resources. This will be explained in detail later.



Note that the section where you produce resources during **the "2. Production Phase" is usually different from the section where you perform an action during the "3. Action Phase".**

In order to carry out your actions efficiently, you will need to plan carefully over several turns.

Action



A. Move

When you perform a move action, you can move your Corbita Tokens on the main board towards any of the destinations along the connected route.

First, declare **the number of steps** to be moved. Then, pay as many **permits**  as required corresponding to the number of steps.

To move 1/2/3/4/5/6 steps, you must pay 0/2/4/6/10/15 permits respectively as shown in the table in this section. You cannot move more than 6 steps with 1 move action.

After paying the permit, take the corresponding number of steps to complete the movement.

Movement Rules

- Each Corbita Token on the main board moves along the connected white line, starting from the Ostia starting point space to any one of the destination tiles. Corbita Tokens cannot move backward toward the starting point.
- It costs one step each to move along the white line to to the next spot, either **Initial Trading Port Tile**, **Trading Port Tile**, **Transit Tile**, or **Destination Tile**.
- If you have two or more of your Corbita Tokens on the main board (see page 8 to learn how to increase the number of Ship Tokens), you may divide the steps among the ships. For example, you can use 6 steps to move 3 of your Corbita Tokens by 2 steps each.
- You may pass or stop on the tiles with other Corbita Tokens.

Tile Actions & Effects during movement

- When moving along the path (a solid white line connecting tiles) with one or more **Discovery Tiles** remaining, choose and take one of them. If it has an instant benefit , you immediately gain that benefit. If it's a **Wild Animal Icon**  or an **Exotic Animal Icons**  you keep it for the final score calculation.
- If your Corbita Token ends its move on a Transit tile, you gain the benefit shown on the tile at the end of the action. You cannot gain the benefit by just passing through a Transit tile.
- When your Corbita Token reaches a **Destination Tile**, place it on **the top half** of the tile **if there are no other Corbita Token on that tile yet**. Otherwise, place it on **the bottom half** of the tile. If the tile on which you placed the Corbita Token shows **the end-of-game benefit** , you receive the victory point at the end of the game. If the tile shows an **instant benefit** , you immediately gain that benefit.
- **Initial Trading Port Tiles** and **Trading Port Tiles** does not provide any particular effect or benefit during movement.



Route Restrictions

- Each of your Corbita Tokens must always go to a different destination tile. For example, if your first Corbita Token chooses a route that goes to Armenia, your second and subsequent Corbita Tokens must choose a route that does not go to Armenia.
- Note that the route to the right (Athene) eventually splits in two. This route may contain up to two Corbita Tokens of the same player, but each of them must take a different direction when the route splits.



B. shipbuilding

When you perform a shipbuilding action, you can strengthen your fleet by building new Corbita and Ponta Ships.

You can build new ships starting from **the bottommost available ship on the shipbuilding track** by paying the amount of wood



shown to the left of the ship. You may build multiple Ship Tokens in one action, as long as you have enough wood.

In addition, if there is any Reward icon to the right of the ship you built, you will immediately earn the Reward as indicated.

If there are no more Ship Tokens left on your shipbuilding track, you are no longer able to build any more ships.

For each ship you build, follow the instructions below, depending on the type of the ship.

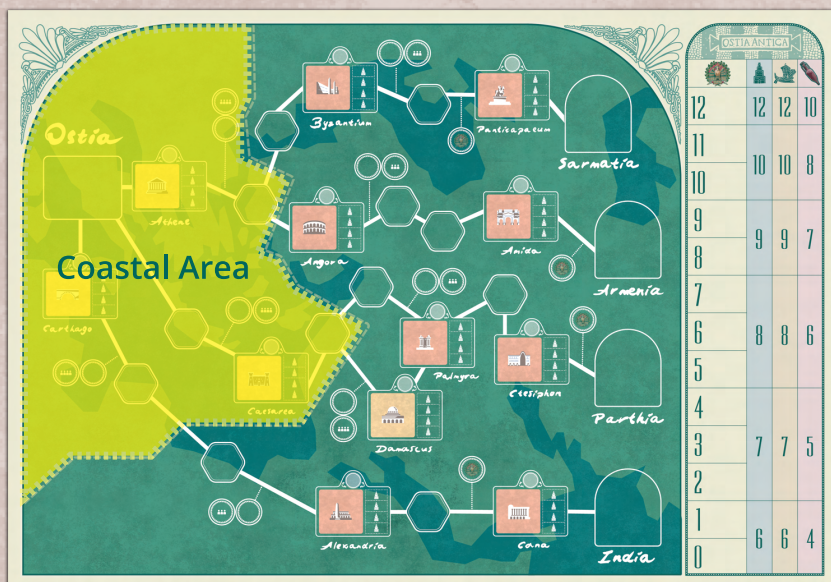
(1) Corbita

Take a Corbita Token from the bottom of the shipbuilding track and pay the corresponding wood costs. Then, immediately place it in any sea area on your Ostia Port board. From now on, this Corbita token is treated the same as the 9 Corbita tokens you placed during setup.

(2) Ponta

Take a Ponta Token from the bottom of the shipbuilding track and pay the corresponding wood costs. Immediately replace a Corbita in any sea area on your Ostia Port board with this Ponta token. The replaced Corbita token is then placed on the Ostia starting point space on the main board.

However, you can only build a Ponta Token if you have no Corbita tokens in the Coastal Area (the area to the left of the white dotted line) on the main board. If you still have Corbita Tokens in the Coastal Area and the bottommost ship token in your shipbuilding track is a Ponta Token, you cannot build a ship.



C. Order

The order action allows you to supply food to the citizens and nobles, earning victory points and resources.

When you do this order action, take the 4 steps below in order.

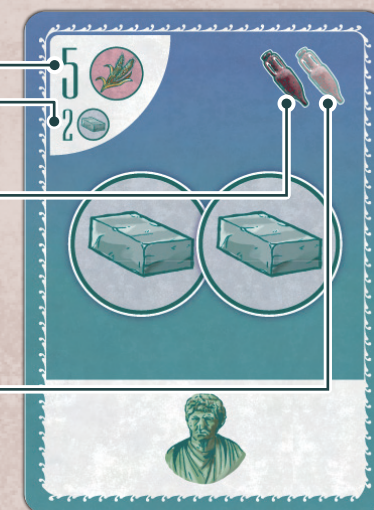
- Choose a card from the Order Row near the main board, and pay the amount of wheat indicated in the upper left corner. Some cards show additional resources below the wheat icon. You can pay these extra resources to earn more.
- Take the Order Card and place it face up in front of you.
- From the common supply, take as many **darker color** Amphora Tokens as shown in the upper right corner of the Order Card and place them on the Amphora Token space on your Ostia Port board. If you paid for the additional resources, you also get the additional Amphora Tokens shown in **lighter color** in the upper right corner.
- You immediately gain as many resources as indicated in the center of that order card.

As long as you have enough wheat, you may repeat step ① through ④ as many times as you like in one action.

However, the Order Row is not immediately replenished, so the maximum number of Order Cards you can get in one action are four.

At the end of the action, replenish the Order Row by drawing Order Card(s) from the deck until there are four face up cards in there.

The Nobleman Icon and **the Noblewoman Icon** at the bottom of the acquired order cards are used for the final score calculation.





D. Build

When you perform a build action, you can establish a base for yourself in the Initial Trading Port Tile or trading port tile on the main board and place Building Tokens on the Ostia Port board.

You can build **Construction Discs starting from the bottom** most available disc on the construction track by paying the amount of  shown to the left of the disc. You can build multiple Construction Discs in one action, as long as you have enough stone.

In addition, if there is any **Reward icon** to the right of the disc you built, you will immediately earn the Reward as indicated.

If there are no more Construction Discs left on your construction track, you are no longer able to perform any more build actions.



Each Construction Disc you build is placed on either an **Initial Trading Port Tile** or a **Trading Port Tile** in the main board, subject to the following two conditions below:

- You can only place one of your Construction Discs on each trading port.
- You can only place your Construction Disc on a trading port that your Corbita has already reached.

For this purpose, any player who has reached Palmyra is considered to have also passed through Damascus. If there is no Trading Port Tile to place a disc on due to the above conditions, you cannot build a Construction Disc.

You can place your Construction Disc on a trading port that already has one or more Construction Discs of other players. In such a case, every player who already has their Construction Disc there will receive 1 gold from the **common supply**.

If the tile on which you placed the Construction Disc shows an instant benefit , you will immediately gain the indicated benefits. If there is a **trade action icon**  or an **end-of-game icon**  you will get those effects at the respective time.

Each time you place a Construction Disc, take one **Building Token** from the building space of that Trading Port Tile and place it on **any empty building spot** on your Ostia Port board. This will enhance the functionality of your Ostia Port board, such as allowing you to produce more resources, perform actions more efficiently, and gain instant benefits.

The effects of each building spot are explained on page 15.



E. Trade

When performing a trade action, you can obtain resources by using the trading port which already has one of your Construction Disc on.

On the main board, check **the Initial Trading Port Tiles** and **the Trading Port Tiles** which have trade action effects  and your **Construction Disc** on top of those tiles.

Each of these effects can be activated as many times **as you like, unless specified on the tile.**

Each trade action requires gold to activate.

You may also take Honor Cards if possible. Each Honor Card has its own requirements (see page 19), and you can take an Honor Card by paying 4 Gold if you have met the requirements of the card. Place the card in front of you.

You can take multiple Honor Cards in one action, and you can take Honor Cards even if you have not activated any trade action effects.



F. Administration

There is no corresponding resource for the administration action. Instead, it can be used to efficiently perform the other actions described so far.

When performing an Administration action, the following two steps must be carried out in an orderly manner.

① Arbitrary Action Step

You may choose any one of the following actions: **A. Move action**, **B. Shipbuilding action**, **C. Order action**, **D. Build action**, then perform the action according to the normal rules.

You cannot perform E. Trade action in this step.

② Executive Action Step

Take **all of the Ship Tokens** from **the sea area in the section corresponding to the administration action**.

Place these tokens the same way as at the beginning of the "3. Action Phase", one by one in the sea area of the next section, in the clockwise direction, until all ship tokens are placed.

You may then perform **the action corresponding to the section where the last Ship Token was placed** following the normal rules.

If the last ship was placed in the sea area of the section corresponding to the administration action again, you may take another Administration Action.

Free Action

You may **pay 3 golds** to the common supply **to acquire 1 resource of your choice, other than gold.** This can be done as many times as you wish, at any time during your Action Phase.

End Game

The end game is triggered when one or more of the following conditions are met

- Any player's Reward Token reaches **the 12th square of the Reward track**.
- **3 or more Corbita Tokens** from any one player reaches **the Destination Tile**.
- **All Corbita and Ponta Tokens** are removed from any player's shipbuilding track.
- **All Construction Discs** have been removed from any player's construction track.
- **All Amphora Tokens** are taken from the common supply.

When any of those conditions have been met, the game continues until **the player to the right of the first player** completes their turn. Then the game ends. If the player to the right of the first player was the one who triggered the end game condition, the game ends at the end of that turn.

Note:

- If you want your fourth Corbita Token to reach the Destination Tile, you must do so in the same turn when your third Corbita Token reaches a destination tile.
- If you run out of Amphora Tokens in the common supply and need to get more Amphora Tokens, use the extra Amphora Tokens that you put back in the box during setup. If you also run out of these, use a suitable substitute.

Final Score Calculation

After the game ends, each player need to check **how many Buildings, Ships, Amphora Tokens, Wild Animals, Exotic Animals, Noblemen and Noblewomen** they have.



• Building Icons/Ship Icons

Count the icons visible on your construction and shipbuilding track. If you have placed a construction disc on a trading port tile that has a building/ship icon as an end-of-game effect 🌙, that icon is also counted.



• Amphora Tokens

Count the number of amphora tokens on your amphora token space. If you have placed a construction disc on a trading port tile that has an amphora token icon(s) as an end-of-game effect 🌙, that icon is also counted.



• Wild Animal Icons/Exotic Animal Icons

In addition to those shown on the discovery tiles you own, if you have placed a construction disc on a trading port tile with an end-of-game effect icon 🌙, that icon is also counted.



• Nobleman Icon/Noblewoman Icon

count the total number of icons shown at the bottom of your completed order cards.

Each player then earns victory points from each of the following:

① Trading Port Tiles

You gain benefits from **the end-of-game effects** 🌙 of the Trading Port tiles with your Construction Disc. Some of the tiles give you additional icons, and some give you victory points directly. See pages **16–17** for details.

② Building Icons, Ship Icons, and Amphora Tokens

Refer to the position of your Reward Token on the reward track and score victory points from your building icons, ship icons and amphora tokens (see page **4**).

③ Set of Icons

You gain 12 victory points for each set of 4 icons: **one Wild Animal Icon, one Exotic Animal Icon, one Nobleman Icon, and one Noblewoman Icon**.

④ Destination Tiles

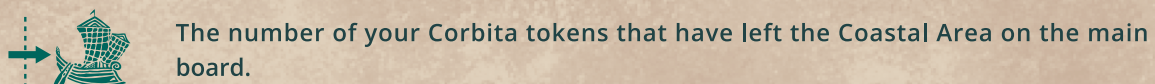
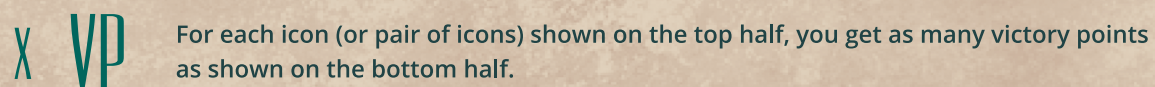
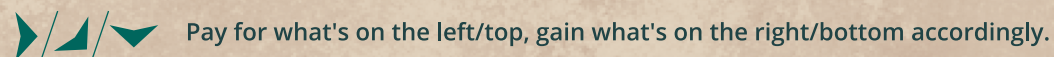
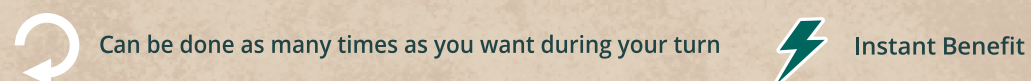
You gain victory points from **the end-of-game effect** 🌙 in the destination tiles on the main board where your corbita tokens have reached. Destination tiles are divided into upper and lower sides, you can only gain the effect on the side where your corbita token is placed (see page **19**).

⑤ Honor Cards

You gain 12 victory points for each honor card you have.

The player with the most total victory points wins the game! In the event of a tie, these players share the victory.

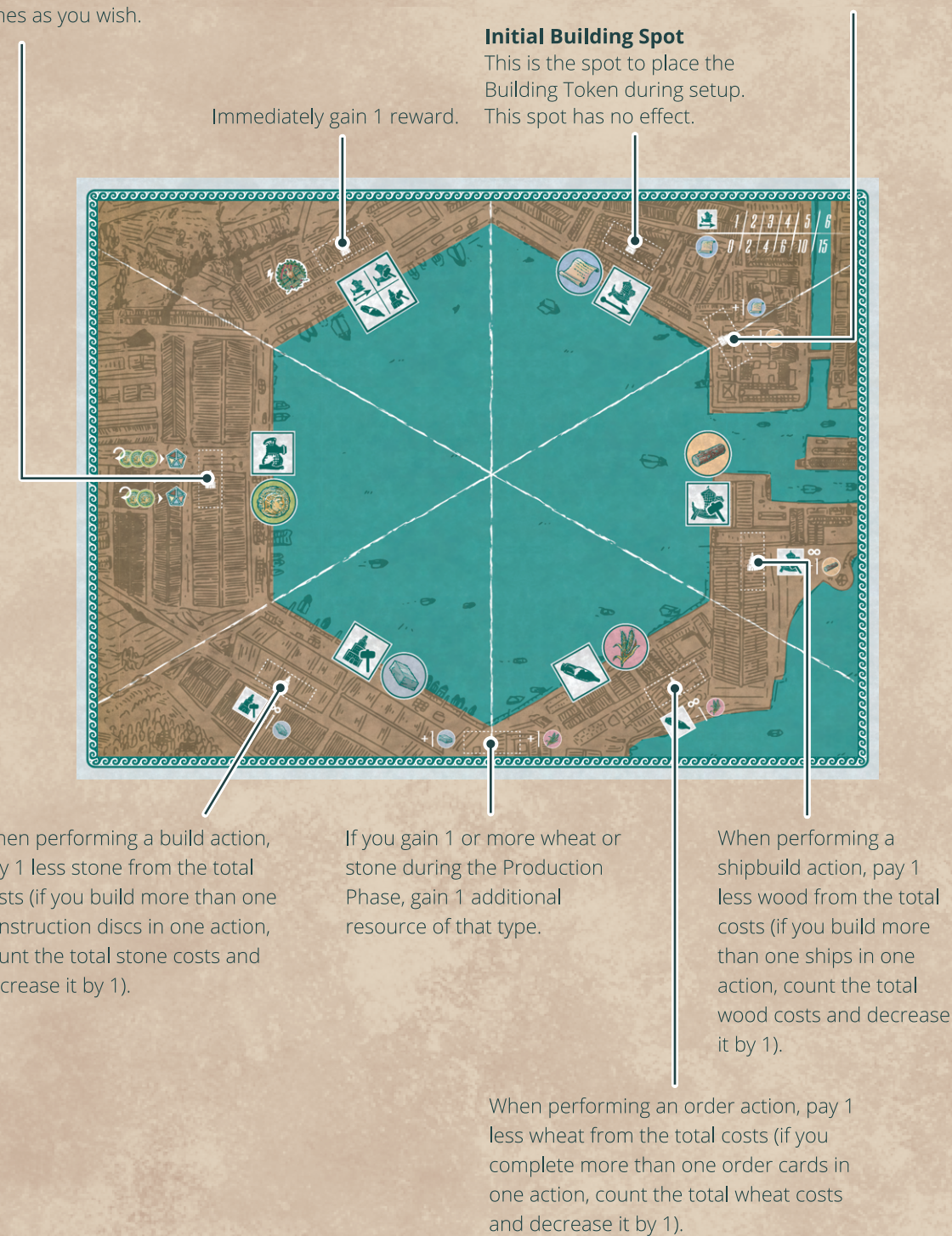
Icon Types



Building Spots Effects

Anytime during the Action Phase of your turn, you may pay 2 gold to the common supply to gain 1 resource of your choice, other than gold. This can be done as many times as you wish.

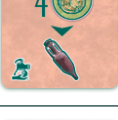
If you gain 1 or more permits or wood during the Production Phase, gain 1 additional resource of that type.

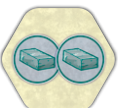


Tiles / Chips / Cards

Initial Trading Ports	Activation Timing	Effects
	When performing trade action	Trade 1 gold for 1 permit (up to 4 times per action)
	When performing trade action	Trade 1 gold for 1 wood (up to 4 times per action)
	When performing trade action	Trade 1 gold for 1 wheat (up to 4 times per action)
	When performing trade action	Trade 1 gold for 1 stone (up to 4 times per action)

Trading Ports	Activation Timing	Effects
	Immediately	Gain 2 rewards
	Final Score Calculation	Count as 2 building icons
	Final Score Calculation	Gain 2 additional victory points for each building icon
	Final Score Calculation	Count as 2 ship icons
	Final Score Calculation	Gain 2 additional victory points for each ship icon

Trading Ports	Activation Timing	Effects
	Final Score Calculation	Count as 2 amphora tokens
	Final Score Calculation	Gain 2 additional victory points for each amphora token
	Final Score Calculation	Count as 1 wild animal icon and 1 exotic animal icon
	Final Score Calculation	Gain 4 additional victory points for each set of icons
	Final Score Calculation	Gain 5 victory points for each of your ships that have left the Coastal Area.
	When performing trade action	Trade 2 golds for 3 permits (up to 4 times per action)
	When performing trade action	Trade 2 golds for 3 woods (up to 4 times per action)
	When performing trade action	Trade 2 golds for 3 wheats (up to 4 times per action)
	When performing trade action	Trade 2 golds for 3 stones (up to 4 times per action)
	When performing trade action	Trade 4 golds for 1 amphora token (no limit per action)
	When performing trade action	Trade 4 golds for 1 reward (no limit per action)

Transits	Activation Timing	Effects
	When you stop at the transit tile	Gain 2 woods
	When you stop at the transit tile	Gain 2 wheats
	When you stop at the transit tile	Gain 2 stones
	When you stop at the transit tile	Gain 2 golds

Discoveries	Total	Activation Timing	Effects
	6	Immediately / Final Score Calculation	Gain 2 golds / Count as 1 wild animal icon
	6	Immediately / Final Score Calculation	Gain 2 golds / Count as 1 exotic animal icon
	4	Immediately / Final Score Calculation	Gain 2 golds / Count as 1 wild animal icon and 1 exotic animal icon
	4	Immediately	Gain 1 reward

Destinations	Activation Timing	First	Others
	Immediately	Gain 3 rewards	Gain 2 rewards
	Final Score Calculation	Gain 3 additional victory points for each building icon	Gain 2 additional victory points for each building icon
	Final Score Calculation	Gain 3 additional victory points for each ship icon	Gain 2 additional victory points for each ship icon
	Final Score Calculation	Gain 3 additional victory points for each amphora token	Gain 2 additional victory points for each amphora token

Honors	Requirements
	There are 4 or more building icons visible on your construction track *
	There are 4 or more ship icons visible on your construction track *
	2 or more of your ship have already left the coastal area
	You have 4 or more amphora tokens
	Your Reward Token has reached 5 or higher on the Reward track

* Even if you have construction discs on the trading port tiles that shows building or ship icons, those icons cannot be counted for the fulfillment of personal honor cards. The icons from the trading port tile will only be counted during the final score calculation.



Overview

Emperor Trajan started the Parthian War and left the land of Rome in the same year as the completion of Ostia Port's redevelopment. You were given a mission to improve the trade routes and fill the city with buildings and ships by the time the Emperor finishes his conquest and returns to Rome. The Emperor really has a keen interest in this project and promised to provide support based on the outcome.

Components



Setup

Important : Additional trading port tiles and destination tiles in the "Merchant Expansion" can also be included in this solo game mode (personal honor cards cannot be included). Additionally, it is not possible to play solo game mode with the "Patronus Expansion".

A. Main Board Setup

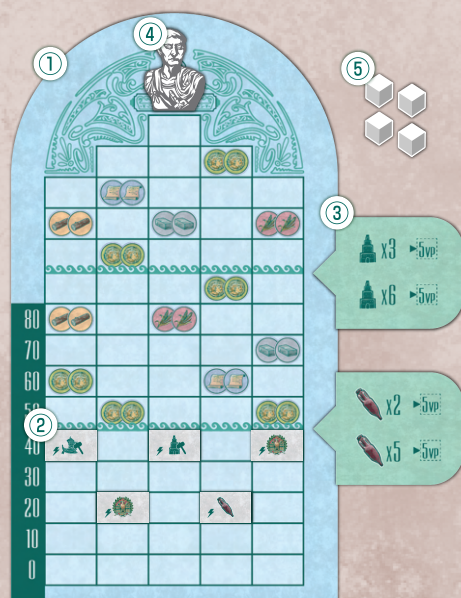
Follow the setup as if playing the base game with **two players**, except for the following points.

- ① Amphora tokens : Place only 8 amphora tokens in the common supply.
- ② Honor cards : Honor cards are not used in the solo game mode.

B. Player Setup

After setting up as in the base game, make the following additional setup.

- ① Place the **Memorial pillar board** near your Ostia Port board.
- ② Shuffle the 5 **Gift chips** and randomly place them face up in the dark-colored spaces on the memorial pillar board.
- ③ Shuffle the 4 **Censor tiles** and randomly place one tile face up in each of the two corresponding spaces on the right side of the memorial pillar board. Return the unused censor tiles back to the box.
- ④ In the solo game mode, the **first player marker** is called the **"Emperor marker"** and is used as a marker on the memorial pillar board. Place the emperor marker in the starting space on the top of the memorial pillar board.
- ⑤ Place the 4 **achievement tokens** near the memorial pillar board.



Goal of the Game

You aim to gain as many victory points as possible within a maximum of 15 turns.

Gameplay

You keep taking turns consecutively.

The overall gameplay is the same as the base game. When your corbita ship token reaches a destination tile, place it on the top half of the tile.

As exceptions, the following two new rules will be added:

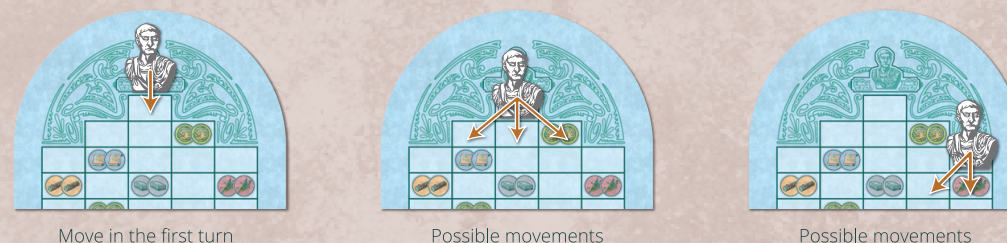
1. Advancement of the Emperor Marker

2. Immediate Reward from Set Collection

1. Advancement of the Emperor Marker

At the beginning of each turn, move the Emperor marker one step lower on the Memorial board. You can move the Emperor marker to the space directly below the current space or its adjacent space (to the right or left). In the first turn, you can only move the marker to the space directly below the starting space as the destination.

Important : The emperor marker cannot pass through the left and right edges.



- If the destination space has **resource icons**, you **immediately** gain the resource as indicated.
- If the destination space has a **gift chip**, you **immediately** gain the shown effect.
- At the beginning of the 6th and 11th turns, the emperor marker will cross the **target line** in the memorial board. At this moment, check the **censor tile** corresponding to that line before gaining the resources and effects from the destination space.

Each censor tile has two conditions. If you have achieved the easier condition (top), place an Achievement token on the Censor tile. If you have achieved the harder condition (bottom), place another Achievement token on the Censor tile. Do not place any Achievement token if you fail to achieve the easier condition.

Then, perform the turn in the same way as you play the base game.



2. Immediate Reward from Set Collection

During the game, every time you collect a set of **a wild animal icon, an exotic animal icon, a nobleman icon, and a noblewoman icon**, you **immediately earn 1 Reward**.

Important : Wild animal and exotic animal icons on trading port tiles only contribute to the final score calculation, thus they do not count toward the immediate Reward.

End Game

When the emperor marker reaches the bottommost space of the memorial board (which should be the 15th turn), the game will end at the end of that turn.

However, if either one of the five end game conditions in the base game is met, the game will end at the end of that turn, even if the emperor marker has not reached the bottommost space yet.

In the case that the game ends before the emperor marker crosses the second target line (before the 11th turn), check the second censor tile before the final score calculation and place the achievement token(s) according to the rules above.

Final Score Calculation

In addition to the base game's victory points, gain additional victory points from each of the following:

- You gain 5 victory points for each achievement token on the censor tiles.
- At the end of the game, gain as many victory points as shown on the left end of the row with the emperor marker.



Depends on the victory points you earned, you will be given the following titles:

Victory Point	Title	Description
149 or less	Ostia Port Builder Aediles Ostiae ÆDILES OSTIÆ	This post is a suitable gateway for you who is still immature but a promising youth. Let's continue to contribute to the development of this port!
150 - 189	Grain Aedile Aediles Cereales ÆDILES CEREALES	By delivering a large amount of grain to Rome by your own hand, you have been appointed to a key position to supply grain to the capital. It is a venerable official position appointed by Caesar.
190 - 229	Emperor Advisor Consilium Principis CONSILIVM PRINCIPIS	Your name, which has been well-known by the emperor, has become indispensable whenever there are talks about the prosperity of Ostia, the Empire's number one port. You are expected to play an active role as one of the talented aides.
230 - 269	Governor of Egypt Province Praefectus Aegypti PRÆFECTVS ÆGYPTI	The emperor, who fell in love with your management skills in controlling the trade route of the empire, grants you the territory of Egypt, which is the empire's grain vault. Even the famous Senates have an interest in you.
270 or more	Chief of Imperial Guard Praefectus Praetorio PRÆFECTVS PRÆTORIO	With an ability to accurately grasp the situation and with luck on your side, you have gained tremendous trust from the emperor and gained a position that can be said to be one of his arms. Even now, you are rumored to be the next successor.

Reference

Chips / Tiles

Gift Chips	Description
	Build 1 ship for free (requirements for shipbuilding action must be met)
	Place 1 construction disc for free and get 1 building for free (requirements for build action must be met)
	Gain 1 amphora token from the common supply
	Gain 1 reward