

DIE BAUMEISTER DES COLOSSEUM

As long as Colosseum exists Rome will exist. When the Colosseum will be destroyed, Rome will be destroyed and when Rome will be destroyed, the world will be destroyed - Beda Venerabilis

The colossally exciting building game from Klaus-Jürgen Wrede for 2-4 players 10 years and older.

GAME COMPONENTS



GOAL OF THE GAME

The players build together the big Colosseum. The consul is the central figure, because only with his help players can acquire the right landscapes to produce resources. But what's the use of having these resources, when they can't be stored? Even here the consul comes to the rescue with the camps, where the resources can be stored. With the help of the stables you can help the consul along his route to influence his travels.

Using his resources each player tries to contribute to construction of the Colosseum to receive glory points.

When the construction ends, the winner will be the player who could amass the most glory points during the building time.

SETTING UP THE GAME



- ① - The game board is placed in the middle of the table.
- ② - Each person receives a starting tile board.
- ③ - Each player places their wooden movement marker on the left most wheel on the top landscape tile.
- ④ - Place the cards with resources in 4 different piles on the table.
- ⑤ - Place the consul at his starting place by the fountain.
- ⑥ - Place the 16 camp (tent) tiles in the middle of the board.
- ⑦ - Shuffle the landscape tiles with the Roman I, placing them as shown aside the board.
- ⑧ - Shuffle and keep the numbers II and III in separate drawing stack piles.
- ⑨ - Shuffle Colosseum section building tiles, but keep them in 3 drawing piles with A, B or C.
- ⑩ - Place the first 4 section tiles with an A on the game board as shown.
- ⑪ - Place the box on the table with the building area on top of it.
- ⑫ - Place some tiles with 1, 2 and 4 GP (glory points) on the last three places of the Colosseum building area.
- ⑬ - Place the other GP's as a supply on the table.
- ⑭ - Each person takes 1 resource card of his choice.
- ⑮ - Choose your 1st player. The 2nd player gets 1 GP, the 3rd player gets 2 GP and the 4th player gets 3 GP to start with.

GAME PLAY

Beginning with the starting player, the game is played in a clockwise fashion. The active player must move the Consul at least one space in a clockwise direction (this does not cost any movement points). In addition he may move the Consul any number of additional spaces forward. To move an additional space, the player must spend 1 movement point and indicates so by advancing the movement marker 1 wheel to the right.

When the marker reaches the right most wheel in the row with stall tiles, the player has no additional movement points to spend. But he can buy additional movement points by exchanging glory points for them (1 Glory point= 1 Movement).



The Consul is always moved from one Consul area to another. After the player has finished moving the Consul, he can perform 1 action. Which action is available to the player depends on which area the Consul has ended his movement.

A

Camp expansion: when the Consul ends his movement on the red colored spaces (next the to the camps tile stack), the player can discard any 1 card from his hand to take one of the camp tiles, placing it in the row to the right of the camp tile on his starting tile. This way he can raise his hand card limit (4 at the beginning of the game) by 2 cards. If no card is discarded, the player receives no camp tile.

Example: Player can now hold up to 8 cards in hand.



When the consul ends his movement on the blue colored area, the player must decide between actions B and C. Player cannot perform both actions. But he must choose one of the actions.

B Expanding landscapes and producing resources:

Player takes the top most (the one closest to the board) landscape tile that lays next to where the consul stands. He places it in the row matching the landscape on his starting tile, expanding the landscape with it. If the player doesn't have that landscape on his starting tile, he places the tile under his starting tile to create a new row for this landscape.

The tiles still on the table are then moved up closer to the game board, but no replacement tile is laid down. This occurs only after all 4 tiles are taken from one area (see below).



When a tile is taken from an area, an immediate landscape evaluation takes place for all players. The tile being evaluated is the one that's now closest to the game board. Each player – starting with the active player, then in clockwise order – may now take as many resource cards of the evaluated tile as he has landscape tiles matching in his player area.

If there are not enough cards available for all players, the players get only as many cards as there are available, or in extreme case, none at all. When a player does not get to take any cards due to none being available, he receives 1 glory point, in the same manner, as if he decided not to take cards at all (see below).



Example: A player moved the Consul. He takes the water tile and places it under his starting tile, since it doesn't contain a water landscape. After that, the wheat tile will be evaluated (marked in green). Because the player has only 1 wheat landscape tile in his player area, he receives 1 wheat resource card. All the other players also receive wheat resource cards based on the number of wheat landscape tiles in their player areas.

The tile that the player has just taken also counts toward the triggered evaluation for cards resource collection.



Example: A player takes the wheat tile and expands with it his wheat landscape. Because the tile to be evaluated is also a wheat tile (marked in green), the player will get 2 wheat resource cards, since the tile he's just taken will count towards the evaluation.



When a stall tile is being evaluated, the movement marker is placed all the way to the left on the first wheel in the row with the stall tiles, thus resetting the movement points availability.

When a stall tile is taken, the number of movement points also goes up based on the number of wheels (1 or 2) on the tile, as it's placed to the right in the stall tiles row.

When a player decides not receive anything from the evaluation of the tile (he takes no cards or does not reset his movement points), he may take 1 glory point from the supply instead. But he may only do so, if he completely passes on receiving anything from the evaluation. So, if he should receive 3 cards, keep 1 and not want the others, he may not take any glory points.

Example: Player takes the forest tile and triggers evaluation of the stall tile that resets the movement points (marked green). He moves his movement marker all the way to the left. If he did not want to reset his movement points, he could have taken 1 glory point.



Landscape tiles in the area depleted:

When a player takes the last tile displayed under an area, he refills the area with 4 new tiles from the face down stack. First the tile from the I-stack are used, then from the II-stack and last from the III-stack. The first tile flipped from the stack that is placed next to the board will be used for evaluation.

Should the III-stack run out, then no more tiles are used to refill this area and no more tiles can be taken to trigger evaluation in this area.



Hand card limit:

After a player has taken cards, he must check his hand card limit (4 at the start of the game) based on his row of camp tiles. The player can take up more cards at first, but then must discard cards of his choice to arrive at his hand card limit.

C

Building a section of Colosseum:

A player takes one of the Colosseum section tiles that lies next to the position of the Consul and inserts it into the next free building slot, starting from the slot "I". He must discard the required cards for the section tile back to the supply. Missing cards can be substituted by 3 same cards of a another type. For building a section of the Colosseum the player takes the number of glory points displayed on the tile. The glory points can be kept hidden from other players. Otherwise they can be exchanged at any time during the game.



Example: Player decided not to take the stall tile, but instead to build a section of a Colosseum. He discards 2 water and 1 stone cards, then inserts the Colosseum section tile in the first building slot and takes 4 glory points.

After building a section of the Colosseum, a new Colosseum tile is placed from the stack face up on the emptied field.

When building the last 3 sections of the Colosseum, a player also received the additional glory points found on the last 3 slots.

D

On this field, a player must decide which landscape he would like to evaluate for all players. But he doesn't receive any tile for the chosen landscape tile. It is possible to evaluate the stalls for all players to gain movement points.



GAME END

Game ends immediately as soon as the Colosseum is completed, meaning the 17th section tile is inserted in the last remaining slot. Now the players receive additional glory points for having majorities in all of their 6 landscape areas (stalls, camps as well as the 4 terrains). If a player has a clear majority in a landscape row (more tiles than any other player), he receives 4 glory points. If there's a tie for having most tiles in a row, all tied players receive 2 glory points. In addition, each player receives 1 glory point for any 3 building resource cards in hand.



Example: Both players have the same number of tiles for stalls and mountain tiles. Hence both players receive 2 glory points for each type. Klaus has a majority in both wheat and water tiles, so he receives 4 glory points for each type. Jürgen has a majority in both camps and forest tiles, so he receives 4 glory points for each type. Klaus also has 4 cards in hand and receives an additional 1 glory point. Jürgen receives no glory points for his 2 cards in hand.

Players now add up their glory points. The player that gained the most glory points earns the highest favor of the emperor and wins the game as the best builder of the Roman Empire. In case of a tie for the first place, the player with the most cards in hand wins the game. If there's still a tie, the players share the victory.

VARIANT

Players may wish to vary the evaluation of the **D** field. Players can agree to choose a specific evaluation tile before the game or mix them up and choose one randomly. The following evaluations are available:

The player that moves the consul onto the **D** field:



receives 1 glory point.



may reload his, and his only, movement points.



may take any 1 building resource card from any stack.



may exchange his hand cards with a card from any stack with exchange rate of 2:1. The cards that he exchanges do not have to be of the same type.



may take the top tile from the face down landscape tiles stack and place it in his player area adding it to one of the rows.



may decide freely, if he wants to evaluate a stall or any landscape for all players.

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