

TRAJAN

110 AD – the Roman Empire is at its height of glory, ruled by the “optimus princeps,” Emperor Trajan. All borders are secured, and people can focus again on the empire’s internal matters—ROME.

Take your chances and boost your power! With the proper tactics, you may outmaneuver your opponents and eventually claim victory.

COMPONENTS

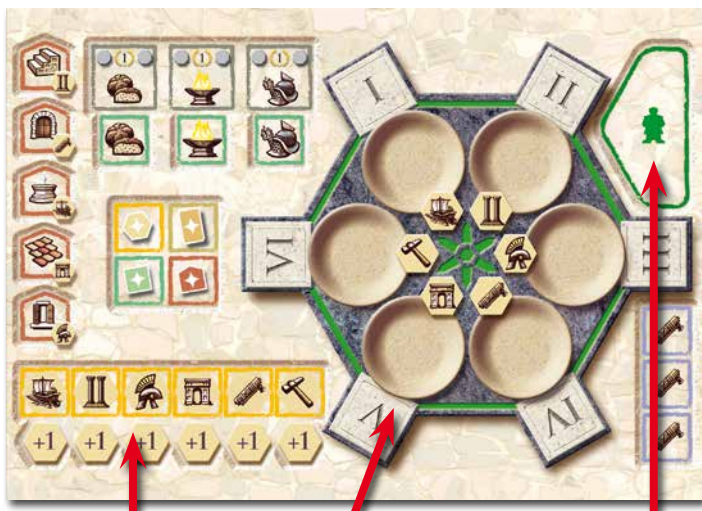
1 GAME BOARD (The board consists of 6 areas, each connected to a specific action. Shows various parts of the Roman Empire, starting from Rome’s senate via the Arch of Trajan, the forum, and the seaport up to the far-away provinces of Britannia and Germania.)



60 PLAYER TOKENS - 15 each in the player colors: red, green, dark blue, and brown. (These represent the players’ legionnaires and workers.)



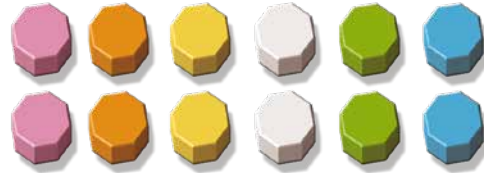
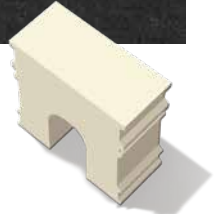
4 MILITARY LEADER TOKENS AND 8 DISCS in the player colors. (Military leaders occupy provinces with their legionnaires, and the discs mark victory points and senate votes.)



Spaces for collected tiles Action circle Supply of player tokens

4 PLAYER MATS in the player colors (The player mat shows the action circle with 6 trays and provides space for the players’ various collected tiles.)

4 ARCHES OF TRAJAN
(This marks the slot on a player mat where a new Trajan tile will go.)



48 ACTION MARKERS - 4 sets of 12 markers in the following colors: 2 each of yellow, orange, light green, white, pink and blue. (These markers go on the trays of the action circle on player mats.)










1 TIME MARKER
(This marker records the elapsed play time.)



60 COMMODITY CARDS - 12 commodities, 5 cards of each.



9 DIFFERENT TYPES OF TILES - one tile of each type is shown here:

- 54 Trajan tiles _____ 
- 70 Forum tiles _____ 
- 12 Extra action tiles _____ 
- 20 Construction tiles _____ 
- 24 [+2] markers _____ 
- 15 Demand tiles _____ 
bread, helmet, torch
(food, games, religion)
- 3 Ship tiles _____ 
- 12 Bonus tiles _____
- 4 Quarter year tiles _____ 
- 1 LINEN BAG _____ 

SETUP

Place the **game board** in the center of the play area.

Each player takes these pieces in their chosen color: **1 player mat**, **1 military leader token**, **15 player tokens**, and **2 discs**.

Each player places their **military leader token** and **1 player token** on the military camp, and places **1 player token** on the worker camp. Each player keeps their remaining 13 player tokens in the specified area of their player mat.

Each player takes a set of **12 action markers** (2 per color) and places them on their player mat, filling each tray of the action circle with 2 action markers of any color.

Each player takes an **Arch of Trajan** and places it in the "I" slot of their player mat.

Place the **3 ship tiles** on their matching seaport spaces on the game board.

Shuffle the **15 demand tiles** face down, remove 3 of them from the game without looking at them, and place the remaining 12 demand tiles in a facedown stack nearby.

Make separate facedown piles of extra **action tiles** and **forum tiles**, and shuffle each pile. Also, make a pile of **[+2] markers**.

Sort the **54 Trajan tiles** into their 6 categories (by icon), shuffle each stack, and place these stacks on their matching spaces on the arch on the game board.

Place the **time marker** on the start space of the time track appropriate to the number of players.

Stack the 4 quarter year tiles with the "IV" tile on the bottom and the "I" tile on the top.

Randomly draw the following tiles and place them face up on the game board (see illustration below):

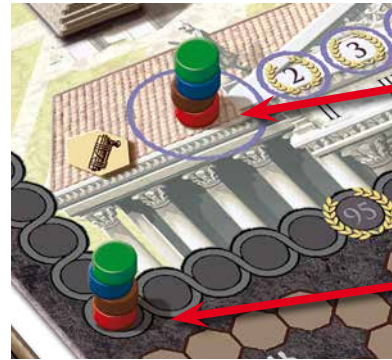
- Place a **forum tile** in each province (10 in total). Place **forum tiles** on the green forum spaces as follows: place 6 with 2 players, 9 with 3 players, or 12 with 4 players. Place 3 extra action tiles on the yellow forum spaces.
- Place the **20 construction tiles** face up on the construction site, filling each space with 1 tile.



SETUP CONT.

Determine Start Player and Stack Discs.

- Determine a start player by any method desired.
- The start player places one of their discs on the start space of the senate track. In clockwise order, the other players stack their discs atop the other discs there. *(The stacking order is important, because ties are broken in favor of the disc higher in the stack.)*
- The players stack their other discs on the start space of the victory points track. *(The order of discs in this stack does not matter.)*



Start space of the senate track in a 4-player game.

Start space of the victory points track in a 4-player game.

Prepare Bonus Tiles.

- Put all 12 bonus tiles in the linen bag.
- Then, each player draws 1 **bonus tile** from the bag and places it in front of themselves, yellow side face up.
- Then, draw **2 more bonus tiles** and place them on the game board to the right of the senate track, yellow side up.
- Keep the bag with the remaining bonus tiles nearby.



Senate spaces for the 2 bonus tiles.

Prepare Commodity Piles and Draw Hands.

- Shuffle the **commodity cards** into a facedown deck and place it next to the game board.
- Reveal the top 2 cards from the deck. Place one of them face up on the left side of the deck, and place the other on the right side, creating two discard piles.
- Beginning with the start player and continuing in player order, each player draws 3 **commodity cards** into their hand. Players may take cards from the deck and discard piles in any combination. Whenever a discard pile is empty, fill it with the top card from the deck.



Commodity cards – two face-up discard piles on the left and right of the facedown deck.

Choose Starting Trajan Tiles.

- In player order, each player chooses 3 **Trajan tiles** and places them on the “II,” “IV,” and “VI” slots of their player mat in any order. At this point, players may not take more than 1 Trajan tile of each category.



The Trajan tiles fall into 6 categories, each showing a different icon, as shown above. Category 5 (showing a helmet here) also includes the tiles showing a torch and bread. Page 11 shows all the tiles in each category.



Stack each Trajan tile category separately on the game board.

OBJECT OF THE GAME

Players try to score victory points (VP) by taking advantage of opportunities with six different actions. At the end of the game, the player with the most VP is the winner.

To succeed, you must allocate action markers to the trays of your action circle cunningly, trying to catch the best time for certain actions. On the one hand, it is important to make use of sudden opportunities, such as to get hold

of attractive tiles. On the other hand, you must not neglect to give other players a hard time at crucial times. To accomplish this, you may need to scheme some of your actions a few turns in advance.

Regardless of the outcome of your first game, you will become more experienced with each new game, always learning new refinements to your strategy.

SEQUENCE OF PLAY

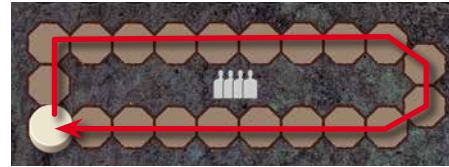
The game is played over 4 quarters of a year. Each quarter consists of 4 rounds, and each round lasts for one cycle of the time marker around the time track.

The number of player turns may differ from round to round.

A player's turn consists of the following steps performed in this order:

1. Move action markers and move time marker (mandatory)
2. Complete Trajan tile (if possible)
3. Perform one action (optional)

After a player has completed their turn, the next player in clockwise order begins their turn.



One round lasts for one complete cycle of the time marker around the time track.

Hint: A player influences the number of turns in a round by the number of action markers in the starting tray they choose.

Move action markers (mandatory)

Choose one tray on your player mat and take **all** of the action markers from that tray. The chosen tray must contain at least 1 action marker.

Announce the number of markers you are taking, so the time marker can be moved (see "Move time marker").

Next, place the action markers you took in the following trays in the clockwise direction, placing one in each tray. You choose which marker (color) you place in each tray.

Continue until you have placed all of the action markers you took. The tray where you placed the last action marker is called the **target tray**.

Note: If you take from a tray with more than 6 action markers, you will put 2 markers in some of the trays.

Example: The green player chooses to take the 2 action markers from the tray with the Trajan action and allocates them, placing one each in the next two clockwise trays. The last action marker goes in the tray with the Seaport action; this is the target tray.



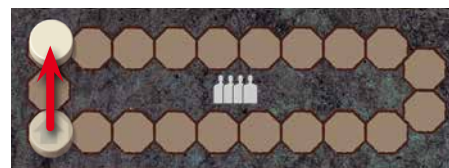
Move time marker (mandatory)

Once you announce the number of action markers you have taken, the player to your right advances the time marker clockwise on the time track by the same number of spaces.

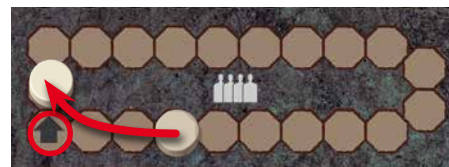
End of a round

If the time marker reaches or crosses its starting space, the current round will end **after you complete your turn**. A quarter year ends after 4 rounds, and the game ends after 4 quarter years.

At the end of a round, quarter year, or game, additional rules must be resolved before the next player's turn begins (see pages 8–9).



Example: Because 2 action markers were moved, the time marker is advanced 2 spaces.



Example: 4 actions markers were moved, so the time marker is advanced 4 spaces, crossing its start space.

Complete Trajan tile (if possible)

If your target tray has a Trajan tile next to it, and if the tray has action markers matching the colors shown on the Trajan tile, you complete the Trajan tile.

(The target tray can have more action markers than those required to complete the tile, and it does not matter how long the action markers have been in the target tray.)

When you complete a Trajan tile, you gain the victory points shown on it, you may perform its special action, and then you remove the completed Trajan tile from the game.

Exception: If you complete a Trajan tile with a bread, helmet, or flame icon, do not remove it from the game. These tiles stay in effect until the end of the game.

(For effects of these tiles, see "The Trajan tiles" on page 11.)



Example: The last action marker, a blue one, is placed in the military tray, making it the target tray. This tray also contains the 2 action markers required to complete this Trajan tile.

The player gains 5 victory points and may place one of their player tokens in the worker camp. Then, the Trajan marker is removed from the game.

Perform one action (optional)

Whether or not you completed a Trajan tile, you may now perform the **action** shown by the target tray.

Each tray shows a unique action. The six possible actions are described in this section.



Seaport action

You must choose one of these four options:

- **Draw two, discard one.** Draw 2 commodity cards from the deck and add them to your hand. Then, discard 1 card of your choice from your hand, placing it face up on top of one of the two discard piles.
- **Draw one from discard.** Take 1 commodity card from the top of a discard pile and add it to your hand. If this discard pile is now empty, fill it with the top card from the deck.
- **Play commodities and refill hand.** Play 1 or 2 commodity cards from your hand face up to your personal tableau in front of you. Then, refill your hand by drawing the same number of cards from the deck as you played.
- **Ship commodities.** Play any number of commodity cards from your hand face up to your personal tableau in front of you.
 - The cards you play must match the combination shown on a ship tile of your choice. You score the number of victory points shown on the chosen ship tile (see illustration to right).
 - If the ship's colored side is face up, flip it to its gray side. If its gray side is face up, leave it on that side.

(Cards in your personal tableau could score you extra victory points at the end of the game due to certain bonus tiles.)



Example: This tray lets you perform the military action.

The colored front side



For shipping cards, gain...
 1 commodity card ... 2 VP
 2 identical cards ... 6 VP
 3 identical cards ... 12 VP
 4 identical cards ... 20 VP



For shipping pairs, gain...
 1 pair 5 VP
 2 different pairs ... 10 VP
 3 different pairs ... 15 VP



For shipping cards, gain...
 1 commodity card ... 2 VP
 2 different cards ... 4 VP
 3 different cards ... 6 VP
 4 different cards ... 8 VP

The gray reverse side



For shipping cards, gain...
 1 commodity card ... 0 VP
 2 identical cards ... 1 VP
 3 identical cards ... 7 VP
 4 identical cards ... 15 VP



For shipping pairs, gain...
 1 pair 1 VP
 2 different pairs ... 6 VP
 3 different pairs ... 11 VP



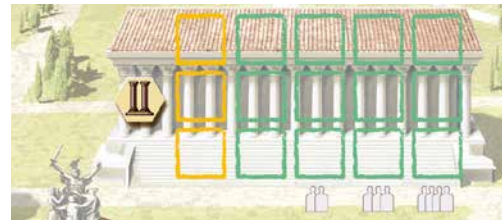
For shipping cards, gain...
 1 commodity card ... 0 VP
 2 different cards ... 1 VP
 3 different cards ... 3 VP
 4 different cards ... 5 VP



Forum action

Take any one tile from the forum and place it face up on the matching space of your player mat.

See a summary of forum tiles on pages 10–11.



The forum has spaces for 3 extra action tiles (yellow) and 6, 9, or 12 forum tiles (green), depending on the number of players.

Note: If you run out of space on your player mat for forum or extra action tiles, you may stack them.



Military action

You must choose one of three options:

- **Recruit Legionnaire.** Move one of your player tokens from your player mat to the military camp on the game board. This token is now called a *legionnaire* until the end of the game.
- **Move Leader.** Move your military leader to an **adjacent** province. If that province has a tile, take it and place it on your player mat. The military camp is adjacent to three provinces, same as the province of Britannia (*dotted green lines*).
- **Move Legionnaire.** Move one of your legionnaires from the military camp to the current province of your leader. You **cannot** move a legionnaire to a province that already has one of your legionnaires.

When you move a legionnaire, you score the victory points shown on the province you moved it to. However, you score 3 less victory points for each legionnaire of another player in that province, to a minimum of 0 victory points.



Military leaders can move to adjacent provinces only.

Please note: Legionnaires do not move from province to province, they move straight to the province of their leader.



Trajan action

Take the top tile from one of the six stacks of Trajan tiles and place it on the slot of your player mat holding your Arch of Trajan. Then, move your Arch of Trajan to the next clockwise slot without a Trajan tile.

If all of your slots on the action circle now have Trajan tiles, leaving no free slots for the Arch of Trajan, place the Arch in the center of your action circle. When you next complete a Trajan tile, immediately move the Arch to the newly free slot.

If all of the slots for the Arch of Trajan on your player mat have Trajan tiles, you cannot perform the Trajan action.



Example: The green player places their new Trajan tile on the slot with their Arch of Trajan ("I"). Then, they move their Arch to the next clockwise slot without a Trajan tile ("III").



Senate action

Advance your disc on the senate track of the game board by 1 space (*to the right*) and score the victory points shown on the new space.

If any discs are already on the new space, place your disc on top of them.

If your disc is on the “8” space of the senate track, you cannot perform this action during this quarter year.



Construction action

You must choose one of these two options:

- **Recruit Worker.** Move one of your player tokens from your player mat to the worker camp on the game board. This token is now called a *worker* until the end of the game.
- **Assign Worker.** Move one of your workers from the worker camp to a space on the construction site. If the space has a construction tile, then take the tile, score the victory points shown on the tile, and place it on the matching slot of your player mat.

- *Where You Can Place.* If you are placing your first worker on the construction site, you may choose any space in the site. When placing further workers, you must place them horizontally or vertically adjacent to at least one of your other workers.

- *Gaining Extra Action.* If this tile fills an empty slot on your player mat, you immediately perform the action shown on the tile. After finishing this action, continue your turn. You gain this extra action for the first construction tile of each type you take.

- *Placing at Other Workers.* You may place your worker on a construction site space with workers of other players. You do not take a construction tile for doing this, but it helps you to close gaps if you want to approach more lucrative construction sites.



Example: The green player advances their disc on the senate track by 1 space from “4” to “5” and gains 5 victory points.



Example: The green player chooses a space on the construction site, takes the construction tile there, and places it on the matching slot of their player mat.

This slot was empty, so the player also performs the assigned action: in this case, the senate action.



Example: The green player places their worker on a construction site space that already has a blue worker. The green player does not gain any victory points or a tile, but now they are next to the attractive window tile with 4 victory points and could fetch it on their next turn.

END OF... • ROUND • QUARTER YEAR • GAME

End of a round

If the time marker reaches or crosses its start space of the time track, the current round ends after the active player's turn.

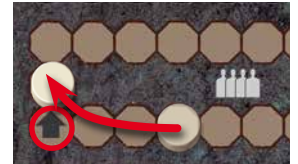
If there are 3 demand tiles face up (i.e., after four cycles on the time track), this quarter year ends. Follow the instructions in "End of a quarter year" below.

If there are **not** 3 demand tiles next to the game board, reveal a demand tile and place it near the game board.

Then, the next clockwise player continues with the next round. *(The time marker does not move because the round ended. It simply moves on from its current position as normal.)*

The time marker has completed its first cycle around the track:

The first demand tile is revealed.



The current quarter ends after the fourth round, when three demand tiles have been revealed already. No extra demand tile is revealed.

End of a quarter year

1. Meet the people's demands

The people have voiced three demands, shown by the revealed demand tiles, and their demands must be met.

To **meet each** revealed demand tile, **each** player must spend 1 forum tile showing the matching demand.

A player may also meet a demand by using a Trajan tile showing the matching demand icon. Each Trajan tile showing a demand icon can only meet one demand per end of quarter year.

All forum tiles spent to meet the people's demands will be removed from the game later, but Trajan tiles used to meet demands are kept on their player mats *(see page 9)*.

If a player cannot meet one or more demands, they lose victory points as follows:

- 1 unmet demand -4 VP
- 2 unmet demands..... -9 VP
- 3 unmet demands..... -15 VP

You must meet as many demands as you can. You cannot choose to forgo any demands you could meet.

2. Elect consul and vice consul in the senate

Each player counts up their number of votes in the senate, as follows:

- the votes shown by their space on the senate track
- the votes shown on any forum tiles on their player mat

The player with **the most votes** is appointed **consul**. They choose one of the two bonus tiles by the senate track and places the tile in front of themselves, **yellow side up**.

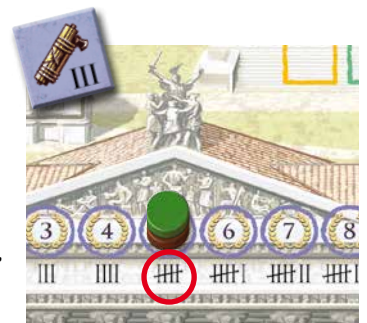
The player with **the second-most votes** is appointed **vice consul**. They take the other bonus tile and places the tile in front of themselves, **gray side up**.



Example: This quarter year, the people demand 1 bread and 2 helmets. This player has 2 forum tiles and 1 Trajan tile. They spend their forum tile with the helmet (which will be removed from the game) and use their Trajan tile (which will not be removed). Because this player cannot meet the people's demand for bread, they lose 4 VP.

Note: A player's victory marker can fall behind the start space of the victory points track. Count each space behind the start space as -1 VP.

Example: Green and brown each have 5 votes in the senate. Green would win a tie for most votes, because his disc is on top of brown's disc. However, brown has a senate tile worth 3 votes, so she controls a majority of 8 votes over green's 5 votes.



- Break a tie for votes in favor of the player whose disc is higher on the senate track. If the tied players are on the same space of the senate track, break this tie in favor of the tied player whose disc is higher in the stack.
- If everyone has 0 votes, the consul remains consul, and the vice consul remains vice consul. Each player still gains a bonus tile, as normal.

Then, remove all the discs from the senate track and stack them on its start space in the order of votes, so the player with the fewest votes is at the bottom and the player with the most votes (the consul) is on top.

3. Remove tiles

Remove the following tiles from the game:

- All forum tiles showing demands on player mats that were spent to meet the people's demands.
- All forum tiles showing votes on player mats, whether they were used or not.
- All forum tiles and extra action tiles in the forum.
- All face-up demand tiles.

4. Refill and flip tiles

Flip the ship tiles back to their colored side.

Then, randomly draw and place these tiles face up:

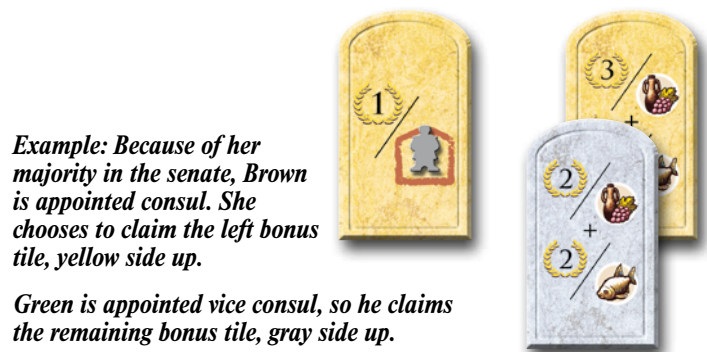
- Draw 2 bonus tiles and place them on the matching spaces in the senate, yellow side up.
- Draw and place 1 forum tile in each province without a forum tile that has **no** military leaders or legionnaires.
- Draw forum tiles to refill the green spaces of the forum as appropriate for your player count.
- Draw 3 extra action tiles and place them in the 3 yellow spaces of the forum.

5. End the quarter year

Remove the top quarter year tile from its stack.

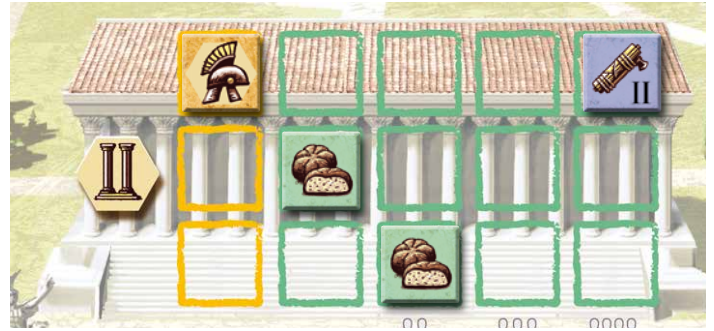
If the final quarter year tile was not removed, the game progresses to the next quarter year, and the next clockwise player begins their turn.

If the final quarter year tile was removed, the game ends and final scoring begins (see next page).



Example: Because of her majority in the senate, Brown is appointed consul. She chooses to claim the left bonus tile, yellow side up.

Green is appointed vice consul, so he claims the remaining bonus tile, gray side up.



All 4 remaining tiles in the forum are removed from the game.



New forum tiles are placed in 2 provinces.



It is a 4-player game, so all of the forum spaces are refilled.



Ship tiles on their gray side are flipped to their colored side.

End of the game and final scoring

After scoring the final quarter year, final scoring begins. Each player scores more victory points as follows:

- Each commodity card in hand 1 VP
- Each worker in the worker camp 1 VP
- Each legionnaire in the military camp 1 VP
- Each Trajan tile on the action circle 1 VP
- Each set of 3 construction tiles with same icon 10 VP



- Each set of 4 construction tiles with same icon 20 VP



- Each bonus tile see illustrations

After all players have counted up their total victory points, the winner is the player with the most victory points.

On a tie, the winner is the tied player whose disc is on the higher space of the senate track.

The bonus tiles



Front (yellow):

Gain 9 VP if you have at least 1 forum tile with the shown demand icon (*bread, helmet, or flame*). (A Trajan tile with this demand icon does **not** fulfill this bonus tile.)

Back (gray):

As on front, but gain only 6 VP.



Front (yellow):

Gain 1 VP per worker you have in the construction site.

Back (gray):

Gain 1/2 VP per worker you have in the construction site (rounded up).



Front (yellow):

Gain 3 VP for each of these commodity cards in your personal tableau.

Back (gray):

As on front, but you only gain 2 VP.



Front (yellow):

Gain 2 VP per legionnaire you have in a province.

Back (gray):

Gain 1 VP per legionnaire you have in a province.



Front (yellow):

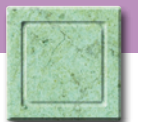
Gain 3 VP for each of your yellow bonus tiles.

Back (gray):

Similar to front, but you only gain 2 VP for each of your yellow bonus tiles.

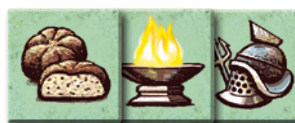
The forum tiles

All forum tiles have the same green back.



Votes: These tiles give 2 to 5 votes when electing the consul and vice consul in the

senate at the end of a quarter year. All these tiles on player mats are removed from the game at the end of a quarter year.



Demands: These tiles meet one of the people's demands at the end of a quarter year.

Players keep these tiles until they spend them. Once spent, the tiles are removed from the game.

The forum tiles cont.



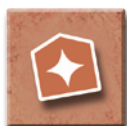
Wild commodity card: This tile can substitute for any commodity card. Once used, it is removed from the game.

It can be used during the game or during final scoring (for one bonus tile).



Wild demand tile: This tile can substitute for any forum tile showing a met demand.

It can be used to meet the people's demands at the end of a quarter year and during final scoring for one bonus tile.



Wild construction tile: This tile can substitute for any construction tile needed to complete a set during final scoring.



Wild extra action tile: This tile can substitute for any extra action tile. Once used, it is removed from the game.

The extra action tiles



After you perform an action, you may repeat the same action by spending an extra action tile showing the same action icon, removing the extra action tile from the game.

If you have a [+2] marker assigned to this action, you may repeat the same action a third time. Used [+2] markers remain on their assigned space.

You may only spend one extra action tile per turn.

Note: During a construction action, if you take the first construction tile of a type and gain the extra action, you can even use an extra action tile to perform this extra action again.



The Trajan tiles

When you complete one of the following Trajan tiles, you score the victory points shown, perform the special action shown, and then remove the Trajan tile from the game:



Draw 2 commodity cards from the deck.



No special action. Gain 9 VP.



Take 1 or 2 (as shown) of your player tokens from your player mat and place them in the worker camp.



Once placed in the worker camp, this player token is a worker for the rest of the game.

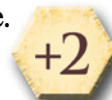


Take 1 or 2 (as shown) of your player tokens from your player mat and place them in the military camp.

Once placed in the military camp, this player token is a legionnaire for the rest of the game.



Gain a [+2] marker and assign it to one of the 6 spaces for extra action tiles, covering the "+1" on the space.



From now on, when you discard an extra action tile of this type, you may perform this extra action twice (see above).



These Trajan tiles meet the matching people's demand (food, games, or religion) at the end of each quarter year. They are not removed from the game when completed or used.



SUMMARY OF THE GAME

Game sequence

The game lasts for 4 quarters of a year.

1 quarter year = 4 rounds

1 round = 1 cycle of time marker around time track

Player turn

1. Move action markers (mandatory)
 - choose source tray
 - take all markers and distribute one by one
 - move time marker
2. Complete Trajan tile (if possible)
 - score victory points
 - special action (optional)
3. Perform one action* (optional)
(* plus possibly extra action)
 - one of 6 actions, depending on the target tray
 - seaport - forum
 - Trajan - senate
 - construction** - military

(** extra action possible)

End of a round

The time marker reaches or crosses start space.

- If not 4th round of quarter, reveal demand tile
- If 4th round of quarter, end the quarter year

End of a quarter year

- meet people's demands (possible loss of victory points)
- elect consul and vice consul (gain bonus tiles)
- remove tiles and
- refill tiles of
 - provinces
 - forum
 - senate
- flip gray ship tiles
- remove quarter year tile

End of the game

Final scoring after 4th quarter.

Score victory points for each:

- commodity card in hand (1 VP)
- worker in worker camp (1 VP)
- legionnaire in military camp (1 VP)
- Trajan tile on action circle (1 VP)
- set of 3 same construction tiles (10 VP)
- set of 4 same construction tiles (20 VP)
- bonus tile (VP as shown)

CREDITS



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