

Rome

Long ago, two sons were raised by a mother wolf. Those sons grew strong, and created one of the greatest of all civilizations... Rome!

The capital city, Rome, is open to all people, but to truly profit, you will need to become a Citizen. When in Rome, do as the Romans do! Visit the great Baths, debate in the Senate, fight for fame and power in the Colosseum, bet on the chariots at Circus Maximus, pay tribute to the gods at the Pantheon, or join the Roman Legions! Some lucky few may even make their way to more heavenly realms.

A world of adventure awaits you - the riches are great, as are the dangers. Watch your step for the gods are always watching. Whether you gain reputation as a Senator, glory as a Tribune, or control the fates as the Pontifex, the ultimate quest is to rule Rome itself, as the masses shout "Ave, Caesar!"

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You may enter Rome by encountering a Roman Road card, or landing on a Road to Rome card in play. Citizens may immediately move into the city while non-citizens must wait until the beginning of their next turn to move to the gates.

Movement in Rome is the same as most regions. Players may move clockwise or counterclockwise on one die roll but not a mixture of the two. Pack Animals and Pulled Objects are allowed in Rome but movement bonuses may not be used.

A player does not have to roll exact number to end their turn in one of the center locations. If a player chooses to go into the holding area they may not choose to exit by any means other than fighting in the Coliseum.

There are many 2nd level characters in Rome. Most are used in the traditional way except for the Legionnaire. This character is a limited position and there are two available. By completing the Legionnaire's mission printed on his card you can have the opportunity for advancement in position or advancement in skills.

Gladiator and Legionnaire Objects are only available through the Colosseum (Gladiator) or the Camp (Legionnaire). There are a few cards that may allow for these Objects to be obtained through other means, but no one may elect or choose them from the Purchase deck unless instructed to do so. These Objects are unavailable to the general populace.

Citizenship helps movement to and from the city, allows for certain objects and favors to be gained, and helps in your influence throughout the land. There are many ways to obtain citizenship inside of Rome but none in the common land.

Favors are a sign of how the gods of Olympus have taken to you. The more favors you have the more staying power you have throughout the land. Favors have two uses. You may at any time discard a favor to add or subtract 1 from any of your die rolls. Only one favor may be used at a time in this way. A player may use 1 to add to their movement and then in the same turn use a favor to add 1 to their combat score, but they may not use two favors for the movement or combat at one time. The favors may also be used to earn your way to Olympus to visit the gods. The ultimate god, Jupiter, will put adventurers to the tests of Hercules. If this should happen, favors are needed to succeed so players should stock up if they want to achieve this goal.

Whenever a player is sent to Olympus they first arrive at the great gates and must call for the gods. Roll 1 die to see which responds to you. You may add one to this roll for every Favor you possess without discarding them.

- 1: Mercury
- 2: Venus
- 3: Mars
- 4: Neptune
- 5: Pluto
- 6: Jupiter

All quests are outlined under that god. If you succeed or fail you first are transported back to the god that sent you on your quest (or you stay there in some cases) and then the god sends you to a place specified or the Parthenon if not.

Jupiter does not send you on a quest as the others. Instead he asks that you prove your worthiness in comparison to his favorite son, Hercules. Depending on how many tasks you complete, Jupiter may send you to some favorable places.

All quests of Hercules are completed in a single turn. Multiple Combats are resolved immediately. Other players are encouraged to cheer for the hero (or jeer if they are of different alignment).

Hercules Deck: Shuffle the cards and deal one to yourself. Face the card as though you just encountered it. If you are not successful, take any penalty the card prescribes. You are then done with the deck. Return to the space you were on (if you were on Jupiter's space he sends you to the Parthenon). Your turn is over. If you are successful, however, you take any rewards that you are allowed and may now choose to face another task. Although you face the tasks at random, they are designed to be progressively harder in number order. The player must decide based on the numbers already drawn whether it is possible to survive another task. Not only are the tasks harder the higher the task number, but the penalties for losing are progressively foul as well. Choose wisely.

There are currently only two ways of meeting the tasks of Hercules, through King Minos or through Jupiter on Mount Olympus. Great riches await any man who dares face the path of Hercules.

The gods of Olympus each have three glorious treasures they will award players that visit them. The treasures are themed to the gods they belong to: Mercury = Movement; Venus = Followers/Leadership; Mars = Physical Combat; Neptune = Water Movement/Craft;

Pluto = Life; Jupiter = Talisman and potential movement to the inner region. When awarded a gift of the gods without it referencing a specific god, shuffle the GotG deck and randomly deal out one gift. If it says a specific name then turn over the top card of the deck until the first gift appears that matches that god's name. If you are awarded a gift of the gods from a specific god and all three have been taken you miss out on the gift but are awarded 3 favors instead.

The rules for obtaining 2nd level characters, gifts of the gods, fighting in the arena or gambling at the circus are all written on the board or cards.