

GLORIA MUNDI

Rule Summary

Game Overview

In Gloria Mundi, each player takes the role of a Roman statesman, who is attempting to escape from Rome to Africa in the wake of an approaching Goth army. Players acquire resources & use them to either build building that will help them in their flight or offer them in tribute to the approaching Goth army to delay its march. The first player to get to Carthage in Africa or to be the closest to it when the game ends, wins.

Set Up

Game Board

- Place the game board on the table.
- Put the production counters on their marked spaces.
- Shuffle the building cards (axe on back) & put them face down on the supply space next to the Forum.
- Put the Goth token on his starting space at the top of the board.

Players

- Each player,
 - chooses a Roman token & takes the associated screen.
 - the player tokens are placed on the Rome space in the middle of the board.
 - the screen is set up in front of the player.
 - takes 1 food counter (green), 1 gold counter (gold) & 1 peace counter (white) & places them behind their screen.
 - receives production cards according to the number of players. (Unused cards are removed from the game).

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

- places one of each type of production card face up in the play area in front of their screen.
- The starting player is chosen at random & players take turns in a clockwise direction.

Game Flow

The player whose turn it is, is referred to as the active player. Each player's turn consists of five phases.

- Add a new building card to the Forum
 - Phase is compulsory & is played by the active player.
 - A new building card is drawn from the building deck & placed face up on the +5 space of the Forum.
 - If required, buildings already in the Forum are demoted one space to make way for the new building.
 - If a building is demoted from the 0 space, it is placed on the discard pile next to the building supply deck.
- Play a production card
 - Phase is compulsory & is played by the active player.
 - The active player plays a production card from his hand into the play area in front of his screen.
 - This determines the round type (i.e. which product & building types are activated during this turn).
- All players activate their cards
 - Phase is compulsory & is played by all players, starting with the active player.
 - Players activate all of their cards of the currently active production type (assigned in phase 2) & earn 1 production counter for each card.
 - If buildings have been built on any of the currently active production cards, players can choose to activate the building's special powers instead of receiving a production counter.
 - If players have more than one building, they can decide which order the buildings are activated.

Game Flow (cont)

- Buy a building card
 - Phase is optional & is played by the active player.
 - Each building's cost is shown in the upper right hand corner of the building card.
 - The plus value associated with the building's position in the Forum (e.g. +5), indicates an additional number of counters, of any type, that must be paid for the building.
 - The glory counters (purple) are wild.
 - A building can only be purchased if a player has a production card, of the appropriate type, that has not yet been built on.
- Pay tribute to the Goth
 - Phase is optional & is played by the active player.
 - Each of the spaces that the Goth travels on his way to Rome has an icon or icons that indicate the type of production counters that must be paid in tribute in order to delay the Goth's movement.
 - If the active player pays the tribute,
 - the Goth doesn't move.
 - the required production counter(s) are placed on the first empty space in front of the Goth. If subsequent players also pay their tribute, a line of tributes from the Goth, towards Rome, is created.
 - the glory counters (purple) are wild.
 - When a tribute isn't paid,
 - if tributes have been previously paid,
 - the Goth token is moved to the position of the last paid tribute.
 - starting with the active player, players take turns discarding one of their production cards for each of the production counters along the Goth track.
 - as each production counter is "paid for", the counter is set aside into a pile.
 - if glory tokens were used, they must be paid for with production cards of the type that they were substituted for.
 - if tribute has not been previously paid,
 - the Goth token is moved one step forward.
 - starting with the active player, players take turns discarding one of their production cards for each of the icons on the space the Goth has moved to.
 - the active player's turn ends.
 - if a production card has a building card on it, the building card is also discarded.
 - if a player doesn't have a card that matches any of the remaining counters, his turn is skipped.
 - Once all tribute counters have been "paid for", or no one has cards available that match the remaining counters,
 - any remaining counters are moved to the pile.
 - players, starting with the active player, take turns drawing production counters from the pile & adding them to their collection behind their screen.

End of Game

The game ends when either,

- a player reaches Carthage.
- the Goth arrives at Rome.
- a player has played all his production cards.
- there are no new building cards available in phase 1.

The first player to reach Carthage or the closest player to Carthage at the end of the game, wins.

GLORIA MUNDI

Building Cards

Card Overview

- Each building card has the following details.

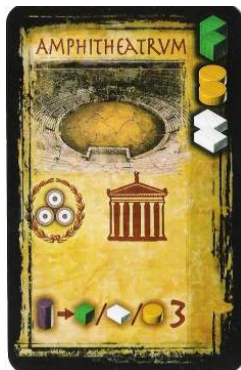
Building Name →

Picture →

Steps to Africa →

Taken when the building is first purchased.

Special Ability →



← **Cost**

← **Building type**

The building can only be built on production cards of this type.

- The cards are purchased during phase 4 (Buy a Building Card) & can be activated during phase 3 (Activate Cards).

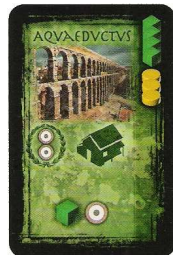
Card Types

There are three primary building card types.



City Buildings

Can only be built on gold production cards



Farm Buildings

Can only be built on farm production cards



Peace Buildings

Can only be built on peace production cards

Special Abilities

Spend A to Produce B (A → B)

- Spend the resource/object on the left hand side of the arrow to earn the resource/object(s) on the right.

- e.g.

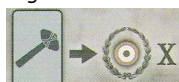


Spend 1 glory production counter to earn 3 of any other production counters.

The action can only happen once unless the action is followed by an "X", in which case, the action can occur as many times as the player can pay for.

- Building cards can also be discarded to earn resources/objects.

- e.g.



Discard any one other building card & the player moves their Roman token the number of steps shown on the discarded card, towards Africa.

- e.g.



Discard any one other building card & the player receives production counters equal to the cost of the discarded card.

Special Abilities (cont)

Produce B

- When activated, the building produces the resources shown.

- e.g.



The player earns 1 farm counter & takes 1 step to Africa.

Have A to Collect B (A = B)

- When activated, the player collects the resource/object shown on the right of the "=" character for each of the resource/object shown on the left that they have.

- e.g.



The player earns 1 farm production counter for every farm production card they have in their playing area.

Satisfy A to Earn B (A : B)

- There are two different types of these cards – those with card types on the left of the ":" & those with a Goth on the left of the ":".

- Card Types**

e.g.



- if activated, all production cards of the type shown on the left of the ":", excluding the one on which the activated building resides, generate the resource shown on the right of the ":".
- this is in place of any other building actions or resource production.

- Goth**

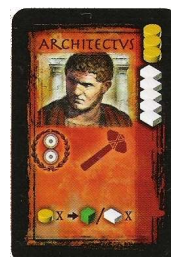
e.g.



- if activated, the player moves his Roman token 2 spaces towards Africa if the Goth is currently standing on a space that requires a production token of the type shown on the left of the ":" as part of its tribute.

Red Cards

Red building cards differ from other building cards in that they are activated in phases other than phase 3 (Activate Cards) & they, therefore don't impact the card's production when activated in phase 3.



- Played during phase 4 (Buy a Building Card).
- Placed on a production card of any type.
- Converts the left hand counter to the right hand counters during building.



- Played during phase 5 (Pay Tribute to the Goth).
- Placed on a production card of the type shown.
- Discarded in place of the production card it is placed upon when the Goth moves.

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Examples

Building Cards

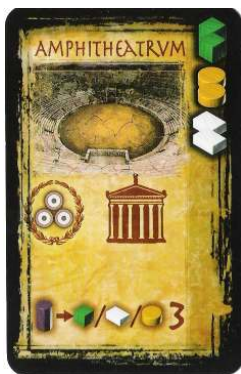
- Phase 1 - Add a new building card to the Forum
 - The Forum has building cards in all Forum spaces except the +3 space.

+5	+4	+3	+2	+1	0
BC	BC		BC	BC	BC

- Player 1 is the active player. He draws the top most building card & has to place it in the +5 space.
- Cards already in the Forum are demoted to make space for the new building.

+5	+4	+3	+2	+1	0
	BC	BC	BC	BC	BC

- Player 1 places the newly drawn building in the +5 space of the Forum.
- Phase 4 - Buy a building card
 - Player 1 wants to purchase the Amphitheatre, which is currently on the +4 Forum space.



Type:City

Cost:.....2 farm
2 gold
2 peace

Steps:...3

Ability: .Convert 1 glory counter to 3 of any other counters.

- He has,
 - 5 farm counters
 - 6 gold counters
 - 1 peace counter
 - 3 glory counters
- To buy the building, he pays 2 farm counters, 2 gold counters, 1 peace counter & 1 glory counter (wild) for the building & 4 of his remaining counters, of any type, for its +4 position in the Forum.
- Once purchased, the building card is placed on one of player 1's gold production cards that does not currently have a building on it already.
- Player 1 moves his Roman token 3 spaces towards Carthage.
- Phase 2 - Play a production card
 - Player 2 is the active player. He plays a gold production card from his hand into the play area in front of his screen.
 - Gold is the production type for this turn.
- Phase 3 - All players activate their cards
 - All players activates their gold production cards & earns 1 gold counter for each.
 - Player 1 activates his Amphitheatre building. Instead of receiving 1 gold counter, he uses the Amphitheatre's special ability to convert 1 glory counter into 3 counters of any type (excluding glory counters).
 - Player 2 has the Emporium (converts 2 farm counters into 5 gold counters) & the Castellium (converts 2 gold counters into 5 peace counters). Activating his buildings in this order means that he will end up with 3 gold counters & 5 peace counters for his initial investment of 2 farm counters.

Goth Movement

- The Goth army is in its starting position.

(G)-()-()-()-()-()-()----> Rome
- Player 1 is the active player. He puts a tribute in front of the Goth & the Goth doesn't move.

(G)-(T)-()-()-()-()-()----> Rome
- Players 2-4 take turns being the active player. Each puts a tribute in front of the Goth & the Goth doesn't move.

(G)-(T)-(T)-(T)-(T)-()-()----> Rome
- Player 5 is the active player. He doesn't pay a tribute to the Goth. The Goth moves to the last space on to which a tribute was played.

()-()-()-()-(G)-()-()----> Rome

 - All players, starting with the active player, take alternate turns to discard one of their production cards for each of the production counters in the pile of tributes that had been paid. As each production counter is "paid for", the counter is set aside into a pile.
 - If players have to discard production cards that have buildings on them, the building cards are placed on the discard pile next to the building supply deck.
 - Once all tribute counters have been "paid for", or no one has cards available that match the remaining counters, any remaining counters are moved to the pile.
 - Then players, starting with the active player, take turns drawing production counters from the pile & adding then to their personal stash behind their screen.
- Player 6, as the active player, doesn't pay the tribute, the Goth moves ahead one space.

()-()-()-()-()-(G)-()----> Rome

 - Each player, starting with the active player, discards a production card matching one of the icons of the space that the Goth has moved to. This continues until a production card for each icon has been discarded.