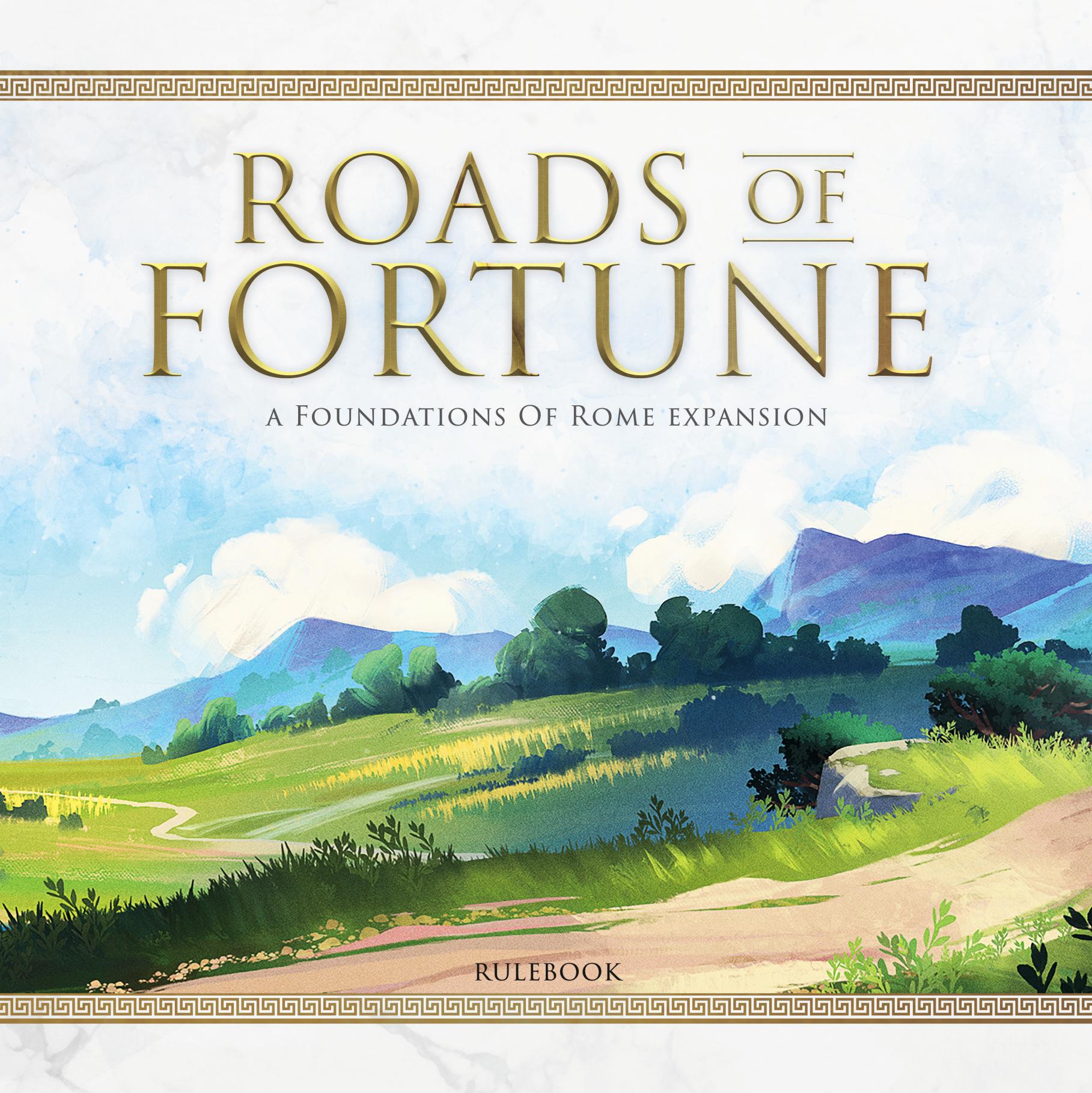


ROADS OF FORTUNE

A FOUNDATIONS OF ROME EXPANSION



RULEBOOK

Welcome back to Rome!

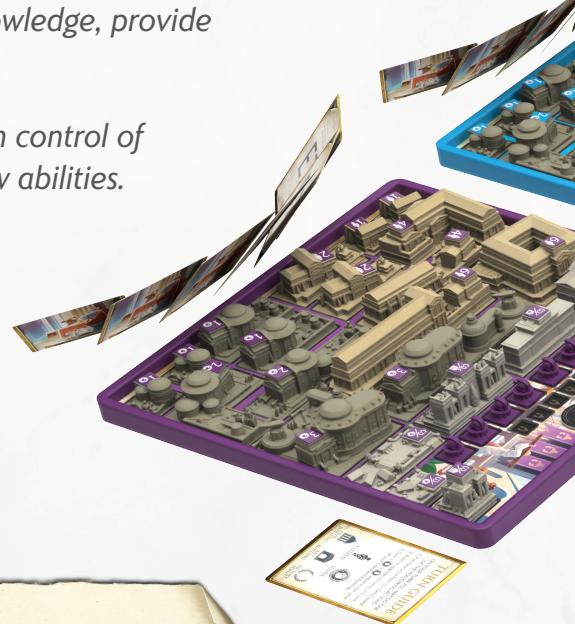
I am Aurelia, Welcome back to Rome! Neighboring cities are starting to trade with Rome and you are tasked with making sure Rome's best interests are served!

As Rome expands, so too must your ambitions as one of the great city's prolific architects!

Vie for control of the city's borders and reap the rewards as travelers from nearby cities and villages pass through your gates. They are eager to impart their knowledge, provide services, and even settle in Rome.

In this expansion, players will seek to gain control of the city's borders to unlock powerful new abilities.

As the capstone expansion to the Foundations of Rome experience, Roads of Fortune is compatible with any existing modules, including the Gardens of Ceres solo challenge.



COMPONENTS

- A) 8 Road Boards
- B) 10 Milestone Markers (2 / player)
- C) 11 Population Tokens
- D) 10 Favor Tokens
- E) 19 Alternate Monument Cards
- F) 5 Monument Reference Cards
- G) 4 Ceres Road Boards
- H) 1 Monument Tray Sticker Sheet

SETUP

- 1 Setup the game as usual including any modules you wish to use. After dealing out starting lot cards to players, if a player received an EDGE LOT CARD return and replace this card with a new one until you get a non-EDGE card, shuffling the Edge Card(s) back into the Deed Deck. Once complete setup the Era Decks as per usual.
- 2 Collect the new Road Boards, removing any that apply to modules not in use.
- 3 Either select 4 boards along with the face you wish to use or shuffle and randomly choose.
- 4 Place 1 board on each of the borders of the game board. There will be 4 cardinal directions - North, East, South, West.
- 5 Give each player the 2 Milestone Markers in their color.



GAMEPLAY OVERVIEW

Play as normal with the following exception during the Era Scoring:

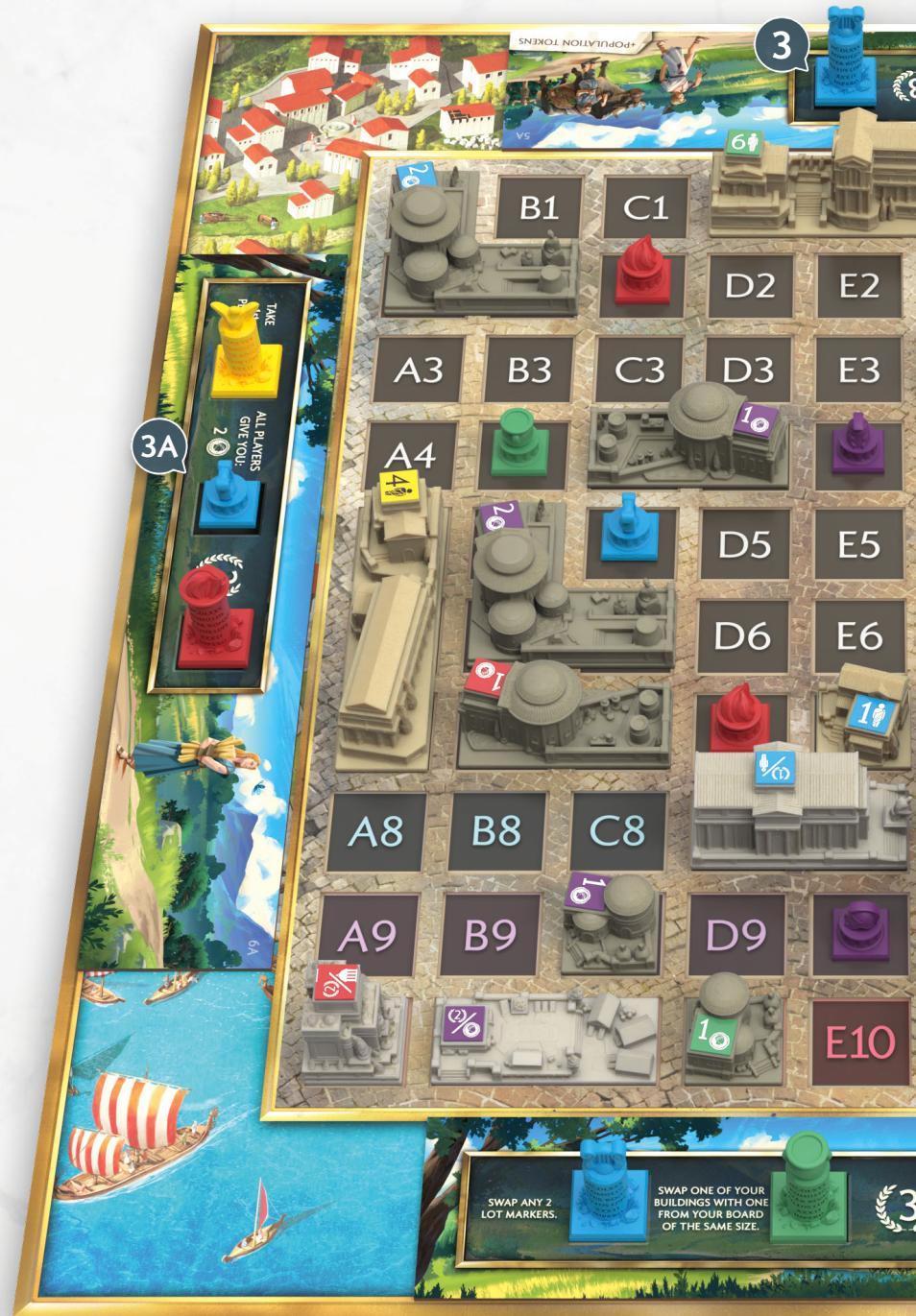
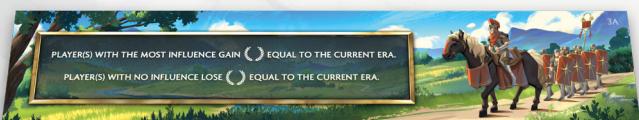
- 1 Resolve each Road Board, starting with the Road Board to the North (top of the game board) and continuing clockwise (N,E,S,W), .
- 2 Each player will calculate their influence for each board.
- 3 For Road Boards with Milestone slots, the player with the highest influence will pick first, placing their Milestone Marker, and continuing in order of Influence.



A If a player has already placed both of their Milestone Markers they may use a Lot Marker, provided they have one available, instead. This will reduce the number of Lot Markers they have in the next era. A Player may pass placing a marker if they wish.



- 4 For Roads Boards without Milestone slots, resolve the effects written on the board. Players do not use a Milestone Marker for these boards.





DETERMINING INFLUENCE

When resolving each Road Board players must first determine their influence on that edge of the board.

- 1 Each player counts the total size of all of their buildings that are on the edge of the board. This is their total influence for this edge.

A A building does not need to be entirely on the edge of the board. Only 1 lot of the building must be present on the edge to count the entire building towards the player's influence.

B Unbuilt lots do not count towards influence.

Note: Corner Lots count for influence on 2 sides!

- 2 In the event of a tie:

A The player with earliest LETTER lot on the edge breaks the tie.

IF STILL TIED

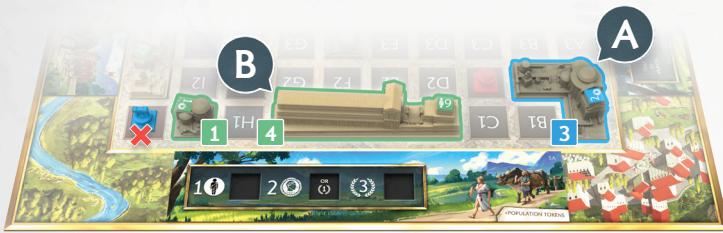
B The player with the lowest NUMBER lot on the edge breaks the tie.

GAMEPLAY EXAMPLE

Before proceeding with Era Scoring players evaluate each of the Road Boards starting from the North side and proceeding clockwise.

NORTH ROAD BOARD

At the start of the first era scoring, when checking for influence on the North Road Board, two of the five players have buildings on the edge: **Blue** and **Green**. Each of them counts up their total influence on this edge.



A **Blue** only has 1 building, the Artisan Forum, on the edge that occupies 3 lots. The Ownership Marker they have does not count since they have not yet built there. This gives **Blue** 3 points of influence on this edge. **B** **Green** has 2 buildings on the edge, the Grand Insula occupies 4 lots, and the Bakery occupies 1 lot. This gives them 5 points of influence on this edge.



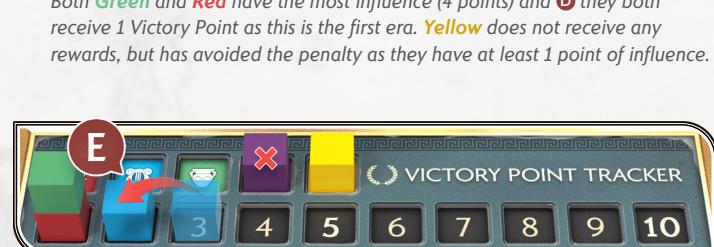
Blue selects second and also chooses to place one of their Milestone Markers on the Road Board. They place it in the 3 VP spot and **F** **Blue** increase their position on the Score Track to reflect this. No other player gets to select a spot on this road board this era and the players move to the next one on the East side.

EAST ROAD BOARD

On the East side edge, the **Yellow**, **Green** and **Red** players currently have buildings present. This road board however does not require the players to use their Milestone Markers.

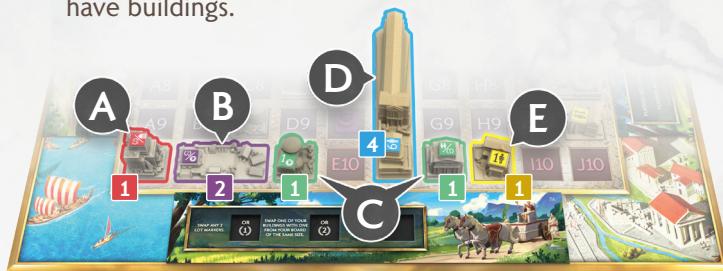


Road boards without Milestone Marker spaces allow for ties. This tile has a tie between **Green** and **Red**. **A** **Green** has 2 buildings on this edge. The Pottery Studio gives them 2 points of influence and the Domus Maximus gives them an additional 2 points for a total of 4 points of influence. **B** **Red** has 1 building, the Foundry, which gives them 4 points of influence. **C** **Yellow** has 1 building, a Domus, and gets 1 point of influence. **Blue**'s Ownership marker does not count.



SOUTH ROAD BOARD

On the South side edge all five players currently have buildings.



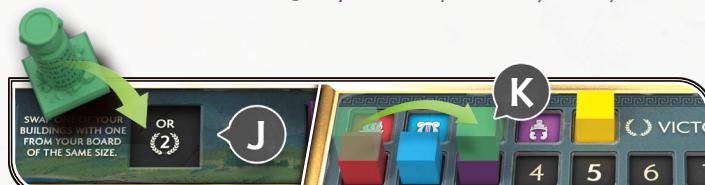
A Red has 1 building, the Garden, for an influence of 1. **B** Purple has 1 building, the Marketplace, which gives them 2 points of influence. **C** Green has 2 buildings. The Library gives them 1 point and the Bakery gives them 1 point. This them 2 points of influence. **D** Blue has 1 building, the Foundry which gives them 4 points of influence. **E** Yellow has 1 building, the Insula, which gives them 1 points of influence.



F Blue with 4 influence selects first and chooses the space allowing them to swap 2 Lot Markers on the board. **G** They swap one of their lots with a lot owned by the Red player.



Purple and Green are both tied for influence, but as Purple has a building on an earlier letter they break the tie. (Yellow has B10 and Green's first lot is D10) **H** Purple chooses the 3 Victory Point spot on the board, placing their Milestone Marker on it. **I** Purple moves up the victory track by 3.



Green only has one space left to place on if they wish and they place their Milestone Marker on this space. **J** Instead of taking the printed power they elect to take "OR 2 VP" option printed inside the square and **K** move up spaces on the Score Tracker

Red and Yellow do not get to choose to place on this Road Board since the other three players chose to do so.

WEST ROAD BOARD

On the West side edge 3 players have buildings.

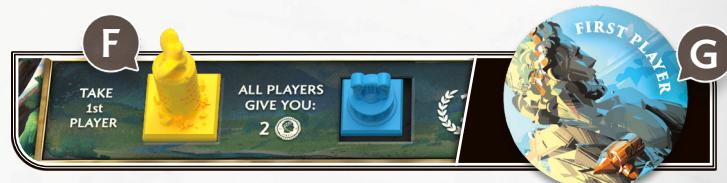


A Red has 1 building which the same Garden from the South side as it has been built in the corner lot. This gives them 1 point of influence. **B** Blue has 1 building which also is in a corner space (and previously counted on the North Road Board). This Artisan Forum gives them 3 points of influence. **C** Yellow has 1 building on this edge. Their Insula gives them 3 points of influence.

Blue and Yellow are both tied on this edge with 3 influence. Blue breaks this tie as they have lowest numbered lot (A1).



Blue has the first choice, but does not have any Milestone Markers. **D** They decide to use a Lot Marker to place on the Road Board. This Lot Marker will be unavailable for them during the next era. They place this Lot Marker on the middle space and **E** collect 2 Coins from every other player.



F Yellow then places one of their Milestone Markers on the first space, **G** taking the First Player Marker in front of them.



H Finally Red places their Milestone Marker on the 3 Victory Point space and **I** moves up on the Score Track.

ALTERNATE MONUMENTS



Included in Roads of Fortune is a set of 19 Alternate Monument Cards.

These cards may replace any of the cards in the original game or may be mixed and matched. These new Monument Cards offer new requirements for the existing Monuments while maintaining compatibility.



POPULATION TOKENS

Roads of Fortune includes new Population Tokens to be used with some Road Boards.

These are double-sided showing 1 Population on one side and 2 Population on the opposite side. When gaining a Population Token reward , players take these from the supply, setting them to proper side for their reward value, and place them next to their player boards. These are permanent bonuses that increase your position on the Population Track. The supply is not considered to be limited and if you ever run out of tokens you may use any other method to track your Population bonuses.

Note: When playing with the Trading module players may include these tokens as part of any trade.



Tiles 1A, 2A, 5A Use Population Tokens.

ALTERNATE REWARDS

Some reward spaces on Road Boards have an alternate reward option. When placing a Milestone (or Lot) marker on one of these spaces, a player may choose to take the inside reward instead of the primary effect. You may choose to do this even if you cannot use the primary effect as a way to block other players from choosing that effect!



GARDEN OF CERES SETUP

Included in Roads of Fortune is a set of 4 Road Boards specifically for use with the solo expansion “Gardens of Ceres” and offer a new challenge against Ceres and her followers.

To use these new boards follow setup as normal setting aside the Edge Lot cards before dealing out starting Deed Cards. Shuffle these back in before setting up the Era Decks. Select 4 sides of the Road Boards to use in your game and place 1 on each side of the game board. Ceres does not use Milestone Markers. You will only need Milestone Markers if playing using Road Board 2B.



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CREDITS

Foundations of Rome designed by Emerson Matsuuchi

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