GLORIA MVNDI

English Language Edition
Playtest Rules 11/9/21, version 6.0.3b

A board game for 2-6 players
By James Ernest and Mike Selinker

Background: You are a Roman aristocrat during the fall of Rome. Your goal is to score as many points as you can, running away the capital while barbarians invade from the North. You will deploy your farms, cities, and legions, improving on them as opportunity allows, and losing them to chaos when the time comes. As the saying goes, *Sic Transit Gloria Mundi* ("So passes the glory of the world").

Game Components:

- Land cards: 30 x Farm, 20 x City, and 20 x Legion
- Building cards: Deck of 54
- Resource tokens: 60 each of Food, Gold, and War
- 20 Glory Tokens
- Game Board
- Player pawns in 6 colors, and one more for the Visigoth

Setup:

Divide the land cards evenly, as shown below. If there are remainders, they are not used. For example, if there are four players, each player starts with seven Farms, five Cities, and five Legions.

Players	2	3	4	5	6
Farms	10	7	5	4	4
Cities	8	5	4	3	3
Legions	8	5	4	3	3

Choose a random player to go first. Play will proceed to the left. Put the player pawns in Rome. The board is a scoring track, with the Rome space indicating a score of zero.

Shuffle the building deck and place it face down alongside the board, leaving room for six face-up cards beside it. This row of cards is the "Forum." Reveal one card to start the Forum.

Place the Visigoth pawn on its starting space, at the other end of the track, and then advance it to the first path space corresponding to the land type of the first card in the Forum. If this card is an "any" type card, the Visigoth starts in the very first space.

Players start with one of each land type face up on the table, and the rest in their hand. Players also start with one of each resource: Food, Gold, and War.

Optional Balancing Rule: *In addition to one of each resource, each player starts with an extra resource (of their choice) for every player who goes before them. (Try this either way; we are still deciding.)*

Turns:

Summary: On each turn, start by advancing the Forum by one card. The active player must then play a land card from their hand. This card activates all land cards of that type (for all players). Next, the active player may buy one card from the Forum. Finally, the Visigoth will try to move towards Rome, destroying land cards as he goes, or the active player can bribe the Visigoth to stay in place.

Step 1, Advance the Forum: To begin every turn, add one building card to the Forum. This includes the first turn of the game, so the first player will have two cards to choose from. If this new card gives the Forum more than six cards, discard the oldest card. If the building deck is exhausted by this draw, then this will be the last turn of the game.

Corner Icons: Every card has an icon in the upper right corner. This icon has a game effect when that card is added to the Forum.

- **Resource Icon:** When one of these cards is revealed, add a resource of the corresponding type to every older card in the Forum.
    - The tokens represent a discount in price.
    - A price can't be discounted below zero, so if there are already enough tokens, or if the card has no cost in that color, do not add a token to that card.
    - Cards do not add tokens to themselves, only the older cards.
- **Glory Icon:** If the icon is Glory, add one Glory token to every older card that doesn't already have one. A card can never have more than one Glory token.
- **Move Goth Icon:** When a new card with one of these icons is revealed, the Visigoth takes *one step forward on the track*.
    - If there are resources on the track, the start and end points of the line move as well:
        - The token on the Visigoth's new space is removed to the bank; and
        - The next empty space on the track is filled from the bank.
    - **Exception:** If the Visigoth is about to *step into Rome*, or if moving the line of tokens would require placing tokens into Rome (see above), then ignore the move icon.

Step 2, Play a Land: Next, you must play one land card from your hand: either a Farm, City, or Legion. Declare aloud what kind of card this is, because all land cards of that type now activate, for all players. Declare that this is a "farm turn," "city turn," or "legion turn."

If you cannot play a land card because your hand is empty, the game is over.

Activating Land Cards: Land cards produce resources when activated. Farms produce one food, Cities produce one gold, and Legions produce one war.

If a land card has a building attached, then you may *either* produce the card's resource, *or* you may do what the building says. These buildings effects will begin with "X Turn:…"

If you have several buildings, you may activate them in any order, for example so that you can use the production from one card to pay a cost on another.

Exception: Colorless building cards do not activate in this step, because their effects happen at other times. In the case of these cards, you will always produce the basic resource from the land beneath.

Step 3, Buy a Card: You may now buy one building card from the Forum. Pay the card's cost to the bank, and attach the card to a matching land card. Each land card can hold one building.

Colored cards must be built on the corresponding color of land. Colorless Cards can be built on anything.

You can't buy a building unless you have somewhere to attach it, and you can't discard an older building to make room for a new one.

If you buy a card with resource tokens on it, those tokens represent a discount to its price. Subtract those amounts from the cost, and then return those tokens to the bank.

Scoring: The road to Rome is a scoring track, and every card is worth points. When you buy a building card, or score points in any other way, move your pawn along the track away from Rome, by that number of spaces. If you lose a building card, you *do not* lose the points.

If you pass the Visigoth on the road, say hello.

If a player reaches the Visigoth's starting space, the game is over.

Step 4: Deal with the Visigoth. At the end of every turn, the Visigoth tries to move towards Rome. When he moves, he destroys land cards. You have the option to bribe him, to keep him in place.

To bribe the Visigoth, place resource chips on the next empty board space, matching the resource type(s) marked on that space. For example, if the next empty space has a Farm and a City, you must place one Food *and* one Gold. This tribute will prevent the Visigoth from taking his move.

Moving the Visigoth: If you do not bribe the Visigoth, he moves towards Rome. Without a bribe in front of him, he takes one step forward. If there are bribes on the board, the Visigoth moves *to the end of the line of tokens* (but not to the next empty space).

After he moves, the Visigoth *destroys players' land cards*, as follows.

- The destruction starts with the active player, and moves in *reverse turn order*, to the right around the table.
- No matter how far the Visigoth moves, he will destroy lands as represented on spaces along his move. For example, if he runs over spaces 27, 26, and 25, he will destroy two Legions, a City, and a Farm.
- Each player in turn must discard a single land card matching one of the lands that the Visigoth desires. This continues around the table until his demands are met.
- If there is a building card attached to the destroyed land, it is also discarded.
- If there was tribute in front of the Visigoth, those tokens are given to the players who lose the corresponding land. For example, if the tribute includes a Gold token, and you choose to discard a City, you pick up the Gold token. (Whenever there is tribute, the tokens will exactly match what the Visigoth wants to destroy. This is very handy for keeping track.)

- If a player has no way to sacrifice a land, because they have nothing that matches the remaining demands, the Visigoth skips over that player. If this is true for all players, the rest of the Visigoth's destruction is ignored, and any tokens left on the board return to the bank.
- Players may use Glory, as described below, to preserve their land cards and lose buildings only. Using this ability does satisfy the Visigoth, though it does not count as losing the Land for cards such as the Betrayer of Rome.
- As mentioned above, you do not lose the points from a building card when you lose it.

The destruction proceeds until all of the Visigoth's demand is satisfied, or until there is nothing left for the Visigoth to destroy. If any unclaimed bribe tokens remain on the board, discard them.

Glory: Glory is like a protective shield. It is created when certain cards enter the Forum. It can also be made by some Building cards. Glory sits on Building cards until they are destroyed. A building card cannot have more than one Glory token on it.

If a building has Glory, then when its land card would be destroyed, its owner may keep the land in play, and lose only the Building. This still entitles the owner to take a matching bribe token off the board.

When you produce Glory with a card, you must assign it to a building. Once the token is assigned, it cannot be moved. If you have no place to assign a Glory, then you can't produce it.

If they survive, Glory tokens are worth one point each at the end of the game.

Ending the Game: The game ends immediately if:

- The Visigoth reaches Rome
- A Player reaches the Visigoth's Start Space
- The Building Deck is empty and cannot refill the Forum
- A player's hand is empty and they cannot play a land card.

Scoring: Your score is equal to your position on the scoring track, plus one point for each Glory. If the scores are tied, use resource chips as a tiebreaker: First War, then Gold, and then Food. If these are all tied, then the winner is the player who went earliest in the first round.

Credits: Gloria Mundi was designed by James Ernest and Mike Selinker. The first edition was released by Rio Grande Games in 2006. The cards were in Latin. Since about 2010, James Ernest and the Cheapass / Crab Fragment guinea pigs have been slowly fiddling with it, creating the English Language version you are now playing. This is an early Alpha release of this game, which serves as an entertaining way to pass the time in the 2020 pandemic, and also might get us some feedback to improve the game even more. Reach out to the designers via the Crab Fragment Labs feedback form, at:

https://www.crabfragmentlabs.com/about

Thanks for playing!