BUILDING REFERENCE

PRODUCTION BUILDINGS ⚙

- There are four different types of production buildings, each with a different ability.
- All production buildings cost two bricks to build.
- When you produce, you can use the abilities of each type of production building in your city once.
- The special production building from deck I (the vineyard) has the abilities of both the vegetable farm and the grain farm.

Standard Buildings

Vegetable Farm (3x + 4x starting buildings)

When you produce, take one coin for each vegetable farm in your city. For example, if you have three vegetable farms in your city, you would take three coins when you produce.

Grain Farm (3x)

When you produce, place one brick token on each grain farm in your city that does not already have a brick token on it. There can never be more than one brick token on each grain farm. When you build, you can spend any number of brick tokens from your city to gain one brick per token spent. Return spent brick tokens to the supply. You can use brick tokens during the action phase you placed them, if you produce before you build. Brick tokens remain on grain farms between rounds until they are spent.

Sheep Farm (3x)

When you produce, take one influence token for each sheep farm in your city. For example, if you have three sheep farms in your city, you would take three influence tokens when you produce.

Special Building (Deck I)

Vineyard (1x)

When you produce, take one coin (because it is treated as a vegetable farm) and place one brick token on the vineyard if it does not already have a brick token. The brick token follows the same rules as a token on a grain farm.

RESIDENTIAL BUILDINGS ⌂2   ⌂3   ⌂4

- Each residential building has a value of two, three or four, as shown by the number in the house in the top-right corner of the building.
- Residential buildings cost one, two, or three bricks to build, based on the value of the building.
- Adjacent residential buildings with the same value form a residential area. At the end of the game, you score points for residential areas based on adjacent public buildings (see the rulebook, "Final Scoring", p. 5).
- The special residential buildings from deck I each have a star icon (meaning you will take one influence token when you build them); otherwise, they are identical to standard residential buildings.
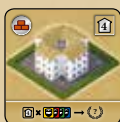
Standard Buildings

2-Value Residential Building
(11x + 4x starting buildings)

3-Value Residential Building (9x)

4-Value Residential Building (4x)

Special Buildings (Deck I)

Luxury 2-Value Residential Building
(1x with 1⭐)

Luxury 3-Value Residential Building
(1x with 1⭐)

Luxury 4-Value Residential Building
(1x with 1⭐)

PUBLIC BUILDINGS

- There are four different types of public buildings (green, red, yellow, and blue), each with a different effect. When you build a public building, you immediately use its effect once.
- All public buildings cost three bricks to build.
- The special public buildings from deck I have improved effects when you build them, but are otherwise identical to standard public buildings.
- At the end of the game, you score points for residential areas based on adjacent public buildings (see the rulebook, "Final Scoring", p. 5).

STANDARD BUILDINGS

Market (3x)

When you build a market, take one coin for each building horizontally or vertically adjacent to that market.

Arena (3x)

When you build an arena, take one influence token for each building horizontally or vertically adjacent to that arena.

School (3x)

When you build a school, choose one deck other than deck I and draw one building from it for each building horizontally or vertically adjacent to that school. Choose one of those buildings to keep in your hand, and put the rest at the bottom of that deck in any order.

Thermal Baths (3x)

When you build a thermal bath, place one point token on that thermal bath for each building horizontally or vertically adjacent to it. During final scoring, when scoring residential areas, each residential area horizontally or vertically adjacent to a thermal bath scores you one additional point for each point token on that thermal bath.

SPECIAL BUILDINGS (DECK I)

Forum Romanum (1x)

Take one additional coin.

Colosseum (1x)

Take one additional influence token.

University (1x)

Draw one additional building from the same deck (you will still keep only one building).

Imperial Thermal Baths (1x)

Place one additional point token on the Imperial thermal baths.

AQUEDUCTS

- You can build only one aqueduct in each row or column of your city. Thus, you can have a maximum of four aqueducts in your city. When you build an aqueduct, you can either build it following the normal building rules, or replace an existing building in your city with the aqueduct. You must still follow the building rules when replacing an existing building. If you replace an existing building, return the replaced building to the box.
- The special aqueduct from deck I has a star icon (meaning you will take one influence token when you build it), but is otherwise identical to standard aqueducts.
- Aqueducts cost one brick to build.
- During final scoring, you score points based on the number of aqueducts in your city, as shown in the table below:

#	0	1	2	3	4
(?)	0	4	12	24	40

STANDARD BUILDINGS

Aqueduct (8x)

SPECIAL BUILDING (DECK I)

Grand Aqueduct (1x with 1 ⭐)

TEMPLES 🏛

- There is only one copy of each temple, and you score points for each temple in a unique way during final scoring. Some temples score points only when a specific condition is met. You score for these temples only once, even if the condition would be fulfilled multiple times.
- Standard temples cost three bricks to build.
- Special temples cost two bricks to build.
- The special temples from deck I have different scoring conditions, as well as between one and three star icons (meaning you will take that many influence tokens when you build them).

Standard Buildings

Temple of Minerva (1x, deck II)
During final scoring, score ten points if there are sixteen buildings in your city.

Temple of Fortuna (1x, deck III)
During final scoring, score fifteen points if you have at least one public building of each color in your city.

Temple of Cupid (1x, deck III)
During final scoring, score ten points if you have at least four 2-value residential buildings in your city.

Temple of Juno (1x, deck IV)
During final scoring, score ten points if you have at least four temples in your city (including the Temple of Juno).

Temple of Saturn (1x, deck IV)
During final scoring, score fifteen points if you have at least four production buildings in your city.

Special Buildings (Deck I)

Temple of Luna (1x with 1⭐)
During final scoring, score one point for every star icon on buildings in your city (including the icon on the Temple of Luna).

Temple of Mars (1x with 3⭐)
During final scoring, score five points if you have at least one 4-value residential building in your city.

Temple of Venus (1x with 1⭐)
During final scoring, score two points for each 2-value residential building in your city.

Temple of Jupiter (1x with 2⭐)
During final scoring, score two points for each temple in your city (including the Temple of Jupiter).

Temple of Mercury (1x with 2⭐)
During final scoring, score one point for every three coins you have (in addition to the points normally scored for coins).

BUILDING CARDS BY DECK

	DECK I	DECK II	DECK III	DECK IV
PRODUCTION BUILDINGS	1x	3x (one of each type)	3x (one of each type)	3x (one of each type)
2-VALUE RESIDENTIAL	1x	5x	3x	3x
3-VALUE RESIDENTIAL	1x	3x	3x	3x
4-VALUE RESIDENTIAL	1x	2x	1x	1x
PUBLIC BUILDINGS	4x (one of each color)	4x (one of each color)	4x (one of each color)	4x (one of each color)
AQUEDUCTS	1x	4x	2x	2x
TEMPLES	5x	1x	2x	2x
	14 Cards	22 Cards	18 Cards	18 Cards

⚜(?)	You
②	24
③	14
④	8
🏰	12
🏛	4
⚜①/●	9
⚜①/2⬡	1
⭐	3
Σ	75

Residential areas with 2-value buildings

You have two residential areas with 2-value buildings: one in the top-left with one building, and one in the middle with three buildings. There is only one public building (red) adjacent to the first area. You score:

2 (TOTAL OF THE BUILDING VALUES) **x 1** (NUMBER OF ADJACENT PUBLIC BUILDINGS WITH DIFFERENT COLORS) = **2 points**

There are four public buildings adjacent to the second area, but only three different colors (two blue, and one each red and yellow). Only one of the blue buildings counts for scoring this area. You choose the blue building with the most point tokens on it. You score:

6 (TOTAL OF THE BUILDING VALUES) **x 3** (NUMBER OF ADJACENT PUBLIC BUILDINGS WITH DIFFERENT COLORS) **+ 4** (NUMBER OF POINT TOKENS) = **22 points**

Residential areas with 3-value buildings

You have one residential area with 3-value buildings. It consists of two residential buildings, with two public buildings (red and blue) adjacent to it. You score:

6 (TOTAL OF THE BUILDING VALUES) **x 2** (NUMBER OF ADJACENT PUBLIC BUILDINGS WITH DIFFERENT COLORS) **+ 2** (NUMBER OF POINT TOKENS) = **14 points**

Residential areas with 4-value buildings

You have one residential area with 4-value buildings. It consists of one residential building, with one public building (blue) adjacent to it. You score:

4 (TOTAL OF THE BUILDING VALUES) **x 1** (NUMBER OF ADJACENT PUBLIC BUILDINGS WITH DIFFERENT COLORS) **+ 4** (NUMBER OF POINT TOKENS) = **8 points**

Aqueducts

You have two aqueducts, and score **12 points** for them.

Temples

You have two temples: the Temple of Fortuna and the Temple of Luna.

The Temple of Fortuna (in the lower-right) would score 15 points if you had at least one public building of each color. However, you have public buildings of only three colors. Thus, you score **0 points** for the Temple of Fortuna.

The Temple of Luna (in the lower-left) scores one point for each star on the buildings in your city. You have four stars on your buildings, including the one on the Temple of Luna itself. Thus, you score **4 points** for the Temple of Luna.

Coins

You have **nine coins**, and score **9 points** for them.

Influence token

You have **three influence tokens**, and score **1 point** for them.

Influence Cards

You have **one influence card with a value of three**, and score **3 points** for it.

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