SETUP

- **Place the Character tiles** (in alphabetical order) and **the Location tiles** (from low to high) in two rows at the centre of the table, taking into account the number of players. Return excess tiles to the box.

- **Each player collects 5 gold coins, picks a colour and assembles his Action card deck** with 2 Revenue cards of his colour, and a set of Action cards mirroring the tiles on the table. Return remaining cards to the box.

- **Remove Location and Character cards** numbered for a higher number of players. *Example: in a 3-player game, remove cards numbered 4+ and 5+.*

From the Location cards, **randomly remove:**

- 3 markets (**?**) in a 2-player game
- 2 markets (**?**) in a 3-player game
- 1 markets (**?**) in a 4-player game

- **Shuffle the Character and Location cards in separate draw piles and place them** to the left of the row under the appropriate tiles.

CONTENTS

- 34 Location cards
- 40 Character cards
- 5x12 Action minicards
- 5 Location tiles
- 5 Character tiles
- 36 gold coins worth 1
- 10 gold coins worth 3
- 1 score pad
- 1 rulebook

- **Place the remaining coins on the side** they make up the Reserve.

CHARACTER

LOCATION

DESCRIPTION OF LOCATION AND CHARACTER CARDS

COST
Amount to pay when acquiring the card.

EFFECT
activated during the game.

NUMBER OF PLAYERS
During setup, remove all cards marked for a higher number of players.

TALENT
Resource-providing cards have a Talent value to break ties during majorities.

RESOURCE
Some cards enable you to control Resources and serve to determine majority and to exploit some Locations. A (?) marks an apprentice who copies the Resource of the Character to which it is attached.

COLOUR
It indicates the family of the card.

BONUS
Victory points at the end of the game.

ROMAN INFLUENCE
Location type.

VICTORY POINTS
You score 2 Victory Points at the end of the game with this card.

B	C	D	E

II	III	IV	V

PLAYERS | 4 PLAYERS | 5 PLAYERS

GOAL OF THE GAME

Emperor Augustus wishes to elevate a citizen of Lutetia to the status of Senator. In order to gain such recognition, you need to become the most influent notable by controlling the most important resources and locations in the city.

HOW TO PLAY

A game of Lutetia lasts several turns. It ends when you cannot renew a Character or Location under a tile that has none.

Each turn, you will attempt to collect Character and Location cards in order to score Victory Points and control Resources.

GAME TURN

A game turn is composed of 5 successive phases:

1. **Cards-for-sale:** add appropriate cards under tiles who have none.
2. **Bids:** each player chooses 2 Action cards from his/her hand and puts them face down on the table.

* Use Action cards A through E to place bids on Characters.

* Use Action cards 1 through 5 to place bids on Locations.

* The two Revenue cards enable you to collect 3 gold coins from the Reserve at the beginning of the Purchase phase.

3. **Bribes:** after all players have placed their bids, those can be improved by offering Bribes. There is no limit to the amount of a Bribe, but keep in mind there is also the cost of the card to pay if you win the bid.

As long as this phase lasts, you can increase your Bribes, but you cannot lower or cancel them.

Move on to the Purchase phase when all players agree to.
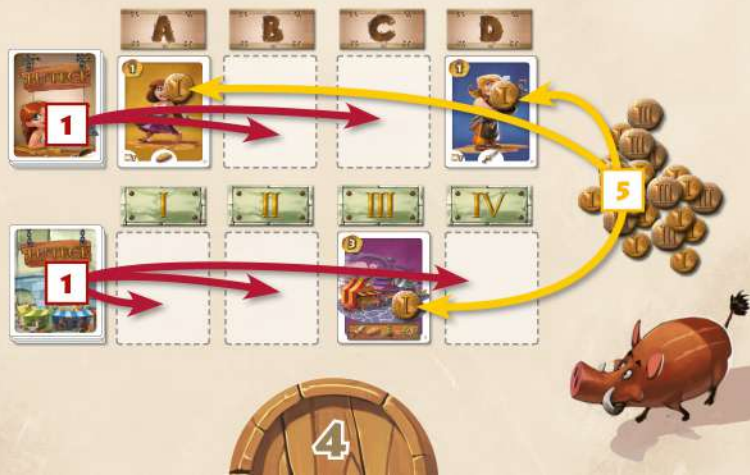
4. Purchase: simultaneously reveal the Action cards.

- any player who played a Revenue card immediately collects 3 gold coins per card. (he still pays any bride he has enventually played on this card to bluff)

- then proceed with card acquisition, starting with Characters in alphabetical order (A through E).

- continue with Locations (1 through 5).

• **if a card has received a single bid,** the bidding player collects the card and pays its printed cost plus any Bribe. The player also collects any valuation coins added to the card on previous turns. These coins are immediately available for use, for instance for a second purchase.

> **Note:** you cannot use coins on a card to pay for its own purchase. You must have enough coins to pay for the card prior to acquiring it.

> **Note:** if a player cannot pay for the card he has acquired, he still pays any Bribe and the card is removed from play.

• **if a card has received several bids, it is contested.** Any Player can at that point remove from play any of their Legionnaires to raise any bribe (even another player's and even if the bribe was previously at 0). The player who placed the highest Bribe wins the card. The other bidding players take their Bribe money back and collect 1 compensation gold coin from the reserve. If no Bribe is higher than the others, all bidding players take their Bribe money back and collect 1 compensation gold coin ; the card is removed from play.

• Put your purchased cards in front of you, stacked by Resource or family. Ensure that Resource values, Bonuses, Victory Points and Talents are visible by all.

• When you **acquire an apprentice,** attach it to one of your Characters. It produces 1 of the same Resource as the Character to which it is attached, but it does not inherit its colour (when calculating Victory Points with Bakery, Herbalist's Shop or Armoury). If you have no Character upon purchasing an Apprentice, attach it later to the first Character you purchase.

Example: the Apprentice produces 1 Potion but does not count for a Victory Point with the Herbalist Shop.

5. Valuation: add 1 gold coin to each card that has not been purchased.

Go through these phases again until an empty draw pile prevents a tile from receiving a new card-for-sale, **in which case score Victory Points.**

SCORING VICTORY POINT

END OF THE GAME

The game ends when a tile can no longer receive a card-for-sale. On the score pad, write down the names of the players then the various Victory Points, type by type.

Whoever scores highest becomes a Roman senator and wins the game.

I. MAJORITY

For each Resource (Beer, Potion, Gladius and Bread), determine who controls the most and who controls the fewest.

In case of a tie for Majority, Majority goes to the player who has the card with the highest Talent.

For minority, all players who have no such Resource have minority. If all players have at least one such Resource, minority goes to the player who has the fewest. In case of a tie, minority goes to the player who has the card with the lowest Talent.

FOR EACH RESOURCE:

• The player who has **Majority scores 10 Victory Points**.

• The player or players who have **minority score 0 Victory Points**.

• **All other players score 4 Victory Points.**

II. PRESTIGE

Score Victory Points of your Roman Influence Locations (🛡️).

• **Laboratory, Forge and Mill:** score **1 Victory Point per appropriate Resource** you control.

• **Herbalist's Shop, Armoury and Bakery:** score **2 Victory Points +1 per card of the same family** (colour) you control (including itself).

III. INFLUENCE

Score Victory Points for your purple cards.

• **Market:** spend the indicated Resources (you have already scored Majority and minority with them) to score **6 Victory Points**. a single market can only be validated once even if you have several times the required Resources.

• **Statue of Augustus:** score **3 Victory Points + 1 Victory Point per Roman Influence Location** you control.

Score Victory Points for your red cards.

• **Legionnaire:** score **2 Victory Points per Legionnaire** you control.

IV. FORTUNE

• **Score 1 Victory Point for every 3 gold coins** you have.

EXPLANATION OF CARD EFFECTS AND BONUSES

EFFECT CARDS

FIELD - FOREST - MINE

When you acquire this card, **immediately collect 1 gold coin per corresponding Resource** you control (including the one on this card).

LEGIONNAIRE

You can remove from play one of your Legionnaires after Action cards have been revealed **to raise a Bribe by 2** (even from 0). You can use several Legionnaires at the same time and even have another player benefit.

TAVERN

Upon acquiring this card, immediately **collect 5 gold coins + 1 coin per Beer** you control.

BONUS CARDS

MILL - LABORATORY - FORGE

Score 1 Victory Point per corresponding Resource you control.

BAKERY - HERBALIST'S SHOP - ARMOURY

Score 2 Victory Points +1 per card of the same family (colour) you control (including this one).

STATUE OF AUGUSTUS

Score 3 Victory Points + 1 Victory Point per Roman Influence Location (🏺) you control.

MARKET

Score 6 Victory Points if you control the required Resources. A single Resource cannot be used for different Markets.

CREDITS

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