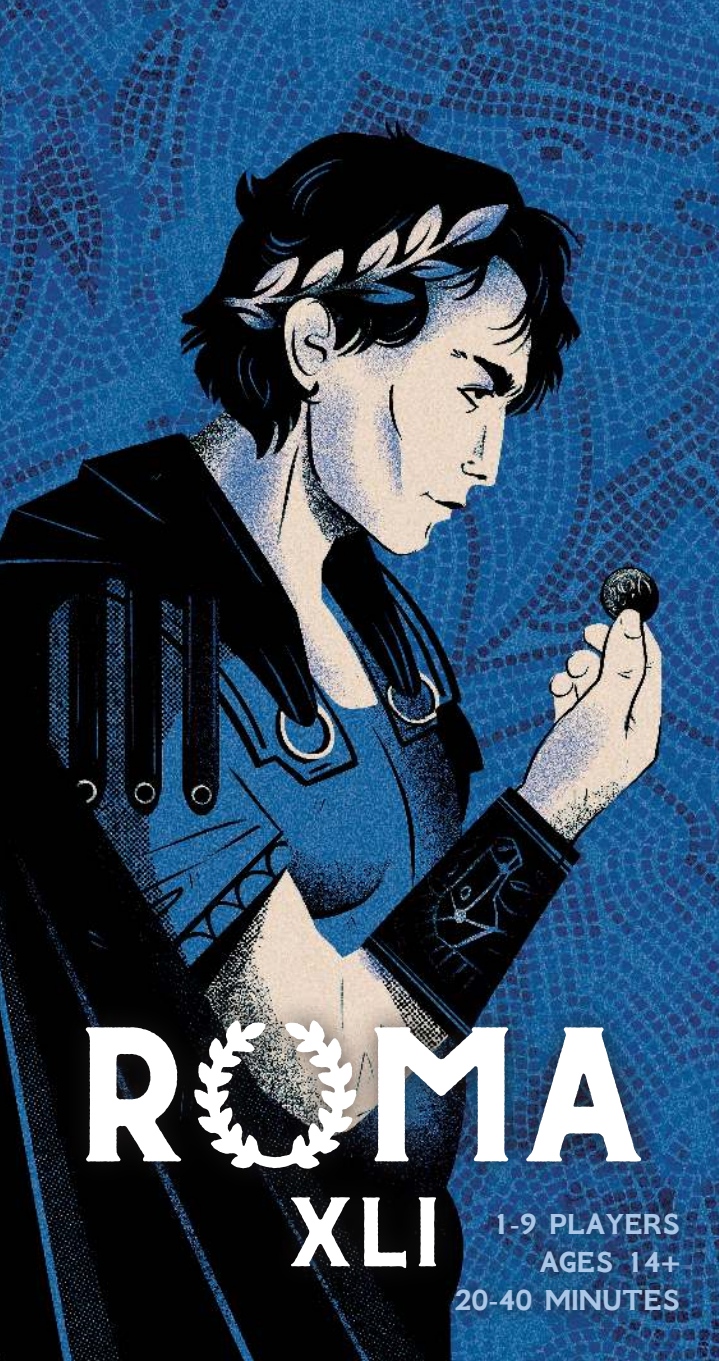


ROMA XLI

1-9 PLAYERS
AGES 14+
20-40 MINUTES

INTRO

Caesar is dead, stabbed on the senate floor. In the years following this power-shifting event, the world wonders, who will lead Rome? You are one of the nine contenders poised to take control as its new ruler. Vote your opponents into exile, build your character's wealth and power, and form (and break) alliances at the opportune moment. The last player remaining on the map wins the game and takes all of Rome.

COMPONENTS

BOARD

EXILE TOKEN

30 COINS

9 CHARACTER CARDS

81 PLAYING CARDS

9 PAWNS

1 DIE

FIRST PLAYER TEMPLE TOKEN

OVERVIEW

Players will take turns, playing one card per turn. Coins can be spent to play additional cards (one extra card per coin spent). Most cards are either played face-down as a vote against someone you would like to exile or face-up as an action.

At the end of each turn the active player rolls the die. The roll may cause the exile token to advance. When the exile token reaches a red space, all face-down cards are revealed and the player or ghost with the most votes is exiled from the game. Continue until one player remains!

The exact city your pawn is in does not matter, but the other characters in your region (Gaul, Dalmatia, and Aegyptus) represent your team. For much of the game you will be rewarded for working with your teammates. But remember, only one player can win, so you may need to pick the right moment to betray them.

SET UP

1. PLACE BOARD & EXILE TOKEN

Place the board in the center of the table.
Place the **exile token** on the start square.

2. SELECT CHARACTERS

Each player chooses a **character card** and places it face-up in front of them. Set unused characters aside for the moment.

3. PLACE PAWNS & DETERMINE STARTING PLAYER

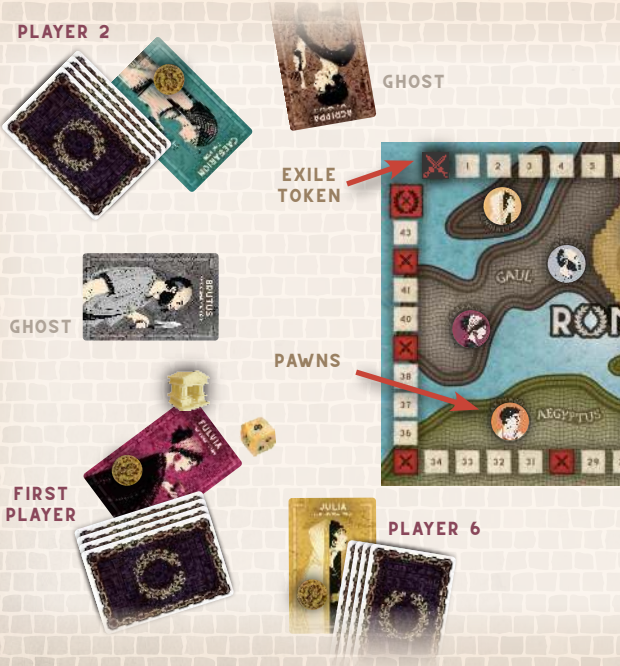
Take the **pawns** that match the colors of each player's character card, shake them in your hand and pull one out, and place it in any city in the Gaul region. Give that player the **first-player temple token**.

Next, pull out another **pawn** and place it in any city in Dalmatia, then another in any city in Aegyptius, then Gaul, and so on until all player pawns have been placed. It's possible that not all regions will have the same number of players.

4. PLACE GHOSTS

(for games with fewer than 9 players)

Place all unused **character cards** at random in between players by first placing one clockwise of



the player with the **first-player temple**, then one clockwise of the next clockwise player, and so on until all 9 character cards are in the circle. Depending on the player count, some players will end up with multiple ghosts between them. These ghost characters are automated opponents described later in the rulebook. Take all remaining **pawns** (representing the ghosts) and place them in each remaining city at random so that each region now has 3 pawns.

In general, "player" refers to human players, and "character" refers to both players and unexiled ghosts.

5. DEAL CARDS & COINS

Shuffle the **playing cards** and deal 4 to each player's hand. Place remaining cards in a face-down deck by the board. Give 1 **coin** to each player. Place the rest by the board. Ghosts do not initially receive cards or coins.

HOW TO PLAY

The player with the first-player temple (determined during setup) begins the game, with turns proceeding clockwise.

ON YOUR TURN

On your turn do the following three things in the order listed below:

1. PLAY 1 CARD FROM YOUR HAND EITHER FACE-DOWN OR FACE-UP

If played **face-down**, play it in front of any player (including yourself) and disregard the bottom portion. This card can only be freely viewed by the player who it is in front of.

- If it shows a **character** on the top portion, it represents who your target is for exile, so playing it in front of another player is a good way to secretly communicate a plan.
- If it shows a **Legion** on the top portion, it has the potential to protect its recipient from exile in the current round and will be explained later.

If played **face-up**, use the action listed on the bottom portion and disregard the top portion. Some actions will be carried out and discarded immediately, some will attach to a face-down card that has already been played, and some (referred to as **endorsements**) will attach to your character card to provide an ongoing character boost.

IMPORTANT: *You may spend coins on your turn to play additional cards from your hand (one card per coin)! There is no limit to how many cards can be played in this way.*

2. ROLL THE DIE

If you roll a ◉ or ◉◉, move the exile token forward by the number of spaces indicated on the die. *If at least one un-exiled player has not yet had a turn this round, the exile token cannot be moved to a red space. This is described more on page 9.*

If you roll a 🐍 or 🦅, the exile token does not move. However, if you have a **Patrician endorsement** attached to your character that matches the symbol you rolled, take 1 coin from the center for each of your attached Patricians of that symbol.

IMPORTANT: *If you have a **Senator endorsement** attached to your character, you may re-roll the die once per Senator until you decide to keep and finalize your roll, disregarding your previous rolls.*

3. DRAW UP TO YOUR HAND LIMIT OF 4 CARDS

IMPORTANT: *If you have a **Vestal endorsement** attached to your character, your hand limit is increased by 1 per Vestal.*

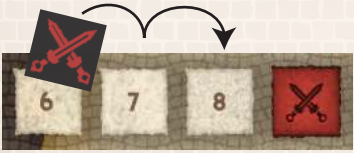
Your turn is over. Play proceeds clockwise. The face-up discard pile is shuffled to re-form the deck when necessary.

GHOST TURNS

If there are fewer than nine players, ghosts will be in the circle of play! On a ghost's turn any player rolls the die to determine what action the ghost will take.

or = Place 1 coin from the center (if available) onto the ghost's character card. Ghosts cannot spend coins, but it gives them a tie-break advantage and an incentive for their teammates to backstab them (described later).

or = Move the exile token forward by the number of spaces indicated on the die. **Additionally**, place 1 card from the deck face-down in front of the ghost. When exile occurs, this card will be revealed and counts as the vote or Legion listed on the top of the card, even if it is a vote for the ghost or for their teammate. **All players in the same region as a ghost may view the ghost's card(s) at any time**, but they can only remove them by playing a Veto card on their turn.



EXILE & LEGIONS

When the exile token reaches a red square, stop the token's movement. An exile is triggered!

IMPORTANT: *Until every unexiled player in the circle (not including ghosts) has had at least one turn in the current round, ◉ and ◉◉ symbols can only move the exile token as far as the space before the red square. This guarantees that all unexiled players will have at least one turn each round. If a roll by the last unexiled player in the circle (or any subsequent roll) causes the token to move to a red square then exile is triggered.*

When an exile is triggered:

1. **REVEAL ALL VOTES AND ROLL FOR LEGIONS**

   Reveal all face-down vote cards played during the round. If any character (including ghosts) has a Legion card in front of them and there is at least one vote against them, they roll the die a number of times equal to their number of Legions. If any of their rolls match any of the shields on their Legion card(s), all votes against them, and all attachments to those votes (such as Support, Poison, or Scandal) are discarded!

For example, this player has two legions, so they get two dice rolls. They get a ◉◉ on their first roll, so it has no effect. On their second roll they get a ☠ which means their snake shield is successful and all votes for them this round are discarded.

Senator endorsements do not give you re-rolls when rolling for Legions.

2. ADD VOTES AND SUPPORTS

All remaining votes are tallied. Each Support card adds +1 or +2 votes to the vote to which it is attached. **The character (player or ghost) with the most votes against them is exiled!**

In this example, there are 2 votes for Cleopatra (the first card was played as a vote, so the +1 Support on that card does not have an effect). There are 3 votes for Cicero (two votes and one Support), and one vote for Octavian. Cicero has the most total votes and would be exiled.

In case of a tie (including if no votes were cast or no votes remain on the board after rolling for Legions), the tied character with the fewest coins is exiled. If still tied, **all** tied characters with the fewest coins are exiled.

Votes for characters exiled in previous rounds are disregarded. At least one non-exiled character must be exiled each round.

3. CHECK FOR LINKS

After determining who has been exiled, any character linked to the exiled character(s) because of a Poison, Scandal, or Follower card are also exiled. Linked characters cannot survive by Legions, since Legions are only used in step 1.

If a Battle card was played during the round, conduct steps 1-3 twice, meaning at least two characters will be exiled.

4. REMOVE EXILED PAWNS AND COLLECT COIN BONUSES

Remove exiled pawns from the board and collect the team bonus from the center and the backstab bonus from an exiled teammate (if applicable). These are described on page 12.

5. CLEAN UP

All cards played during the round (besides endorsements) are discarded. Exiled players must discard all endorsement cards attached to their character and return their remaining coins (if any) to the center. They **do**, however, retain their hand of cards, discarding down to 4 cards if necessary. Their character card is turned to the back side and their pawn is placed on top of it. If the exiled character is a ghost, any remaining coins are returned to the center and its pawn and character card are permanently removed from the circle and returned to the box.

6. MOVE THE FIRST-PLAYER TEMPLE AND BEGIN THE NEXT ROUND

Move the first-player temple to the character (including ghosts or exiled players) in the circle clockwise of the character who triggered the exile. Begin the next round and proceed clockwise.

COIN BONUSES

As a reminder, you may spend 1 coin per card to play additional cards from your hand. There is no limit to the amount of coins you can spend in a turn. Use your coins to make strategic power plays or to protect yourself if you are feeling vulnerable! There are two coin bonuses you can collect throughout the game.

TEAM BONUS

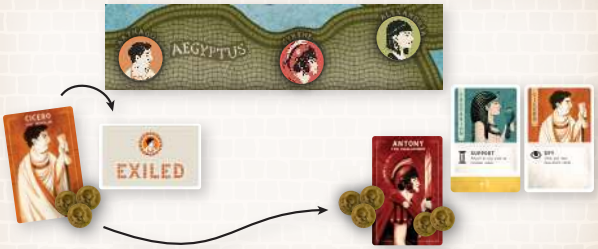
After the round's exile has been resolved, each surviving player takes coins from the center equal to the number of **other** occupied cities in their region. If no other cities in your region are occupied, take no coins. If there are not enough coins for everyone to collect the team bonus, nobody receives the bonus that round. Ghosts do not receive the team bonus.

> *If a Follower is in the game (described later), they and their Leader both receive the team bonus. However, they are treated as one entity when determining the bonus since together they occupy one city.*

In this example, all three cities in Dalmatia are occupied. Caesarion is Fulvia's follower, Octavian is a player, and Cleopatra is a ghost. Since there are two other occupied cities relative to each player, Caesarion, Fulvia, and Octavian each receive a team bonus of two coins. Cleopatra is not given a team bonus since she is a ghost.

BACKSTAB BONUS

If one of the characters in your region was exiled during the round, **and** you had at least 1 face-down vote card with their name in front of you (played by yourself or another player), you take all of that character's coins (instead of them being returned to the center). If the teammate you helped exile is a ghost, take all the coins on their character card. Ghosts do not receive the backstab bonus. If multiple players voted against the same teammate, they split the exiled teammate's coins (returning the one remaining coin, if any, to the center).



In this example, Cicero has been exiled. Since his teammate Antony voted for him, Antony receives all of Cicero's coins.

EXILED PLAYERS & RE-ENTERING THE GAME

If you have been exiled, you may end your game and discard your cards, or you may decide to remain in the circle with your character card flipped to the exiled side. Exiled players do not take regular turns. Instead, each time it is your turn draw one card from the deck, discard back down to four cards, and end your turn. Doing this lets you plot your revenge by fine-tuning your hand for when you (hopefully) return later.

However, if you draw a card that shows your own character on the top, show it to the group and re-enter the game! Immediately:

1. Discard the card you just drew.
2. Flip your character card face-up.
3. Place your pawn in the region with the fewest pawns (you may choose which region if there is a tie).
4. Immediately take a normal turn by playing one of the cards from your hand and rolling the die.

Play proceeds clockwise.

Follower

The other way to re-enter the game is if an unexiled player plays a **Follower endorsement**. Follower allows its player (the Leader) to bring back an exiled player (the Follower) by placing the returning pawn in the same **city** (same city, not just same region) as their own. The Follower flips their character card face-up and now acts as a regular player, taking a normal turn the next time it is their turn (though they are not guaranteed a turn in the current round).

If at any point a Leader is exiled, they and their Follower(s) are **all** exiled. However, if at any point a Follower is exiled, their Leader is **not** necessarily exiled. A Follower is therefore incentivized to protect their Leader at all costs. Leaders must discard their attached Follower card if their Follower is exiled.

If the only **players** (not including ghosts) remaining are all in the same city (meaning they are all Leaders or Followers), or the exile token has reached the second to last red space, Follower cards no longer have effect. This means the ties that bind Leaders and Followers are broken and a Follower can now attack their former Leader without consequence (though they remain in the same city together).

IMPORTANT: *Whether you re-enter the game from drawing a card with your name or as a Follower, you will re-enter with no coins and no endorsement cards attached to your character card, regardless of what you owned before you were originally exiled.*

WINNING THE GAME

The game immediately ends when one **player** remains (regardless of where the exile token is, and regardless of if there are ghost players still on the board). The winning player walks their pawn into the city of Rome, unopposed to rule the Roman Empire in peace and prosperity.

If all remaining players are exiled simultaneously (because of ties and/or links), nobody wins, the Roman Republic falls without a leader, and the world descends into the dark ages.

If you conduct the final exile on the board and two or more players still remain, the player with the most coins wins! Be sure to award the final round's coin bonuses (if any) before tallying. If multiple players are tied for the most coins, they win together and rule in peace (at least for now…)

YOU ARE NOW READY TO PLAY!

Strategic tips, 1- and 2-Player adjustments, card clarifications, and character bios can be referenced in the following pages as needed.

TABLE TALK & STRATEGY TIPS

- You are not allowed to show your hand or face-down cards to other players. However, you can say whatever you'd like, and lying about your actual target is a useful strategy!
- You are not allowed to whisper, send texts, or pass notes. Any type of communication should be interceptable by any player at the table. But remember, you're allowed to play a vote card in front of another player. A vote is a vote regardless of who it is in front of and it's an easy way to communicate a plan.
- Keep an eye on the cards you have in your hand. It's often best to use cards showing exiled characters as actions so that you will have the vote cards you need at the end of the game.
- You may want to work with those in your region to maximize the coins you receive from the team bonus. But remember, the more coins you have, the more likely it is that someone on another team will target you as a threat, or that someone on your own team will backstab you to steal your coins because of the backstab bonus.
- You will often only get one turn per round! Use it wisely, think ahead, and use your persuasion and manipulation skills when it's not your turn.
- If you have been exiled, one of the best ways to re-enter the game is to convince an unexiled player to bring you back as a Follower. You could do this by claiming to have cards that will help them achieve their goals, such as votes for their enemies, Legions for their protection, etc.

SOLO AND DUEL MODE ADJUSTMENTS

FOR 1-PLAYER GAMES, read **all** the normal rules first and then apply the following adjustments:

SET UP: Start the game with 5 coins instead of 1. For an added challenge, start with 3 coins (hard) or 1 coin (insane).

HOW TO PLAY: All eight of your opponents will be ghost players, performing ghost turns just as they would in a normal game. However, every time a ghost votes against an exiled character, it counts as a vote against you, so the game will get more and more difficult as it goes on. Remember to give each ghost a coin when they roll a snake or eagle (for tie-break and backstab bonus purposes), and a card when they roll a I or II. Remember to collect the team bonus each exile and the backstab bonus if you play a vote that results in the exile of a teammate (ghosts do **not** collect either bonus). If the only ghosts left are on your team you **cannot** view the cards they play (unless they are your Follower). Defeat all ghosts to win!

FOR 2-PLAYER (DUEL) GAMES, all rules are played as normal. As soon as one player is exiled, the remaining player wins! You may need to sacrifice a few ghosts along the way and refine your hand of cards before finding the opportune moment to strike your opponent.

In both 1- and 2-player games, the Follower card can be played to bring a ghost to your city as a Follower. If your Follower plays a card (by rolling a ◉ or ◉◉) you can view that card and also immediately decide to discard that card or keep it in place. You do not need to spend a Veto card to do this.

In solo mode, if you and your Follower(s) are the only pawns left then the link is broken and you will need to exile them as well. You can no longer view (or freely discard) the cards they play.

NITTY-GRITTIES

reference as needed

BACKSTAB BONUS: It doesn't matter who played the backstabbing vote when determining if the backstab bonus applies. Any vote placed in front of you, either by you or another player, counts as if you played the vote.

BATTLE *(2):* If Battle is played, place the card by the board until the round is over. In that round, steps 1–3 of the "Exile" section are fully conducted twice in a row, meaning at least two characters (and possibly more if links were involved) will be exiled. Votes discarded from successful Legion rolls remain discarded for the second exile. If two Battle cards are played in the same round, **three** exiles will occur that round. Battle has no effect if only two characters remain. If three characters remain and two battle cards are played only one will have effect. Battle has no effect if the exile token is in the final round on the board. Battle cannot be Vetoed.

BURN *(9):* Discard any number of cards from your hand and end your turn. After rolling the die, draw back up to your hand limit as usual.

DECREE *(2):* Move the exile token to any square (forward or backward) within the current round that is not a red exile square. As a reminder, exile cannot be triggered until all players have had at least one turn.

DISCARD PILE: All cards, including cards that were vetoed, are discarded face up. Cards can be viewed by all as they are discarded, but players cannot search through the discard pile.

FOLLOWER *(Endorsement, 3):* See Follower section on page 15. Leaders should remember to bring Followers to their same city, not just another city in the same region.

Ghosts can only be brought back as Followers in 1- or 2-player games (see page 18). All players in the same city move together as one entity for Sail and Scatter. There are 3 Follower cards in the game so up to 3 Followers can be in the game at a time (possibly linked to the same Leader, or to a Follower of the original Leader).

Follower Team Bonus: Linked Leader/Follower players collectively occupy 1 city and are therefore treated as one entity when determining the team coin bonus, though both players will collect the team bonus. For example, if there are 2 linked players in Athens and 1 teammate in Ephesus then each of the three players would collect 1 coin for the team bonus at the end of the round, since there is 1 other occupied city relative to each player.

Follower Backstab Bonus: If you play a card to exile a teammate who is a Leader, the backstab bonus does not extend to the coins belonging to the Follower. If you are a Leader you can collect the backstab bonus if you contribute to the exile of your Follower.

GAMBLE *(2):* Roll the die up to five times (you can stop whenever you'd like). For every eagle, I, or II, draw 1 coin from the center (if available). If on any of the rolls you roll a snake you are immediately exiled. If someone is exiled due to a Gamble you should continue playing the round as normal (meaning that at least one other person will be exiled at the end of the round), and any votes in front of the Gambler will still count. Senator cards cannot be used for Gamble.

GHOSTS: You cannot play a card face-down in front of a ghost, however you may add an attachment to a card the ghost played. If a ghost has multiple turns in a round it is possible for them to have multiple face-down cards in front of them.

LEGION ***(18):*** See Exile & Legions section in main rules for details (page 9). It is possible for someone to be protected by a Legion, but still be exiled that round. Typically that would occur if all players end in a tie with zero votes and the Legion-protected player has the least coins.

PATRICIAN ***(Endorsement, 9):*** Permanently attach to your character card (but discard if exiled). When rolling the die at the end of **your turn**, if you roll the symbol on one of your Patrician cards take 1 coin from the center (if available). Do not collect coins from other players' rolls, Legion rolls, or gamble rolls. If you have multiple Patricians of the same symbol and you roll that symbol, take multiple coins. If you re-roll the dice because you have a Senator, only collect on the roll you decide to keep. There is no limit to the number of Patricians you can have at a time.

POISON ***(2):*** Attach to any face-down card. If the attached target is exiled at the end of the round, including if they are exiled through a Scandal connection, all characters (players and ghosts) in that region are also exiled.

RIOT ***(1):*** Roll the die next to each face-down card that has been played this round. If a snake or eagle symbol is rolled, discard that card and its attachments. If two cards are connected by Scandal, roll for each stack. Scandal is removed if either stack is removed.

SAIL ***(1):*** Move your pawn to any unoccupied city. You cannot use Sail if there are still 9 pawns in the game or if all opposing regions are full. If connected by a Follower, move your pawns together as a pair if either the Leader or Follower plays Sail. If a Leader/Follower pair have broken up but are still in the same city, a player using Sail moves alone.

SCANDAL ***(1):*** Attach Scandal to any two face-down cards that are in front of the same player (can be two in front of yourself or two in front of another player) to

connect them. If either of the players on the linked cards are exiled at the end of the round for any reason, both are exiled. If a paired player rolls a successful Legion, remove that player's stack of votes along with the Scandal card, but keep the stack of the other player intact. Scandal can only be Vetoed if all attachments (Support or Poison) played later than the Scandal on both stacks have already been Vetoed. If attaching a Support to one of the Scandaled stacks, attach it to a specific player stack (below the Scandal card). If one of the Scandaled face-down cards is a Legion then Scandal has no effect (but could serve as a bluff). See Riot section for Riot + Scandal details.

SCATTER ***(1):*** Take all pawns, shake them in your hand, and redistribute them at random as evenly as possible by placing the first drawn in any city in Gaul, the next in any city in Dalmatia, and so on clockwise until all pawns have been placed. If there are players linked by a Follower, shake and place only one of the pawns and then place the linked pawn(s) with it once it has been placed.

SCRAMBLE ***(2):*** Draw 3 cards from the deck and place them face-down in front of you. You may view these cards but you cannot remove them (unless you spend coins or a future turn to use a Veto card). These count as active votes and Legions. They cannot be used as their action or endorsement.

SENATOR ***(Endorsement, 9):*** Permanently attach to your character card (but discard if exiled). After rolling the die (to end your turn) you may keep the result or re-roll the die one extra time per Senator. The results that are re-rolled do not count for exile advancement or Patrician coin generation. Senators cannot be used for Legion, Riot, or Gamble rolls. There is no limit to the number of Senators you can have at a time.

SPY ***(9):*** Privately view any 2 face-down cards and then return them to their original positions.

SUPPORT ***(10):*** Attach face-up to any played face-down card. Support increases the value of the face-down vote by +1 or +2, depending on the Support card. Supports can be attached to Legions but they have no effect (but can perhaps be used for bluffing about the nature of the face-down card to mis-direct a Veto). The name on the top portion of a Support card is irrelevant.

VESTAL ***(Endorsement, 9):*** Permanently attach to your character card (but discard if exiled). Your hand limit is increased by 1. Without any Vestal cards the standard hand limit is 4. There is no limit to the number of Vestals you can have at a time.

VETO ***(9):*** Discard any 1 face-down vote card or vote attachment, including one in front of yourself or a ghost. If a vote has any attachments (such as Support, Poison, or Scandal), instead of discarding the vote you must first Veto the most recently played attachment(s) before you are able to Veto the face-down vote (by playing another Veto card). You cannot Veto an Endorsement card.

VOTES ***(63, 7 per player):*** Vote cards are played face-down and revealed when the exile token reaches a red space. You can view all vote cards that are played in front of you, but you cannot discard them unless you play a Veto card on your turn. You are allowed to vote for exiled players (perhaps as a bluff or to filter through your hand) even though they have no effect. You are **not** allowed to move around the face-down cards in front of you, but you are allowed to lie to other players about which card is which if they have forgotten where a certain card was placed or Spied.

After Caesar's assassination in 44 BC, Rome spiraled into chaos. Antony seized power in the city while Cicero, hoping to restore the Republic, backed Octavian, Caesar's teenage heir. Octavian married Julia (also known as Livia) to bolster his image, and Antony's wife, Fulvia, went to war for him. Brutus, one of the main conspirators against Caesar, was defeated in the Battle of Philippi, ending the last serious resistance to Caesar's legacy.

With their enemies gone, Octavian and Antony turned on each other. Antony allied with Cleopatra in Egypt and promoted her son, Caesarion—allegedly Caesar's true heir—while Octavian stayed in Rome, backed by his friend Agrippa. Their rivalry culminated in the Battle of Actium, where Agrippa's naval genius secured Octavian's victory. Antony and Cleopatra committed suicide, Caesarion was quietly eliminated, and Octavian became Augustus—Rome's first emperor, cloaked in republican tradition but wielding imperial power.

So why did we pick the year XLI (41 BC)? The characters in the game played key roles in the decade following Caesar's assassination, not just in a single year. For the sake of the Dark Cities format we had to pick one of those years for the title, and XLI just happened to be our favorite when written in Roman Numerals!

AGRIPPA – Marcus Agrippa was Octavian's ultimate right-hand man. He crushed Antony and Cleopatra at the Battle of Actium, securing his friend's path to power. Beyond warfare, he was a master builder, responsible for Rome's first Pantheon and the stunning aqueducts that kept the city running. He even married Octavian's daughter, cementing his place in the imperial family. A warrior, architect, and political mastermind—Agrippa did it all.

ANTONY – Rome's ultimate party boy turned tragic hero, Antony was Julius Caesar's trusted general and right-hand man. After Caesar's assassination, he teamed up with Octavian to crush the conspirators—but his love affair with Cleopatra led to a bitter rivalry with Octavian. Their power struggle ended at Actium, where he and Cleopatra fled, only to die by their own hands in Egypt. Once a charismatic leader and fearless warrior, Antony became a cautionary tale of love, ambition, and political miscalculation.

BRUTUS – The man who backstabbed Caesar (literally). A senator and former ally of Caesar, Brutus was convinced that killing his friend was the only way to save the Republic. Spoiler: it wasn't. After leading the assassination, he fled Rome, only to be hunted down by Antony and Octavian at Philippi. With his army defeated, he fell on his sword—forever remembered as the conflicted traitor whose name became synonymous with ultimate betrayal: "Et tu, Brute?"

CAESARION – The doomed son of Julius Caesar and Cleopatra, Ptolemy XV Caesar (nicknamed Caesarion) was briefly Egypt's last pharaoh. Cleopatra paraded him as her co-ruler and the true heir of Caesar— a direct threat to Octavian's rise. After his mother's suicide, Octavian had him captured and executed—sealing Rome's dominance over Egypt. His life was short, but his existence was enough to shake the Roman world and give Octavian the final excuse to end the Ptolemaic dynasty.

CICERO — Rome's greatest orator and master of political shade, Cicero was a staunch defender of the Republic and fierce critic of Antony. A brilliant lawyer, philosopher, and statesman, he supported Octavian at first but underestimated the young heir's ruthlessness. When Antony, Octavian, and Lepidus formed the Second Triumvirate, Cicero found himself on their hit list. Eventually he was hunted down and killed. His last words to his assassins were, "There is nothing proper about what you are doing, but at least do it properly."

CLEOPATRA — The last and most famous queen of Egypt, Cleopatra was brilliant, multilingual, and politically savvy. She seduced both Caesar and Antony, using their power to keep Egypt independent. With Antony, she dreamed of ruling an eastern empire, but Octavian crushed them at Actium. As Roman troops closed in, she took her own life—legend says by snake bite—rather than be paraded in Octavian's triumph. Her death marked the end of Egypt's Ptolemaic dynasty.

FULVIA — A firebrand of Roman politics, Fulvia was Antony's formidable wife before Cleopatra. Fiercely ambitious, she controlled Rome while Antony was in the east and even led an armed rebellion against Octavian. It didn't end well—she was forced to flee and died soon after, possibly of illness or heartbreak over Antony's affair with Cleopatra. She was one of the few Roman women who openly wielded power, proving that she could scheme and fight just as well as the men.

JULIA – Known as Livia Drusilla for most of her life, Julia was the ultimate power behind the throne as Octavian's wife and one of history's greatest political operators. She became Octavian's most trusted advisor and helped shape the early Roman Empire. Whispered rumors suggest she may have "helped along" some inconvenient heirs to clear the path for her son, Tiberius, to become emperor. Whether ruthless or just incredibly shrewd, she set the standard for Roman empresses to come.

OCTAVIAN – Octavian was a clever, calculating mastermind who would become Rome's first emperor. Starting as Julius Caesar's unassuming teenage heir, he outmaneuvered Antony, Cleopatra, and every rival in his way. After winning "the game" he rebranded himself as Augustus and ruled for over 40 years, transforming Rome into an empire. Behind his mild and diplomatic façade was a cold strategist who left no threat standing. By the time he died, Rome was his undisputed domain.

RULES	GRAPHIC DESIGN	ILLUSTRATION
Travis Hancock	Holly Hancock	Alisha Giroux

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