10+

1-4

20′

GODS OF ROME

solo mode, scenarios and campaign

PYTHAGORAS

SOLO MODE

In the celestial realm of Rome, where the divine pantheon reigns supreme, an unprecedented unrest has cast a shadow upon the heavens. The Gods of Rome, once harmonious and united, now find themselves entangled in a web of divine discord.

In the **solo mode**, your goal is to unite the Gods of Rome once again and strengthen the empire by **beating your own score**. Although an **Automa** is present, you **do not compete directly against them**, as they do not score any victory points.

General setup

Set up the game for **4 players** as usual, with these exceptions:

- Choose a **faction color** to represent you before setting up the game board.
- Set up all territories with **harvest tokens** and **faction meeples** as usual, except for territories matching your faction. You may use either the suggested setup or a random one, as in the multiplayer mode.
- Place **1 meeple** of the matching faction into all territories with a harvest token (+1 and -1).
- Place **1 wooden temple** of the matching faction into all territories with a +1 harvest token.
- Select a difficulty level and set up the revealed **objective cards** in the display:
  - For **very easy**, **easy**, and **normal** games: reveal the **1st and 2nd** cards face-up, keeping the remaining 2 face-down.
  - For **hard** games: reveal only the **1st card** face-up.



Very easy / Easy / Normal



Hard

Player's setup

After completing the general setup, set up the territories matching your faction as follows:

- In one of your territories, place **3** of your **faction meeples**.
- In another territory, place a **-1 harvest token** and **1 meeple**.
- In the remaining territory, place a **+1 harvest token**, **1 meeple**, and **1 wooden temple**.

Finally, choose **1 action card** from the display and place it into any space on your player board. Refill the action card display from the draw deck.

Automa's setup

Follow these steps to set up the Automa:

- Select one of the **unused player color discs** to represent the Automa.
- Place 1 of the Automa's discs on space 0 of the **favor points track**. This disc will determine when to trigger checkpoints during the game.

Player's turn

You will alternate turns with the Automa, with the Automa always playing after you. Your turns proceed as normal in a multiplayer game, with some exceptions described below.
The **Automa's turns** are determined by the action you performed on your turn. Additionally, at the start of each round, before performing your action:



Advance the Automa's disc 1 space on the favor points track.

When multiple options are available during an Automa turn, you decide which option to select.

Visit a God's temple

Unlike in the multiplayer mode, you **may** visit the temple of the God matching your own faction. You are also allowed to visit the **same God's temple twice** during the game. However, you **may** only revisit a God's temple **after** scoring territories of that faction.



Place 1 meeple matching the faction of the God's temple you visited into a territory where you have a presence and that may be scored in a future round.

Activate a card space

This action follows the same rules as in the multiplayer mode.



The Automa's turn is skipped.

Score territories

You have **4 opportunities to score territories**: 3 occur when the Automa **triggers checkpoints**, and 1 additional chance **at a time of your choosing** between the 2nd and 3rd checkpoints.

Unlike in the multiplayer mode, you **may** score territories matching your own faction. **After scoring all territories** matching the Gods you visited, replace your action discs on the Gods' temples with discs matching each God's faction. For the God's temple matching your own faction, use action discs of any other color. These blocked spaces then **become unavailable** for the rest of the game.

The Gods' Revenge

During the Automa's turn, they will execute their actions as follows:

- *Place 1 meeple of each faction, except your own, into a territory where you have a presence and that may be scored in a future round.*
- *For each territory where another faction exceeds your presence by 3 or more, move 1 of their meeples to an adjacent territory where you have a presence. If you have no presence in any adjacent territories, move that meeple to an adjacent territory that is closer to the nearest territory where you have a presence.*
- *The Automa's turn is skipped after you score territories during the 3rd and final checkpoint.*

Score checkpoints

Checkpoints are scored when the **Automa's disc triggers them** on the favor points track. When this occurs, you **must** perform an action to **score territories as your turn**. Then, determine your **victory points for the checkpoint** as follows:

- If your disc is **ahead** of the Automa's on the favor track, claim the highest VP space.
- If your disc is **on the same space** as the Automa's, claim the 2nd highest VP space.
- If your disc is **behind** the Automa's, claim the 3rd highest VP space.

After scoring territories **for the 1st or 2nd checkpoint**, reset both your disc and the Automa's on the favor track to the space that triggered the checkpoint. Afterward, refer to the table below to set up the revealed **objective cards** in the display after triggering checkpoints - based on the difficulty level you chose at the start of the game.

	1st checkpoint	2nd checkpoint	mid-3rd checkpoint
VERY EASY			
EASY			
NORMAL			
HARD			

After scoring territories **for the 3rd checkpoint**, advance your disc on the favor points track **1 space for every 2 remaining blessing tokens** beside your player board.

*The Automa's turn is skipped as they performed their actions during **The Gods' Revenge**.*

End of the game

Calculate your final score by adding up your victory points as usual. Then, compare your total to the table below to determine your divine standing:

RANK	SCORE
Doomed	7 or 8 VP
Weak	9 or 10 VP
Average	11 or 12 VP
Powerfull	13 or 14 VP
Almighty	15 VP

SCENARIO VARIANT

Components

■ 10x Scenario cards



For the **scenario variant**, randomly select **one scenario card** during setup. Complete any extra setup steps required by the scenario card, if needed. Gameplay continues as usual, but with **additional rules** specified by the scenario.
Calculate your final score by adding up your victory points as usual. Then, compare your total to the table from the solo mode.

Scenario cards

These scenarios are **compatible with both solo and multiplayer games**.



You **may** only perform **enhanced attack actions** in territories matching your faction.



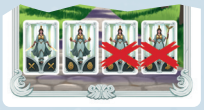
You **cannot** perform **enchanced travel actions**.



Harvest tokens keep their state during the game, regardless of their initial face-up side.



You **may** only build 3 of your **wooden temples** instead of the usual 4.



During setup, reveal only 2 action cards to form the display instead of the usual 4.



You **cannot** perform **basic attack actions**.

These scenarios are **only compatible with solo games**.



The **3rd checkpoint** is triggered by scoring 9 favor points instead of the usual 11.



During setup, randomly select **2 Gods** that do not match your faction color. For these Gods, only **1 action space** in their temple **is available**. Block the 2 unavailable spaces with discs matching each God's faction.



During setup, place 1 matching faction meeple in **all territories with a +1 harvest token**, except for the territory corresponding to your faction.



During setup, replace 1 faction meeple with **1 wooden temple** in all territories that would normally start with 3 faction meeples, except for the territory matching your faction.

CAMPAIGN VARIANT

Your journey to redemption among your divine peers starts here. Traverse the path to Mount Olympus and reclaim the favor of your fellow Gods.

For the **campaign variant**, you will play through 4 game sessions. During setup, shuffle the **10 scenario cards** into a face-down deck. Reveal them one by one, arranging them in a **pyramid** format with 4 rows as follows, going from bottom to top and left to right:

- 4 cards in the 1st (bottom) row.
- 3 cards in the 2nd row.
- 2 cards in the 3rd row.
- 1 card in the 4th (top) row.



In **each session**, you will complete a scenario from the row matching your current game number. Before each game, select the scenario as follows:

- **1st session**: any card from the **1st** row.
- **2nd session**: either of the 2 cards **directly above** your **1st** game choice.
- **3rd session**: either of the 2 cards **directly above** your **2nd** game choice.
- **4th session**: the single card in the **4th** row.

After choosing a scenario card but before starting the game session, flip the remaining cards in that row face-down. As the campaign ends, the 4 face-up cards left will represent your journey towards divine redemption.

End of the game

Calculate your final score by summing the totals from your 4 play sessions. Then, compare your grand total to the table below to determine your divine standing.

RANK	SCORE
Doomed	28 - 32 VP
Weak	33 - 40 VP
Average	41 - 48 VP
Powerfull	49 - 56 VP
Almighty	57 - 60 VP



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