

HORRIBLE HISTORIES

ROTTEN ROMANS

A BARBARIC BOARD GAME BY TERRY DEARY & MIKE SIGGINS

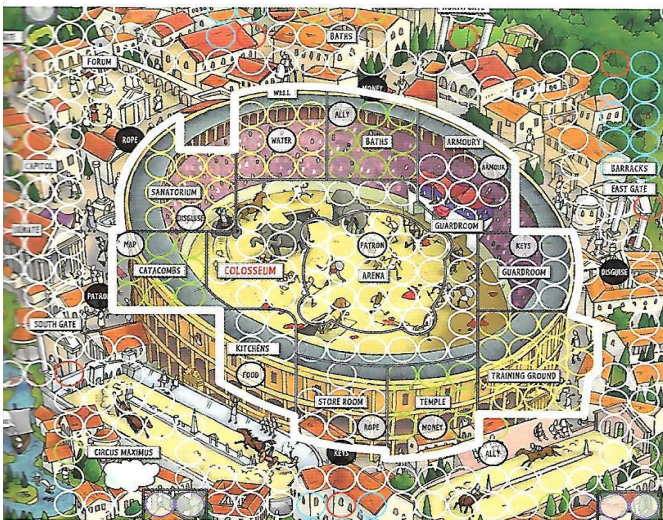
RELENTLESS RULES

(AND THEY MUST BE OBEYED!)

Rotten Romans is a fiendishly fun family game for two to five players, aged eight or older. A game takes about an hour to play.

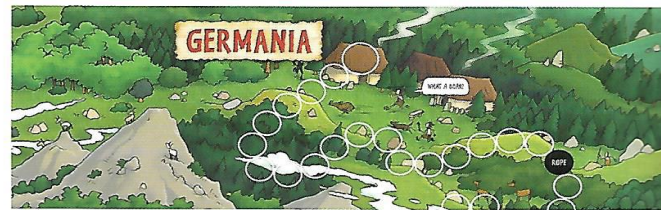
THE OBJECT OF THE GAME

Your aim is simple: to escape Rome and slavery, and make your way back to one of the home countries (see example of Germania, opposite).



To achieve this, you will need to gather tools and weapons to aid your escape, make friends and allies, bribe guards, and last, but not least, avoid the Soldiers chasing you.

Each player takes on the role of a Gladiator- formerly a slave who was forced to fight in the Colosseum to entertain bloodthirsty Romans. Additionally the players move Soldiers who chase the other Gladiators.

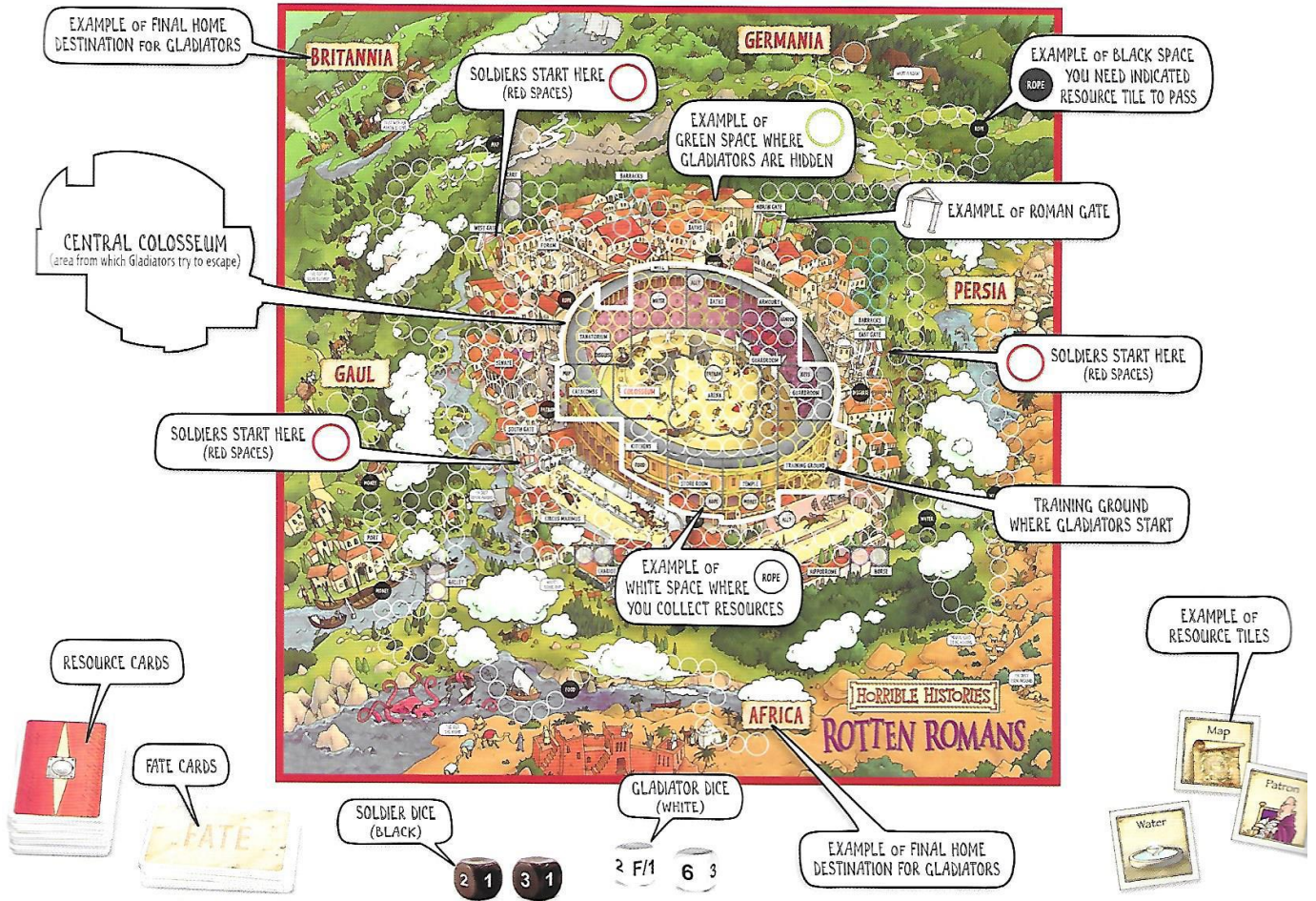


The centre of the game board features Ancient Rome, with the Colosseum area in the middle (see left diagram, outlined in white).

CUNNING COMPONENTS

- Game Board
- Gladiator Markers (15)
- Soldier Markers (10)
- Fate Cards (50)
- Resource Cards - Soldiers (30)
- Resource Cards - Gladiators (30)
- Resource Tiles (58)
- One White Six Sided Dice with Fate Symbol [6, 5, 4, 3, 2, F/1]
- One White Six Sided Dice with Resource Symbol [6, 5, 4, 3, 2, R/1]
- Two Black Six Sided Dice [1, 1, 2, 2, 3, 3]
- Rules Booklet

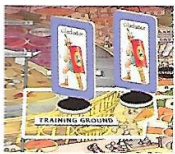
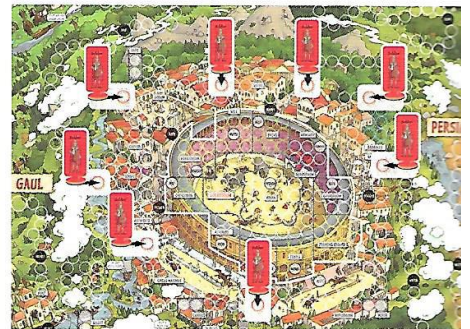
SET UP



1. Place the board in the middle of the table, with some space surrounding it. Choose a colour for each player. Press the Soldier and Gladiator figures into their bases taking care not to damage the underside of the figures. You only need assemble enough pieces for the game being played (see 2 and 3 following).



3. Place one Soldier on each of the eight red spaces.



2. Give each player two Gladiator pieces and place them on the **Colosseum Training Ground** location on the game board.

- Shuffle the Fate Cards and place face down in a stack.



- Shuffle the Gladiator and the Soldier Resource Cards together and place them next to the board.



- Place the Resource tiles, face up, and spread out, next to the board where they can be easily reached by all players.



- The youngest player takes the first turn. Players take subsequent turns in a clockwise direction.

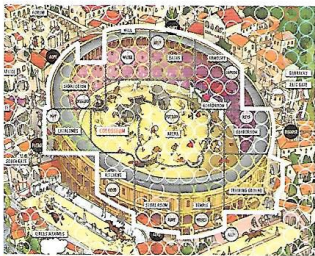
THE TURN

Each turn consists of:

- Rolling the dice and taking cards.
- Playing your cards
- Moving your Gladiators
- Moving Soldiers (if necessary)
- Fighting or making deals

ROLLING THE DICE & HOW TO MOVE

- On your turn roll the two white dice and the two black dice. The white dice move your Gladiators and the black dice the Soldiers. *NB you only move Soldiers once a Gladiator (any Gladiator) is moving outside the Colosseum.*



- If you roll a **Fate Symbol**, **F/1** this counts as a "1" for movement, but you must first take a Fate Card from the deck and follow the instructions on the card.
- If you roll a **Resource Symbol**, **R/1** this also counts as a "1" for movement, and you may take one Resource Card from the deck.
- You can move your Gladiators up to the total of the white dice throw (you can move less if you want). You may also divide your throw between all of your Gladiators.
- If there are Gladiators outside the Colosseum you *must* move a Soldier the full black dice throw (to try and catch another player's Gladiator). However, if the Soldier reaches a Gladiator with less than the full throw, he stops.

PLAYING THE CARDS & MOVING AROUND THE BOARD

CARDS

There are three types of cards:

- Fate Cards.** Taken by Gladiators and played immediately (then discarded)
- Gladiator Resource Cards.** Played immediately or held in the hand to play later. Discarded when played.
- Soldier Resource Cards.** Played immediately or held in the hand to play later. Discarded when played.

NB You may hold a maximum of five Resource Cards, both types combined, at any one time. *If you have five cards in your hand, you may take a new card but then you must throw one card away.*

GLADIATORS:

- If you reach a Black Space (with a black background and the name of an item such as rope, key, disguise, patron) you must use and discard a matching Resource Tile if you wish to continue. *Otherwise, you must halt your movement on the item space, and watch out for Soldiers!*



- If you reach a white Resource Space you may take the relevant Resource Tile. If you have any movement remaining you may keep on until you reach another Resource Space, and take another Resource Tile, and so on. You may keep moving until you have moved as many spaces as the white dice total allows. Then end your turn.



NB Weapon and Armour tiles give you bonus points when fighting Soldiers!

- If you move onto a Green Space you are hidden and cannot be arrested or attacked. You may remain on the green space until you wish to move again, but a Soldier may later block your path so that you can't escape without a fight or similar.



HIDEOUS HINTS

- Work out beforehand which route you want to try and escape on-then you will be able to collect the right Resource Tiles for that particular route.
- Gladiators need to first collect as many Resource Tiles as they can inside the Colosseum before they start along the escape routes.
- Don't forget to collect as many Weapons or Armour tiles as you can, as these will give you bonus points in fights with Soldiers!
- Don't forget you can only move from one circle space to another when they actually touch each other.

FIGHTING or MAKING DEALS

While moving you may find another player's piece in your way.

- ♦ If you are a Gladiator and it's a Soldier blocking the way, *you may not pass*. Either end your move next to the Soldier, or find another way round.
- ♦ If you are a Gladiator and you encounter another player's Gladiator, you may either pass through without cost, or you may end your movement on the space next to him. This allows you to take *one* of the following actions:

1. MAKE A DEAL (BETWEEN GLADIATORS ONLY)

You may attempt to do a deal with another Gladiator by offering one or more of your own Resource Tiles in exchange for one or more of theirs. *Once agreed, this deal is binding and immediate.*

Action: Exchange the agreed tiles and end your turn. There's no compulsion to trade if you don't want to.

2. FIGHT! (BETWEEN GLADIATORS AND SOLDIERS)

- ♦ An *armed* Gladiator (i.e. one who has a Weapon Resource Tile) may attack a Soldier anywhere on the board.
- ♦ A Soldier may attack an *armed* Gladiator anywhere on the board.

In either case, the two markers must be positioned immediately next to each other.

Here's how an attack works:

The Gladiator rolls the two white dice.

(The Fate and Resource Symbols always count as a "1").

The Soldier also rolls two white dice.

(Again, Fate and Resource Symbols always count as a "1").

Add the total scores from each combatant's dice roll; then add a one point bonus for each Weapon or Armour tile held by the Gladiator. Each combatant may also play any relevant Resource Card.

The highest total wins the fight.

If the **loser is the Gladiator** he must immediately move his piece back to the Colosseum Sanatorium, or **if he is a Soldier**, back to any Barracks of the winner's choice. The winner stays where they are.

If both players have the same total, there is no loser. Both the markers involved are moved two spaces in any direction by the defender.

3. ARREST (SOLDIERS ONLY)

A Soldier may arrest an UNARMED Gladiator (one who has no Weapon Tile) anywhere outside of the Colosseum. The Soldier should move next to the Gladiator and state that he is arresting him. The arrested Gladiator is returned to the Colosseum Training Ground. The arresting Soldier is returned to any Barracks.

4. SURRENDER (GLADIATORS ONLY)

Once outside the Colosseum, a Gladiator may surrender at any time to a Soldier. The Gladiator is returned to the Colosseum and placed in the Training School. The Soldier is returned to any Barracks. *This may seem a strange move, but it might enable another Gladiator to slip past unnoticed once the Soldier has gone.*

Fascinating Footnote: It is unlikely, but entirely possible, that the Roman Soldiers will ruthlessly kill all of your Gladiators! If you find yourself in this unfortunate position, take one of your Gladiator markers from the board and play on. *There was never a shortage of Gladiators...*

WINNING THE GAME

There are five Home Country Spaces marked on the board: Gaul, Britannia, Persia, Africa and Germania. The first player to reach any Home Country Space during their turn is the immediate winner.

Terms used in the game:

Yellow spaces – Unsafe for Gladiators

Green spaces – Safe for Gladiators

White spaces – Claim relevant Resource Tile

Black spaces – Play relevant Resource Tile

Red spaces – Soldier Start Points

Blue spaces – Soldiers Only

Purple spaces – Special. See Gladiator Resource Cards

Colosseum – The ten areas inside the Colosseum walls.

Gates of Rome – The four escape routes out of Rome.

Rome – The spaces outside the Colosseum walls but within The Gates.

Outside Rome – The spaces outside the Gates of Rome.

Home Countries – The five Victory Areas.

CREDITS

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