

Rules of Tribune: First Among Equals

A game by Karl-Heinz Schmiel

Play Material

Game Board (1x)

The board is divided into 2 areas. The top of the board displays the 7 parliamentary groups of Rome. The rest of the board shows the city of Rome with the play areas empty.

Group Cards (100x)

These are the cards of Tribune. From now on they will be referred to as cards.

Victory Condition Cards (26x)

These cards show the conditions a player must fulfill in order to win. There are separate cards for the 5 player game.

Other Cards (10x)

There is an overview card for each player that describes how to reach the victory conditions. There is also a card with the scoring for the point valuation variant of the game.

Tribune/Scroll Markers (6x)

These markers have two different sides, one showing a scroll and the other the Tribune symbol. The markers stand for political success in Tribune. Only 5 are necessary to play Tribune; the extra one can be used as a replacement.

Eternal Favor of the Gods Markers (6x)

These markers stand for the benediction of the Gods a player has earned. Only 5 are necessary to play Tribune. The sixth one can be used as a replacement.

Temporary Favor of the Gods Markers (2x)

This marker is a temporary version of the previous marker. Only 1 is necessary to play Tribune. The second one can be used as a replacement.

Group Markers (6 for each group)

These markers represent the 7 parliamentary groups of Rome. Only 5 are necessary to play Tribune. The extra one can be used as a replacement.

Sesterzen

These markers are the currency in Tribune in denominations of one, five and ten.

Legions

These markers stand for the support of the military that a player has acquired.

Laurels

These markers stand for the fame and the honor that players can win, in denominations of one and five.

Family Board (5x)

Each player has a family board containing an overview of play and a place for victory point markers.

Play Figures (6 for each player color)

These wood figures represent the player's followers.

Proconsul Figure (1x)

This figure is neutral at the beginning and can come under the control of⁸ different players in the course of the game.

Starting Player Coin (1x)

This starting player of a round receives this wood coin.

Chariot (2x)

The individual parts of the chariot must be put together. There is a second Chariot as a replacement. Only one chariot is needed to play Tribune.

Setting Up the Game

1. Set the board so that all players can see it, and place one laurel on each of the parliamentary group fields.

- The remaining laurels are placed on the victory column.
- The legion markers are placed beside the board
- The parliamentary group markers are sorted according to parliamentary groups and stacked in each designated area on the parliamentary group fields
- The Sesterzen are placed beside the board
- The Tribune/Scroll, Eternal Favor of the Gods, and Temporary Favor of the Gods markers are placed beside the board
- The chariot and the Proconsul figure are placed beside the board

2. Each player selects a color and receives the appropriate figures. The number will vary depending upon number of players:

With 2 or 3 players: 6 figures

With 4 players: 5 figures

With 5 players: 4 figures

3. Each player gets the family board for his player color

4. The cards are separated into parliamentary group cards, overview of the victory conditions and victory condition cards. Each player receives an overview of the victory conditions card

5. The parliamentary group cards are shuffled and placed in a stack for use

6. Each player gets now 6 cards from the stack. Of these six, each player must immediately select two and discard them. These cards are immediately shuffled into the stack

7. Now a victory condition card is selected (randomly if desired). Each player receives a copy of the selected victory condition card, which he places beside his family board. The remaining victory condition cards are no longer needed.

Important: For a 5 player game there are special scoring cards.

8. A starting player is determined. That player receives the starting player coin and 12 Sesterzen. The second player receives 13 Sesterzen, the third player 14, and so on.

Note: If necessary each player keeps an additional scoring card for the point game, since it is needed for playing if several players reach the victory conditions at the same time.

The Goal of the Game

At the beginning of a game of Tribune the players select a victory condition card. The victory condition card indicates the specific victory conditions to be fulfilled in order to win. The same victory conditions apply to all players. The number of necessary victory conditions depends upon the card selected and the number of players.

Important: Four of the victory condition cards are for 2-4 players and two of the victory condition cards are for games with 5 players. The point value card can be used with any number of players.

Sequence of Play

Tribune is played in rounds. In a round the following six phases are always completed. The player sequence only applies to phase 2 (place figures).

Phase 1: Place cards

Phase 2: Place figures

- in areas
- in Parliamentary groups
- in Coin Bowl

Phase 3: Evaluate areas

Phase 4: Evaluate Parliamentary groups

Phase 5: Use Parliamentary group abilities

Phase 6: Auction of the chariot

Once all 6 phases were played, the player to the left (clockwise) of the starting player becomes the new starting player and a new round begins. This continues until a player reaches the victory conditions.

Phase 1: Place Cards

In this preparatory phase cards are taken from the stack and placed onto the board; the players may claim these cards in phase 3. The cards are placed differently in different areas: Cards are placed face-up on the bright marble areas on the board, and face-down on the dark marble areas. The cards are placed in sequence according to the numbering of the areas on the board.

I Hot springs (1 face-up card on each space)

II. Forum Romanum (1 face-up card on each space)

III. Latrine (1 face-down card)

IV. Curia (cards are placed face-up on each of the 3 spaces until the total value of the cards in the area reaches 5.

Exception: If a leader is placed, no additional cards are placed on this area.

V. Atrium Auctionorum (1 face-down card on each space)

VI. Catacombs (5 face-down cards are placed in a stack)

VII. Pantheon (1 face-down card)

VIII. Victory column (no cards)

Note: If there are no more cards in the stack, the discard pile is shuffled and becomes the new draw stack.

Important Event

If there are no more cards in the draw stack and insufficient cards in the discard pile, an important event has occurred. This can happen during the completion of the display or during the use of the parliamentary group abilities. Any players who hold more than 7 cards in their hand must

immediately discard all surplus cards. If any group consists of four or more cards, the player must further discard the two lowest cards of that group. If any group consists of 3 cards, only one card must be discarded. For parliamentary groups with 2 cards both cards remain.

Phase 2: Place figures

Important: The board is divided into 8 areas marked with Roman numerals. When the rules indicate an area, the entire area and all fields are included.

The placing phase begins. In turn, beginning with the starting player, the players place one of their figures on one of the designated fields of the board. This continues in a clockwise direction until all figures have been placed. One figure may be set in each space. In the case of the Pantheon, there is a condition attached to placing a figure (see exception II in the following section).

The players have the following possibilities:

Place a figure in an area

A player places a figure on the space in an area and secures access to that area or its card(s). The player may need to make a payment of Sesterzen or play a card from his hand in order to activate this figure in Phase 3. With a few exceptions, it is up to the player on which field and into which area he will place his figure. The areas and their functions will be explained in detail in the following chapter. The assigned figures are then activated in phase 3. Other than placing figures, nothing else happens in this phase, with 2 exceptions.

Exception I: Atrium Auctionorum

In the atrium Auctionorum all cards are face-down. When the first figure is placed in the area, the placing player turns two of the three cards face-up. When a second figure is placed in the area, the last card is turned face-up.

Important: One player may not occupy both spaces in the atrium.

Exception II: Pantheon

The Pantheon is the only area for which a player must meet a condition before placing a figure. Only players that already possess the parliamentary group marker of the Vestalinnen may place a figure. When a player places a figure on the Pantheon, he (and only he) may look at the card there.

Important: In general the players may place several figures in the same area. However only one figure is allowed per space, and only if in the area still has a free space.

Placement on the parliamentary groups

A player may also place a figure on one of the two spaces of a parliamentary group. However, a figure can **never be placed on a group that the player already controls**. When a player places his figure, he announces that he would like to take over this group. If no other player has placed a figure on this group, the player must place the figure on the first space of the group. Only if the first space is occupied may a figure be placed on the second space of this group. Parliamentary group take-overs are accomplished in phase 4.

Important: Each player may use one of the two spaces, never both! Players can place figures on several different parliamentary groups, thus enabling the take-over of several parliamentary groups in a round.

Place on the Coin Bowl

In the Coin Bowl a large coin and some small coins are depicted. If a figure is set on the large coin, the player immediately receives 7 Sesterzen from the general supply. Only one figure may be placed on the large coin. As many figures as desired (including several from the same player) can be placed elsewhere in the Coin Bowl. For each other figure there, the respective player immediately receives 5 Sesterzen from the general supply.

Phase 3: Evaluate Areas

After all players have placed their figures, each area is evaluated in order of the Roman numerals assigned. Once an area is evaluated, players receive their figures back from that area. If all spaces of the area are vacant, the cards from that area are immediately discarded.

Note: There is no card limit. A player can have as many as cards as desired in his hand. (Exception: see important event under Phase 1.

I. Hot springs

Players who placed a figure here **must** now pay 1 Sesterzen for each of their figures in the hot springs, and take the adjacent card.

II. Forum Romanum

Players who placed a figure here **must** now pay 3 Sesterzen for each of their figures in the Forum Romanum and take the adjacent card into their hand.

Note: If a player cannot pay the costs of a card, he does not receive the card and his figure was placed in vain. This also applies to the hot springs.

Note: The Hot springs, Forum Romanum and Curia can in principle be evaluated simultaneously. Evaluating the areas in sequence can become necessary if a player does not have enough Sesterzen to purchase all cards assigned to his figures.

III. Latrine

The player who placed a figure here turns the card face-up. He has two choices:

I. Take the numerical value of the card in Sesterzen and discard the card.

II. Pay the numerical value of the card in Sesterzen and take the card.

Note: A leader card costs nothing.

IV. Curia

Players with a figure here may discard any card from their hand and take the adjacent card.

Note: If the player cannot (or does not want to) discard a card, he receives nothing and the figure was used in vain.

V. Atrium Auctionorum

Important: As soon as a player places a figure (phase 2) in one of the Atrium spaces, two of the three cards are

immediately turned face-up. When the second space is used, the third card is turned face-up.

Situation I:

If the second space is not occupied, the owner of the figure on the first space receives both face-up cards for 1 Sesterzen. The face-down card is discarded.

Situation II:

If both spaces are occupied, there is an auction. Both players involved offer secret bids. They take them as many Sesterzen as they wish to bid into their fist, and reveal their bids simultaneously. The high bidder receives the three cards, and pays the other player the amount of the winning bid. The first player wins tied bids.

Note: Naturally players should keep their remaining Sesterzen hidden while bidding.

VI. Catacombs

There are five face-down cards in the Catacombs. The player whose figure occupies the 4 space looks at the cards, and may purchase one of them for 4 Sesterzen. Then the player whose figure occupies the 3 space does the same, at a cost of 3 Sesterzen. Finally, the player whose figure occupies the 2 space does the same for 2 Sesterzen. If a player does not wish to purchase any of the cards, he pays nothing.

Important: All Sesterzen paid here are placed on the separate Money Field of the **Catacombs** and not into the general supply! The player that controls the Gladiators may be able to retrieve this money later. If he does not do this, the Sesterzen accumulate in the Catacombs.

Note: If all spaces are not occupied, the players have more cards to view. It could happen that a player on the 2 space has all five cards from which to choose.

VII. Pantheon

Important: When a player places a figure on a space in the Pantheon, the player may immediately view the face-down card. A player can only occupy one of the two spaces! Only players already possessing a **parliamentary group marker of the Vestalinnen** may place figures here. Only a player with a figure in the Pantheon can bring a victim for the Gods. In the evaluation phase the card is turned face-up. Players with a figure in the Pantheon must discard one card (the sacrifice) of the same parliamentary group (the value of the card does not matter) as the face-up card. After a successful sacrifice, the player receives a marker indicating he has the eternal favor of the gods.

VIII. Victory column

There are no cards on the victory column. Players with a figure here can discard two cards of the **same parliamentary group** (the value of the cards does not matter) and take one Laurel. All players with figures on the victory column put their card pairs face-down on the table at the same time. The player with the highest total numerical value receives an extra Laurel. No extra Laurel is awarded in the case of a tie.

Note: If only one player has a figure on the victory column, he receives the extra laurel.

Note: Players may place several figures here, and play several pairs of cards to receive Laurels, but only one pair of cards can be the highest!

Phase 4: Parliamentary Group Control

In this phase the players attempt to take control of those Parliamentary groups for which they placed a figure. There is a fixed sequence in this phase. It always begins with the Gladiatoren and ends with the Senators. Players may gain control of several groups in this phase if they have placed figures on different groups. A player with a figure on the current group can assume control of that group. To do so, the player must play **at least two cards** of this group.

If another player is in control of this parliamentary group, you must fulfill one of two conditions in order to assume control:

- A) the sum of the numerical values of the cards played must be greater than the sum of the numerical values of the cards of the other player. The number of cards played is not relevant!
- B) more card must be played than the other player. In this case, the value of the cards is not relevant!

If the player fulfills either of the conditions, he gets control of the group and immediately receives:

1. The starting laurel of the parliamentary group (only if the group was not previously controlled)
2. A group marker of the controlled group (if the player does not already possess one)
3. The assumption advantage of the parliamentary group

Important: Cards may only be played in this phase. Once a player has played his cards, he may not play additional cards for this parliamentary group.

Important: The group ability can only be used in the next Phase!

Important: The starting laurel of each group is only received by the first payer to control the group.

Note: Only the parliamentary groups that can be taken over (occupied by at least one figure) are important; all other groups are skipped.

If two different colored figures are played on a group, there is a conflict. **The player in the second position plays his cards first.** As normal, the cards played must fulfill at least one of the two conditions if the group is controlled, and at least two cards must be played otherwise. The player in the first position must then meet at least one of the two conditions against the other player, or the other player gains control of the group. If the player in the first position does meet the requirements, he gains control of the group, and the other player discards one of his played cards and returns the rest to his hand.

Important: The player on the second position may decline the opportunity to attempt control of the group without further effect.

Note: The player on the first position must exceed the value/number of the cars played by the other player. The cards of the player originally controlling the group are not relevant in this case.

Phase 5: Using Parliamentary Group Abilities

In this phase the players receive the advantages of the Groups. Beginning with the Gladiatoren and ending with the Senators, the players controlling each group receive the reward as indicated on the board. It should be noted that some rewards are options and others have conditions attached. After the advantages of all groups (controlled by players) are used, phase 6 begins.

Phase 6: Auction of the Chariot

In this phase the players bid for the chariot. The player who wins the chariot may place it on any of his controlled parliamentary groups. This parliamentary group is blocked for the next round. No figure can be played there. and control will not transfer. To bid, the players take the desired quantity of Sesterzen in their fist and reveal them simultaneously. The highest bidder receives the Chariot and puts the required Sesterzen back into supply. The other players keep their Sesterzen. Anyone can bid for the chariot, but it may only be set on the player's own group. If this is not possible, the chariot is set beside the board. **Note:** If the bid is tied, the chariot becomes ineffective and is set beside the board. No player pays the Sesterzen bid.

For the next round, the starting player coin moves clockwise. Additionally, all cards are removed from the board and put on the discard pile. The next round begins.

End of Game

Tribune ends as soon as a player fulfills the necessary number of victory conditions. Which victory conditions are fulfilled does not matter, only the number of them. However, on some victory condition cards a victory condition may be marked as **"obligatory"** and must be met. A player meeting the victory conditions must immediately notify the other players (best accomplished with the words VENI, VIDI, VICI). The round will be completed as normal, and it is possible that more than one player will achieve the victory conditions. If more than one player meets the victory conditions, the point scoring is used to determine the winner.

Point Scoring:

Tribune:	7 Victory Points
Scroll:	3 Victory Points
Eternal Favor of the Gods:	5 Victory Points
Temporary Favor of the Gods:	2 Victory Points
Each Legion:	2 Victory Points
Each laurel:	1 Victory Point
Each Group Marker:	1 Victory Point
Every 10 Sesterzen:	1 Victory Point
Player ending game:	2 Victory Points

The point valuation can be also used to determine finishing order.

Note: A player who has reached the necessary number of victory conditions but has fewer points than another player who has not reached the victory conditions is still ranked higher.

Variant: Point scoring play

Tribune can also be played purely for points. In this variant no specific number of victory conditions must be met. Each player tries to score as many points as possible, and play ends as soon as a player possesses a certain number of parliamentary group markers. The current round is always played to the end. The number of necessary parliamentary group markers depends on the number of players.

Playing with point scoring

5 players	5 parliamentary group markers
4 players	6 parliamentary group markers
3 player	6 parliamentary group markers
2 players	7 parliamentary group markers

Victory conditions

Victory conditions are determined by the selection of a card at the beginning of play. On each card there are 6 victory conditions indicated.

Tribune: This victory condition is fulfilled if the player possesses the Tribune marker. The Scroll marker is a precondition for the acquisition of the Tribune.

Favor of the Gods: This victory condition is fulfilled if the player possesses either the "eternal favor of the gods" or the "temporary favor of the gods" marker.

Laurel: This victory condition is fulfilled if the player possesses at least the number of laurels indicated on the card.

Legions: This victory condition is fulfilled if the player possesses at least the number of legions indicated on the card.

Sesterzen: This victory condition is fulfilled if the player possesses at least the number of Sesterzen indicated on the card.

Parliamentary Group Markers: This victory condition is fulfilled if the player possesses at least the number of Parliamentary group markers indicated on the card.

Important: Each player can gain only 1 parliamentary group marker per parliamentary group.

Roman parliamentary groups

Control of the seven parliamentary groups of Rome is the only way to success in Tribune. By it one receives the necessary resources to attain influence and power and win the game. Each parliamentary group contributes different advantages. There are two types of advantages a group can contribute.

Assumption Advantage: Indicated on each card, this advantage is only granted when a player takes control of a parliamentary group in phase 4.

Parliamentary Group Ability: Indicated on the family boards as well as on the respective group field on the board. These abilities are used in phase 5 by the player controlling the group. Sometimes certain conditions must be met to obtain these advantages. Some parliamentary groups offer 2 options. This bonus occurs each round, for as long as a player controls the group.

The sequence of the groups is used both in phase 4 and in phase 5. Each parliamentary group has a leader (card value 0) which brings the special advantage if the leader is played during the **assumption of a parliamentary group**.

Gladiatoren

Assumption: The player receives 1 Legion.

Control: The player receives the Sesterzen from the Catacombs

or the player receives 1 card.

Additionally the player may use an assassin to remove the highest card from any parliamentary group control set of an opponent. The assassin cannot attack any parliamentary groups with only 2 cards!

Leader: Spartacus

If Spartacus is played with the parliamentary group assumption, the player immediately receives an additional legion.

Legaten

Assumption: The player receives 2 laurels.

Control: The player receives the scroll panel (if it does not possess one)

or the player receives 1 card. The player may also purchase one legion by paying as many Sesterzen as the total value of all the played Legaten cards.

Leader: Varus

If Varus is played with a parliamentary group assumption, that player immediately receives an additional laurel.

Praetorianer

Assumption: The player receives a card.

Control: The player receives a legion.

Leader: Gaius Tigellinus

If Gaius Tigellinus is played with a parliamentary group assumption, the player immediately receives a legion, if he discards one card from his hand.

Plebejer

Assumption: The player receives a card. Additionally the player may use an assassin to remove the highest card from any parliamentary group control set of an opponent.

The assassin cannot attack any parliamentary groups with only 2 cards!

Control: The player receives 1 card and 2 Sesterzen.

or the player receives the Tribune token if he already possesses a scroll.

Leader: Agrippa

If Agrippa is played with a parliamentary group assumption, the player immediately receives 1 card or the scroll token.

Patrizier

Assumption: The player receives a laurel.

Control: The player receives the proconsul play figure. The figure can be used as an additional player figure in the next round as long as the player controls the Patrizier.

Leader: Scipio Africanus

If Scipio Africanus is played with a parliamentary group assumption, the player immediately receives Sesterzen.

Vestalinnen

Assumption: The player immediately receives 5 Sesterzen.

Control: The player receives the "temporary favour of the Gods" token. It will be lost as soon as the parliamentary group is no longer controlled by the player. If the player already has the Eternal Favor of the gods, he receives a laurel instead.

or

The player receives the Tribune token if he already possesses a scroll.

Leader: Aquilia Severa

If Aquilia Severa is laid out with a parliamentary group assumption, the player receives immediately the panel "eternal favour of the Gods" (if it yet does not possess).

The eternal favour, must in contrast in the temporary favour, not to be put down, if the player those Control of the Vestalinnen loses.

Senators

Assumption: The player receives a laurel.

Control: The player receives the scroll panel or the player receives 2 cards.

Leader: Cato the Elder

If Cato the Elder is played with the parliamentary group assumption, the player immediately receives a parliamentary group marker of its choice.

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Test players.