

# CARPE DIEM

*An exciting tile-placement game set in ancient Rome.  
Players: 2-4 Ages: 10+ Playing Time: 45-75 minutes*

## INTRODUCTION

**Rome, 1 BC.** As influential patricians—members of the founding families—you set out to improve your city district. Ensure your city’s prosperity with profitable buildings and beautiful landscapes.

As you improve your city district, embrace the concept of “carpe diem.” Seize the day by growing and harvesting various goods, then trade them in the forum for rewards. Build comfortable dwellings for your household to make them more diligent and productive. Enhance your own villa to gain prestige.

As you strategically build your city district and make wise trades in the forum, your accomplishments will be turned into victory points.

**The player with the most victory points at the end of the game is the winner.**

## GAME CONTENTS



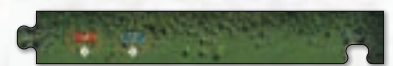
1 Game Board



4 City District Boards



4 Resource Boards



16 Frame Parts



60 Forum Cards



24 Fountain Cards



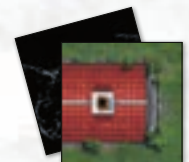
66 Victory Point Cards



1 Starting Player Token



84 Building Tiles (white back)



39 Building Tiles (black back)



18 Bread Tokens



24 Gold Coins



36 Writ Tokens



4 Patricians



20 Marker Discs (5 per color)



20 Goods (5 each)

*If you are reading this manual for the first time, you can ignore the **bold** text in the margins. Those instructions serve as a quick reference for players who are already familiar with the rules and want a refresher to get back into the game quickly.*



## GAME SETUP

Before the first game, carefully punch all pieces out of the component boards.

Place the game board in the center of the table.

### Each player takes:

- **4 random frame parts.** Assemble them into a square frame and place them in front of you.
- **1 city district board.** Place it inside the frame so that the handle of the shovel in the center points to the top right.
- **9 writs.** Place these on the nine writ spaces on your city district board.
- **1 resource board.** Place it next to your district. This serves as a quick reference for the main game rules and scoring, and as storage for items during the game.
- **1 patrician** in a color of your choice. Place it on any unoccupied rectangle outlined by blue in the center of the game board.
- **5 marker discs** in the color of your patrician. Place them on the basket on your resource board.
- Separate the **60 forum cards** into piles according to their backs (A, B, C, D) and shuffle each stack. Take a number of cards from each pile, depending on the number of players.



**2 players**

$2A + 2B + 2C + 2D$

**3 players**

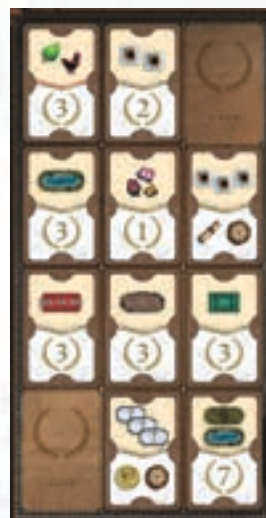
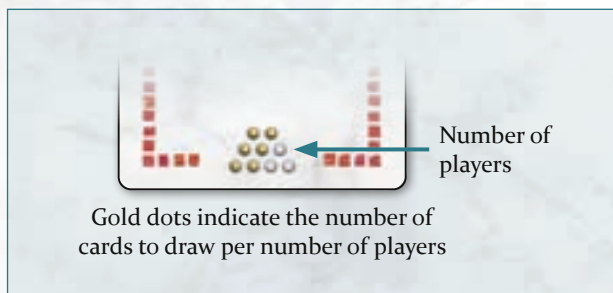
$2A + 3B + 2C + 3D$

**4 players**

$3A + 3B + 2C + 4D$

Shuffle these cards thoroughly and place them faceup on the forum spaces of the game board. In a two-player game, leave all corner spaces empty. In a three-player game, leave two opposing corner spaces empty. In a four-player game, all twelve spaces are used.

Return the remaining forum cards to the box.



A three-player forum card setup.

## Game Setup

Set out the game board.

### Each player takes:

- 4 frame parts (assemble to a square)
- 1 city district board (place inside the frame)
- 9 writs (place on writ spaces on city district board)
- 1 resource board
- 1 patrician (place on unoccupied blue rectangle space on game board)
- 5 marker discs

Prepare the forum cards according to number of players and place them faceup on the game board

**2 players » 8 cards:**

$2A + 2B + 2C + 2D$

**3 players » 10 cards:**

$2A + 3B + 2C + 3D$

**4 players » 12 cards:**

$3A + 3B + 2C + 4D$



2 with 2 players

2 with 3 players

3 with 4 players



## Example: 3-player Board Setup



City District Board



Fountain Cards



Victory Point Cards



Starting Player Token



Resource Board

Shuffle the **24 fountain cards** and place them in a face-down pile next to the game board.

Sort the **66 victory point cards** into five piles according to their point value.

Separate the **white and black building tiles**. Shuffle each stack separately, and place them facedown in piles next to the game board. Place four randomly selected white building tiles on each blueprint tile space on the game board. Turn them all faceup. Place one randomly selected black building tile on each of the square spaces on the bottom margin of the game board. Turn them all faceup.

Place the **20 goods, plus all coins and bread tokens**, in separate piles next to the game board. If you run out of coin or bread tokens or any goods during the game, you can use any number of other items as substitutes.

Give the **starting player token** to the player who was born furthest from 1 BC. They put one of their five markers on the 0 space of the prestige bar in the top margin of the game board. In clockwise order, the other players each stack one of their markers on top of the starting player's marker.

Give each player **victory point cards** as follows (clockwise order):

### 2 players

Starting player: 8 VP

Second player: 9 VP

### 3 players

Starting player: 8 VP

Second player: 9 VP

Third player: 13 VP

### 4 players

Starting player: 8 VP

Second player: 9 VP

Third player: 10 VP

Fourth player: 11 VP

**Set out the fountain cards facedown.**

**Set out 5 piles of victory point cards.**

**Place 4 white building tiles on each of the blueprint grids.**

**Place one black building tile on each of the squares at the bottom of the board.**

**Set out all goods, coins, and bread tokens.**

**Give the starting player token to the youngest player. The starting player places one marker on the prestige bar and gains victory point cards. All players follow in turn order placing one marker and gaining victory point cards.**



## PLAYING THE GAME

The game is played in four Building phases, each consisting of seven rounds. Each Building phase is followed by a Forum phase. During the Forum phase, all players calculate victory points for the previous Building phase (see page 8, Forum phase).

The starting player begins, then the turn moves to the next player in clockwise direction. After seven rounds, all 28 building tiles will have been chosen or removed, and the Building phase ends.

On their turn, the current player moves their patrician onto one of the two adjacent blue rectangle spaces. They choose one of the building tiles from the attached blueprint and immediately integrate it into their city district according to the Building phase (page 5). If they do not want to or cannot integrate that tile into their district, they place it facedown on the storage space on their resource board, where it remains until the end of the game.

### Movement Rules

Patricians must move every turn.

A player who has bread tokens may pay **1 bread token** to remain on the same space, or to move to any blue rectangle space.

Patricians may move onto a space that is already occupied.

If a patrician moves onto a blue rectangle space whose blueprint does not contain a building tile, they immediately move again in the same direction until they land on a blue rectangle space with at least one building tile. Players may choose to move onto an empty space even if there are building tiles available in the adjacent space in the other direction.



### Phases 2-4

At the end of each Forum phase, pass the **starting player token** to the left.

At the end of phase **one** and **two**, fill the blueprint spaces with **white building tiles**.

At the end of the **third** phase, fill the blueprint spaces with the **black building tiles**.

Cards and markers in the forum, markers on the prestige bar, and patricians remain where they are at the end of each phase.

#### 2- and 3-player Games

In a two-player game, remove the two remaining building tiles from the blueprint as soon as the second tile has been chosen. In a three-player game, remove the last building tile from the blueprint as soon as the third tile has been chosen. Return the removed tiles to the box.

### Playing the Game

The game consists of 4 building phases of 7 rounds each.

At the end of each Building phase, a Forum phase occurs, and victory points for that phase will be calculated.

Move your patrician to either of the two adjacent blue rectangle spaces, and choose a tile from the attached blueprint to integrate into your city district.

If a blue rectangle space contains no building tiles, continue moving in the same direction until you land on a blue rectangle space with building tiles.

At the end of each Building phase, complete the Forum phase.

In a 2-player game, remove the final 2 building tiles.

In a 3-player game, remove the final building tile.



# 1. BUILDING PHASE

The first building tile selected must be placed on the shovel space. All subsequent tiles must be placed adjacent to a tile that is already on the building board. Tiles may not be placed diagonally.

Tiles may be rotated to any orientation but must be placed so that all sides match the adjacent tiles. For example, pond must touch pond, grass must touch grass, villa must touch villa, merchant dwelling must touch merchant dwelling, and so on. The frame counts as grass, and so you may only place tiles with a grass side adjacent to the frame.

When a player places a building tile on a space containing a writ, they remove the writ from the board, then move their marker disc one space forward on the prestige bar. If that space is already occupied, they place their marker disc on top of the other marker(s).

Whenever a player completes a dwelling (except for a villa) or a landscape, they immediately receive a reward. In addition, completed dwellings and landscapes may earn victory points during the Forum phase and at the end of the game.

The first building tile you take must be placed on the shovel space in your city district.

All subsequent tiles are placed adjacent to matching tiles.

When placing a tile on a writ space, move forward 1 space on the prestige bar.



## Landscapes

There are four types of landscapes: **ponds, gardens, vineyards, and farmyards.**

A completed landscape consists of 2–4 tiles of the same type. Whenever a player completes a landscape, they are immediately rewarded with a one-time bonus of goods from the supply. The bonus is always the **number of tiles in the completed landscape minus 1**. Place the goods on your resource board. A player may own multiple complete and incomplete landscapes of any type and size.

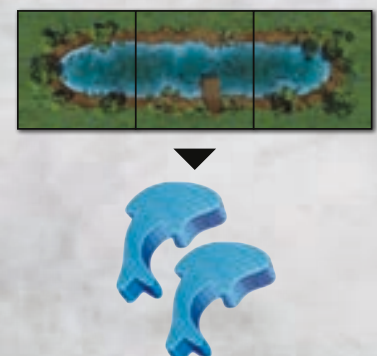
A landscape earns the following goods:



## Landscapes:

- consist of 2–4 tiles
- when completed, earn grapes, herbs, chicken, or fish (number of tiles - 1)
- may help during the Forum phase

Example: This 3-tile pond earns 2 fish.





## Dwellings

There are four types of dwellings: merchant, granary, administrator, and craftsman.

A dwelling consists of two half-buildings of the same color. A player may own multiple complete and incomplete dwellings of any type.

Whenever a player completes a dwelling, they immediately receive a one-time bonus, depending on the roof color.



### Merchant (yellow roof)

The player must return all their accumulated goods to the supply and receives an **equal number of coins plus one additional coin** from the supply. Place the coins on the

resource board. If the player does not have any goods to trade in, they receive one coin from the supply.

**During the Forum phase, coins can be used to replace any goods** (see page 9, Forum Cards).



### Granary (brown roof)

The player takes **two bread tokens** from the supply and puts them on their resource board.

Bread can be used two different ways.

1. At the beginning of a player's turn, they may pay **one bread token** into the supply to move their patrician to any blue rectangle space, or to choose not to move.
2. During the Forum phase, a player may pay **three bread tokens** to fulfill the requirements of one of the two adjacent forum cards instead of meeting the requirements shown on the card.

**You can meet the requirements of the forum cards multiple times in the same turn.**

*Example: If the forum card requires two chimneys, and the player has four chimneys and three bread tokens, they can earn the victory points three times for that card.*



### Administration (gray roof)

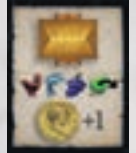
The player moves their marker two spaces on the **prestige bar**. If that space is occupied, put the marker on top.

If you are at the end of the prestige bar, or reach it as a result of this reward (or by using a writ) and cannot move both spaces, place your marker on top of the others on the final prestige bar space and take 1 victory point from the supply for each space you can't move.

## Dwellings:

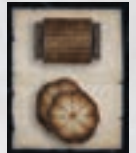
- consist of 2 tiles
- may help during the Forum phase

+X coins equal to X goods + 1

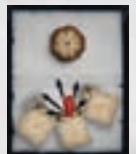


*Example: Nick trades in 1 fish, 1 chicken, and 2 grapes, and receives 5 coins.*

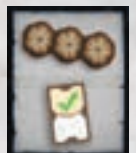
+ 2 bread tokens



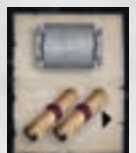
Pay 1 bread = move patrician to any space or stay on current space



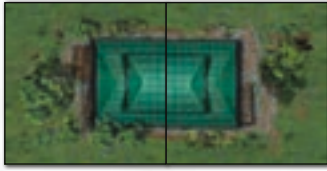
Pay 3 bread = fulfill one forum card requirement



+ 2 spaces along the prestige bar





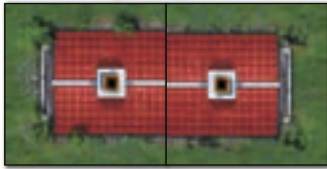


### Craftsman (green roof)

The player chooses any one of the building tiles from the spaces on the bottom of the game board (a black building tile) and immediately places it on their city district

board using the building rules. If that tile completes a landscape or dwelling, they immediately earn the associated reward. If they complete another craftsman dwelling, they choose another tile.

**Do not replace the building tiles on the bottom margin with new tiles as they are used.**



### Villas

Villas can be any size. A completed villa consists of at least two adjacent tiles, where none of those tiles have an opening. Completing a villa doesn't earn an immediate

reward, but completed villas earn victory points at the end of the game. Players may own multiple complete and incomplete villas.

## Markets, Bakeries, and Fountains

Markets, bakeries, and fountains consist of the single tile they are depicted on. They are always surrounded by grass, so they can only be placed adjacent to other grass.



### Market

When you place a market, you are rewarded **one coin** from the supply. Place it on your resource board. During the Forum phase, coins can be used in place of any goods.



### Bakery

When you place a bakery, you are rewarded **one bread** from the supply. Place it on your resource board. Bread can be used to change the movement of your patrician, or during the Forum phase to fulfill the forum card requirements.



### Fountain

When you place a fountain, look at the **top two cards** of the fountain card pile. Choose one of them and place it facedown next to your resource board. Return the other card facedown to the bottom of the fountain card pile.

For each subsequent fountain you place, draw two cards. You must always return one card to the bottom of the fountain card pile, but it can be any of the fountain cards in your stack, even one you chose in a previous turn.

+ 1 black building tile



**Do not replace the building tiles on the bottom margin with new tiles as they are used.**

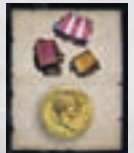
### Villas:

- can be any size
- may help during the Forum phase
- when completed, earn victory points at the end of the game only

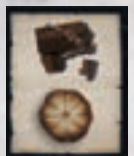
### Markets, Bakeries, and Fountains

- always consist of 1 tile
- earn the following rewards:

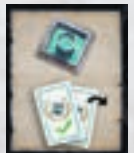
+ 1 coin



+ 1 bread token



+ 1 fountain card



**Fountain cards may earn victory points during scoring at end of game.**



## 2. FORUM PHASE

The game consists of four building phases of seven rounds each. At the end of seven rounds, all 28 building tiles will have been chosen or discarded. Each Building phase is followed by a Forum phase.

Players visit the forum in order of position on the prestige bar. The player who has progressed farthest on the prestige bar visits the forum first. If there is a tie, the player whose marker is on top begins.



**Example:** Sophie, the blue player, picks the last building tile, and begins the Forum phase. She will go third in the Forum phase. Cathy, who is yellow, will go first followed by Hank, who is green. As the red player, Nick will go last.

During the Forum phase, each player uses goods, coins, or features of their city district to conduct trade in the forum to immediately earn victory points or other rewards.

On your turn, choose two adjacent cards in the forum and place one of your markers on an empty space between the cards as shown.



Place a marker on an empty space between two cards to activate the forum cards.



You gain victory points, coins, bread, or advancement on the prestige bar by meeting the requirements shown on the top half of each card. Take the victory points immediately in the form of victory point cards.

- For cards with a **red stripe (A)**, you must **pay** the goods shown in the top half to earn the victory points shown in the bottom half. Place the goods back into the supply.
- You may replace any required goods with **coins**.
- For cards with a **green stripe (B)**, you must **own** the number of buildings, chimneys, landscapes, or fountains shown in the top half to receive the coins, bread, victory points, or advancement on the prestige bar shown in the bottom half.
- You may pay **three bread** to meet the requirement in the top half of any card.
- You can meet the requirements of the forum cards multiple times in the same turn, earning the reward on the bottom half of the card for each set of requirements met.
- The player decides the order in which they fulfill their two forum cards. Sometimes it is possible to meet the requirements of the second forum card with the rewards from completing the first.

Coins can replace any good.

3 bread tokens fulfill the top part of any scoring card.

If you can meet the requirement multiple times, you gain the reward each time.



- If a player cannot meet the requirements of a forum card, they lose 4 victory points, whether the reward was victory points or some other bonus. If the player cannot meet the requirements for either forum card, they lose 8 victory points.

**Example:** For one of her forum cards, Cathy needs to pay 3 fish, but she only has 2. She does not have coins or 3 bread tokens, so she cannot meet the requirements of the card. She keeps the 2 fish, and instead of gaining the forum card reward of 7 victory points, she ends up losing 4 victory points.

The markers remain in the forum after each phase, blocking players from using that specific linked combination of cards for the rest of the game. Other combinations featuring those cards and other linked cards can be made in subsequent forum phases. The layout of cards provides one more space than is needed for the number of players.

## Forum Cards

There are four types of forum cards, labeled on the back as A, B, C, and D. A certain number of each type is chosen during game setup, according to the number of players, and placed randomly in the forum.



### A and B Cards (red stripe cards)

These cards require you to pay a specific quantity of the same goods (A cards) or different goods (B cards). Any or all goods can be replaced by coins.

**You may pay three bread to meet the requirement in the top half of a card.**

If you can pay multiple sets of the requirements shown on the top half of the card, you receive the same multiple of the victory points in the bottom half.

For example, these four cards read as follows:



Pay two herbs and/or coins (or three bread) to receive 4 victory points.



Pay three chicken and/or coins (or three bread) to receive 7 victory points.



Pay one set consisting of one chicken, one grape, and one fish and/or coins (or three bread) to receive 5 victory points.



Pay one set consisting of one chicken, one grape, one herb, and one fish and/or coins (or three bread) to receive 8 victory points.

**Example:** Sophie placed her marker and activated the forum card on the far right as part of her pair of cards. She pays three bread tokens (meeting one set of requirements), plus two fish, two herbs, and one chicken as well as three coins (which replace two grapes and one chicken, bringing her total number of sets to three). She receives 24 victory points (three sets x 8 VP each).

**If a player cannot meet the requirements on a forum card, they lose 4 victory points!**

### Forum Cards

- There are four types of cards: A, B, C, and D (see game setup for quantities)
- Any or all goods can be replaced by coins
- You may pay 3 bread to meet the requirement in the top half of a card

**Cards with red stripe (pay what is shown)**



## C Cards (green stripe cards)

The requirements on these cards are based on your villas.

- If the requirement is a number of chimneys, count the total number of chimneys in your district. Every chimney counts, whether or not the villas are complete.
- If the requirement is completed villas (third and fourth card below), incomplete villas are ignored. The size of the completed villa does not affect the reward.

For example, these four cards read as follows:



For two chimneys (or three bread) you receive one bread token.



For three chimneys (or three bread) you receive one coin and move forward one space on the prestige bar.



For one completed villa (or three bread) you receive 3 victory points.



For two completed villas (or three bread) you receive one coin, one bread, and move forward one space on the prestige bar.

**Example:** Nick placed his marker between the two cards on the left. He has a total of seven chimneys in his district. For the left-hand card, he receives three bread (three sets of two chimneys). For the right-hand card, he receives two coins and two spaces on the prestige bar (two sets of three chimneys).

## D Cards (green stripe cards)

The requirements on these cards are based on your landscapes, dwellings, markets, bakeries, and fountains.

**You may pay three bread to meet the requirement in the top half of a card.**

If you have multiple sets of the requirements shown on the top half of the card in your city district, you receive the same multiple of the victory points or other rewards in the bottom half.

For example, these four cards read as follows:



For one completed merchant dwelling (or three bread), you receive 3 victory points.



For one set consisting of one completed pond and one completed garden (or three bread) you receive 7 victory points.



For any 3 completed landscapes (or three bread) you receive one coin and one bread.



For two bakeries (or three bread) you receive 3 victory points.

**Example:** Hank placed his marker between the cards in the center. His district contains seven completed landscapes of various sizes, including two ponds and one garden. For the left-hand card, he receives 7 victory points. For the right-hand card, he receives two coins and two bread.

Cards with green stripe (own what is shown)

Chimneys are counted even if the villa is incomplete.

Completed villas may be of any size. Incomplete villas are not counted.

Score completed landscapes, dwellings, markets, bakeries, and fountains.



## END OF THE GAME

After all players have completed the fourth Forum phase, the game ends. Using the images in the bottom black rows of the resource board, all players calculate their final victory points.

**The player with the most victory points is the winner.** If multiple players are tied for most victory points, the tied player who has the most writs remaining on their city district wins. If a further tiebreaker is needed, the tied player at the lowest number on the prestige bar wins the game.

### Scoring Victory Points

**Items on resource board:** Add up the number of remaining items on your storage space (goods, coins, bread tokens, and building tiles) and divide by 2, rounding down. You receive that many victory points.

**Prestige bar:** You receive victory points equal to the numbered space occupied by your marker on the prestige bar.

**Frame achievements:** Each player has two goals on each of their four frame parts. Draw an imaginary line starting at the arrow that shows a building or landscape type. That line must intersect with at least one completed building or landscape of that type. Incomplete matching buildings or landscapes do not count. Each frame goal may only be scored once.



**Example:** Cathy achieved the granary goal (4 victory points) and the villa goal (3 victory points), but not the pond goal (because the pond is incomplete), nor the garden goal (wrong orientation).

### End of the Game

After the fourth Forum phase, calculate final victory points.

The player with the most victory points wins the game.

Victory points for remaining items divided by 2

Victory points for position on prestige bar

Victory points for each completed goal on each frame



**Fountain cards:** Reveal your fountain cards. You receive the associated victory points for every completed landscape or building shown on the fountain cards. If you have both fountain cards of the same type, you receive victory points for both of them.

For example, these four fountain cards read as follows:



For each completed merchant dwelling in your district, you receive 2 victory points.



For each completed garden in your district, you receive 2 victory points.



For each market in your district, you receive 2 victory points.



For each completed villa in your district (of any size), you receive 2 victory points.

**Villas:** For each of your completed villas, count the chimneys. Compare the total for each villa to the chart on the resource board to determine the victory points you receive. Do not count the chimneys of incomplete villas.

**Example:** Nick has a completed villa with three chimneys and two completed villas with five chimneys each. He also owns two incomplete villas with four chimneys each. He receives 3 (three chimneys) + 7 (five chimneys) + 7 (five chimneys) = 17 victory points. He receives no victory points for the chimneys of the incomplete villas.

**Scoring chimneys in completed villas**

Total Chimneys	0	2	3	4	5	6	7	8	9	10	11+
Victory Points	0	2	3	5	7	9	12	15	18	22	26

3 chimneys = 3 victory points  
5 chimneys = 7 victory points

The author and publisher would like to thank the numerous play testers for their enthusiasm and many suggestions, especially: Susanne and Jonathan Feld, as well as the play groups from Bad Aibling, Fischbachau, Grassau, Krumbach, Lieberhausen, Oberhof, Offenburg, Reutte, and Siegsdorf.

**Graphic Design:** Richard Anderson  
**Illustration:** Eric Elwell

© 2017 Stefan Feld  
© 2018/2020

Ravensburger North America, Inc.  
PO Box 22868  
Seattle WA 98122, USA

Imported into the UK by Ravensburger Ltd.  
Units 3-5, Avonbury Business Park  
Howes Lane, Bicester, OX26 2UA, GB

ravensburger.com

**Fountain cards: victory points for completed landscapes and buildings**

**Completed villas: victory points for chimneys**



238474-A