

# BOMARZO

*«Voi che pel mondo gite errando vaghi  
di veder meraviglie alte et stupende  
venite qua, dove son facce horrende,  
elefanti, leoni, orchi et draghi»*

*«Thou who across the world rove  
in quest of splendors huge and wonderful,  
come here, where faces there are dreadful  
olde lions, elephants, dragons and ogres»*

*So reads the notice the unwary visitors bumps into the Sacred  
Grove of Bomarzo.*

*Always otherworldly forces lurk and plot in its caverns and its  
creatures, which once were flesh and now are stone, absorb  
the mystical energies of those who know and who manipulate  
magic, waiting for the day they will live again.*

*But now the time is almost ripe: his worshipers gather in dark  
shelters while Ogre expects the imminent awakening and al-  
ready enjoys a foretaste of a terrible banquet of human flesh.*

Bomarzo is a game of deep strategy for 2-4 players, the short duration of which gives to the player's choices even more decisive importance. The careful management of resources will allow you to easily take advantage of the power of the monstrous deities of the park.

Each turn you will be able to perform various operations in your fief and also you will have to choose which deity ingratiate, through workers placement.

But beware: each divinity of the park requires a very specific offer in order to concede his favor otherwise unleash his monstrous fury on the unwary visitor!

To win in Bomarzo you not only need the best development but you have to tie your fortune to the most powerful deities and help them to reach the most prestigious positions in the pantheon.

## Components

- 1 Game board
- 1 Season pawn
- 4 Village Boards
- 20 action pawns in 4 colors, 5 each
- 21 worker indicators in 4 colors, 7 each
- 20 player's markers in 4 colors, 5 each
- 45 development cards
- 4 Cover cards
- 8 Divinity cards
- 1 First Player card
- 75 resources cubes (30 food, 30 coins, 15 wine)

# Setup

1) Place the game board on the center of the table. Place the season token on the space "1" of the board and put all game tokens in the box.: This will be the game "reserve". Determine randomly the first player and he takes the first play-er token. Other players will follow in clockwise order.

2) Each player chooses a color and takes on his color from the reserve: 2 Action pawns in 4 players or 3 Action pawns in 2-3 players, 5 worker indicators (cubes) and 5 Player's markers (discs). In addition of that, each player receives 2 resources (1 Coin and 1 Food) and a Cover card. In 4 player game, the last player receives 1 extra Coin or Food.

3) Each player places his 5 worker indicators on the starting positions on his Village board tracks and his resources and action pawns over his Village illustration.

4) Shuffle the Divinity cards and place them randomly face up (no moss-covered side) all around the game board. The first card on down left is the more important for the purposes of scoring and so on, clockwise.

5) Keep Development cards with the same face up color. Then shuffle them and

give 4 random cards to each player. Each player chooses 1 card and keep it on his hand. Hand cards must be covered with the player Cover card to avoid any confusion between played cards and hand cards. Each player discards the other 3 cards on the discard pile.

6) Place the Development deck near game board showing the yellow side and the discard pile near the deck showing the blue side.

When the deck is exhausted, shuffle the discard pile and create a new deck with these cards.

7) Each player moves 2 worker indicators by 1 step on two rows of his Village board or 1 worker by 2 steps on a single row. If the worker indicator reach or pass a symbol, the relative element is activated: additional resources/cards are gained during the Production Phase, meanwhile additional action pawns are immediately acquired. If requested by any player this procedure can be done following the player order.

Note: If during the game, the order of play is important to do something, make it always following the current player order.

You are ready to start!



# The Game

Bomarzo is played over a consecutive number of game seasons, with each season consisting of the following phases in this order:

- 1) Production Phase
- 2) Action Phase
- 3) Status Phase

The game ends at the end of the 8th season.

## Production Phase

In this phase every player collect income from 1) his Village board and 2) his Development cards in play.

1) Income from the Village board:

- A) For every Food, Coin, Wine symbol activated, you gain respectively 1 Food, 1 Coin, 1 Wine resource from the reserve.
- B) For every active Action pawn you can add 1 Action Pawn on your Village.
- C) For every Card symbol activated you can take 1 card from the Development deck.

2) Income from Development cards. Each player takes income from the Development cards already played on the table:

A) collect 1 Food / 1 Coin / 1 Wine.



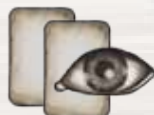
B) draw 1 card from the Development deck.



Important: You are able to choose any order to use your played Development cards and/or Village board income.

Wine can be used as Food or Coin.

If you have in play a Development card with the vision power, when you have to take development cards from the deck, you can take 2 additional cards, then choose the card number you have to take and then discard excess cards. Rotate the Development card by 90 degrees to remember that the card power has been used and cannot be used more during this season.



# Action Phase

Starting with the first player and continuing in clockwise direction, during their turn each player places 1 **Action pawn** from his Village board on a Divinity card or on the Harvest Area of the game board in order to resolve an action. After placing the action pawn, that action is resolved at once. Players continue placing their action pawns in this manner until they run out of Action pawns. When a player runs out of Action pawns, he has to pass.

Note: if a player has more Action pawns than another player, he resolve more actions than that player. It's possible to copy a player action on a Divinity card, see "Copy an Action".

## ACTIONS ON THE HARVEST AREAS

- 1) The 1st player to place 1 Action pawn on the Fields, gains 3 Food. The 2nd player gains 2 Food. The 3rd and 4th player gain 1 Food.
- 2) The 1st player to place 1 Action pawn on the Caves, gains 3 Coins. The 2nd player, gains 2 Coins. The 3rd and 4th player gain 1 Coin.
- 3) The 1st player to place 1 Action pawn on the Vineyard, gains 2 Wines. The 2nd, 3rd and 4th player gain 1 Wine.

In every season a player can't harvest the same resource 2 or more times.

## ACTIONS ON THE DIVINITIES

Divinity cards have two Status: Active and Moss-Covered.

- 1) When they are Active they requires a specific resource as tribute to be used: Food and/or Coins (as shown on cards before the red arrow). You must place your Action pawn on the Divinity card with the resources of the tribute, then the related action is activated and you can perform it immediately.

*For example, Micheal place his Action pawn on the Dea (Goddess) Divinity card. He put there 1 Coin and 1 Food resource as tribute and activates the card. The Dea (Goddess) power allows him to move by 2 steps any worker indicator of his Village.*

See the Appendix (at the end of this rulebook) for a detailed list of Divinities favors.

- 2) When you invoke a moss-covered Divinity (see moss in the Status Phase), you have to pay a lower tribute or in some case the tribute is not required.

In every season you cannot have more than 1 Action pawn over the same divinity card. If you got the **repetition power** on a your played development card you can put 1 additional Action pawn on the same card. Rotate the card by 90 degrees to remember that the card power has been used and cannot be used more during this round.



## MINIMUM TRIBUTE

You always can exceed the minimum required tribute or add resources as tribute when the tribute is not required, with the purpose of increase the minimum tribute for the next player.

This because the following players, which want to use the same Divinity card, must place there as tribute equal to the resources already on the card +1 resource of any type. If there is any wine on the card, the following player can use any resource to match it.

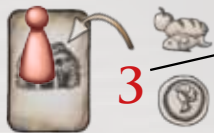
*Example: David is the 1st player to invoke Tartaruga (Turtle). The minimum tribute is 1 Food, but he chooses to pay 2 Food.*



Chiara is the 2nd to invoke the Tartaruga (Turtle). The minimum tribute is 2 Food + 1 any additional resource, and she pays it.



A 3rd player invokes Tartaruga (Turtle). He has to pay at least 4 Food + 1 any resource for the wine + 1 any additional resource.



If you have in play a development card with the **raising power**, when you put an Action pawn over a card, you can add 3 additional resources on the Divinity card taking them from the reserve (Coins or Food in every combination). This will make the card more expensive for other players. Rotate the card by 90 degrees to remember that the card power has been used and cannot be used more during this round.

## WINE AND DORMANT DIVINITIES

As soon as a divinity card has 2 Wine on it, she becomes dormant and can't be invoked again until next Season. This involves normal player action and copied actions.

*Example: David is the 1st player to invoke Orco (Ogre) and pay 1 Wine (as 1 Food). Then Jessica invokes Orco (Ogre) and pays 1 Food and 1 Wine (as 1 Food). After resolving his favor, Orco (Ogre) becomes dormant. No player can copy Jessica's action and this season no other players can invoke him.*

## COPY AN ACTION

Immediately after a player made an action, other players can copy it without spend any Action pawn. They have to pay the identical resources of the copied player with the addition of **2 Wine resources**. These spent resources go directly in the reserve, NOT on the card.

Note: the resources used to copy an action must be identical to the first player's resources. So if the first player uses for example 1 Food, 1 Coin and 1 Wine, the copying player must use 1 Food, 1 Coin and 3 Wine.



*Example: Chiara does the Dea action paying 1 Food and 1 Coin resources and putting them on the card. Then David replies the action paying 1 Food, 1 Coin and 2 Wine. David's resources go in the reserve.*

## RESOURCE CONVERSION

In any moment of the game, players can discard 1 or more cards from their hand and gain 1 virtual Coin or Food resource for each card discarded. This virtual resources cannot be collected and must be spent before the player action ends. Note: If virtual resources are used on Divinity cards, players do not have to put there any real resource.

If you have in play a development card with the **exchanging power** you can spend 1 Food resource as 1 Coin resource and vice-versa. Rotate the card by 90 degrees to remember that the card power has been used and cannot be used more during this round.

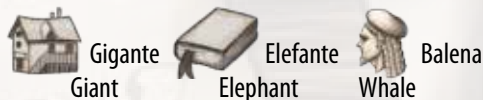


## Development cards

You draw Development cards from the deck in the Production Phase or activating the Genio (Genius) power.

Development cards have **2 levels**: The first side with blue-gray color shows the 1st level benefits. The second side with yellow color shows the 2nd level benefits. First, cards must be played on the table on blue side as 1st level and then eventually upgraded to 2nd level, turning the card.

You can play a card from your hand to the table choosing Gigante (Giant), Elefante (Elephant) or Balena (Whale) action. The card required depends on the icon on the upper left corner of the card:



*For example, the card shown requires the Gigante (Giant) action.*

Then place the card near your Village board.

Some cards show **two symbols** separated by a line. In that case the player can use either Divinity card, choosing the one he prefers.



For example the card shown requires *The Elefante (Elephant)* or *Gigante (Giant)* action.

The icons on the bottom left corner resume the 2nd level side card characteristics. By this way is not necessary to turn the card to know the characteristics of the other side.






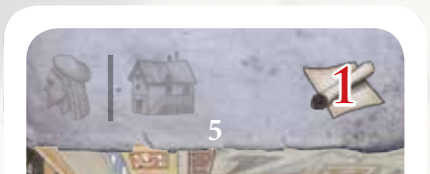
For example, this card can give 4 points in Devotion.



For example the Altar card side (on the left) represents the 1st level of that card: it shows on left bottom all the Cathedral symbols, which represents the side of the 2nd card level (on the right).

A first level played card grants to the player:

1) Some advancements on **secondary development** fields: Culture , Architecture  and/or Science track , depending of the icon symbols and the numbers portrayed in the upper right corner of the card.



For example, this card grants 1 step advancement in the Culture track on the board.

Advancements are registered immediately on the correspondent track on the board. The first player which will reach a **1 VP symbol** (only the first player) will gain 1 VP.

The 10 value is the maximum reachable in the Culture, Architecture and Science fields. The order, in which the players will reach it, will represent the field player classification.

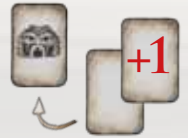
2) A special **Temple symbol** in the lower-right corner. It's important at the game end, to collect more different symbols as possible to gain VP. Note: this symbol is only on the first level card side.



For example, this card grants the moon symbol to the player.

3) the **Devotion** score: with Drago (Dragon) action you can put a card from your hand under a Divinity card. At the end of the game, you'll sum the Devotion scores on the cards and the divinity with the highest number, will be placed in the first position between Divinity cards (see End of the Game section).




If you have in play a development card with the **drago power** you can place 1 additional card under a Divinity (the same or another). Rotate the card by 90 degrees to remember the card power has been used and cannot used more during this round.



## UPGRADE A CARD

Development cards can be upgraded to level 2. As for the first level, players must do the right Divinity action, pay the Divinity tribute, and then flip the card on upgraded face.

The played cards grants to the player:

1) A progress advancement on a **primary development** field: Building  OR Knowledge  OR Character , depending of symbol portrayed on the card.

Some cards show **two symbols** separated by a line. In that case the player will be able to take 1 advancement in either fields, as player prefers.



Playing this card, at the end of the game, the player can choose 1 of the available advancements: Characters or Buildings.

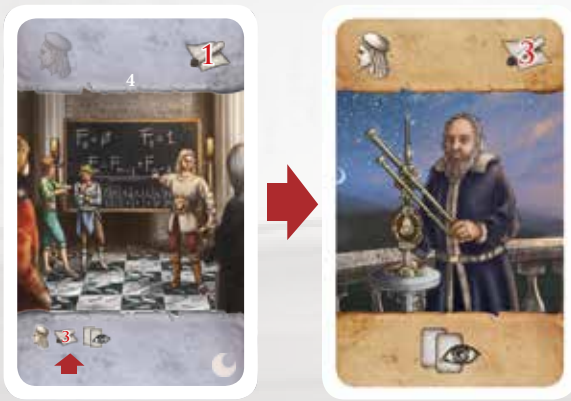
2) Some advancements on **secondary development** fields: Culture , Architecture  and/or Science track , depending of portrayed symbols.



For example, the player which played this card advances 1 step in the Culture and 2 steps in the Architecture tracks. At the game end, will gain 1 advancement in Knowledge.

The player must immediately scores these advancements on game board.

3) **Income or Power benefits**. As already described on Production Phase Section, a Development card can give Coins, Food, Wine as Production and special Powers.



Example: David upgrades one of his played cards. He advance immediately 3 steps on Culture track and, at game end, he gains 1 advancement in Character primary field. Furthermore, in next turns David will able to use the vision power.




## Status Phase

- 1) Moss: turn down to moss-covered status every divinity card without any action pawn on it and turn up every moss-covered divinity with a pawn over it.
- 2) Reset: recover your action pawns from divinity cards and harvest area and place them on player Village board. Recover all resources from the cards and place them on the reserve. Put straight all rotated development card to make them available again.
- 3) Time line: advance the season token on season track.
- 4) Turnover: Move the First Player token clockwise to the next player.

## End of the Game

At the end of the 8<sup>th</sup> Season the game ends. Every divinity gives VP to players depending on majority of a certain field.

The score of Culture , Architecture  and/or Science track  is shown on game board.

The score of Building , Knowledge  and Character  fields depends by 2 level development cards played by each player (for that reason the symbol is transparent on 1st level).

If there are any double field card, the player must choose if use the card for one of the other field.

For resources, the player with more resources of the correct type on his Village board is the winner.

Example: Orco (Ogre) scores VP by the majority of Food resources. Gigante (Giant) scores VP by the majority of Building symbols.



### DIVINITY ORDER

Before scoring, for each Divinity reveal the cards placed under it (placed there by Drago action) and sum the numbers unveiled. The sum of the card values represent the **Devotion value** for each Divinity.

Place the Divinity cards following the Devotion value order, placing the Divinity with the highest value on the first position. In case of tie between two or more Divinity, place ties Divinity following the previous order.



The order of position of Divinity. In this example the Balena (Whale) holds the first position.



At the end of the game there are 2 placed cards under Balena (Whale), 2 under Orco (Ogre) and 1 under Gigante (Giant) divinity. Players shows the cards and there is a Devotion value respectively of 9 (4+5), 7 (2+5), 3. The Balena goes in first position, the Orco in second position and the Gigante in third position.

## VICTORY POINTS FROM DIVINITIES

After the Divinity order has been made, scores each Divinity checking the player with the majority in the Divinity categories. Note: Player with 0 value cannot score VP.

The 1<sup>st</sup> player scores 3 VPs if the Divinity is 1<sup>st</sup>-3<sup>rd</sup>, 2 VPs if it is 4<sup>th</sup>-5<sup>th</sup> and 1 VP if it is 6<sup>th</sup>-7<sup>th</sup>, 0 point if it is 8<sup>th</sup>.

The 2<sup>nd</sup> player scores 2 VPs if the Divinity is 1<sup>st</sup>-3<sup>rd</sup>, 1 VP if it is 4<sup>th</sup>-5<sup>th</sup> and 0 VP on other positions.

Note the **2nd player points are not scored in 2-player games.**



For example Genio (Genius) gives 3 VP to the 1st in Science and 2 VP to the 2nd; Elefante (Elephant) gives 2 VP to the 1st in Knowledge and 1 VP to the 2nd and so on.

If there is a tie between two or more players, every player scores the same related VP (no sharing). Anyway, the next player scores entirely the following VP prize (if applicable).

Example: David and Jessica are both first on a majority worthing 3 VP, so both score 3 VP. Frank, the following player on majority, scores 2 VP.

Note: At the end of the game the Wine is useless: you cannot convert it in Food or Coins (for example, when you score Orco or Tartaruga).

## VICTORY POINTS FROM DEVELOPMENT CARDS

Each player benefits a **VP bonus from Development cards played on the level 1 side.** The bonus amount depends by the number of different card symbols the player own on the table:

3 different symbols Development cards, 1 VP

4 different symbols Development cards, 2 VP

5 different symbols Development cards, 4 VP

After scoring all the divinities, **the player with more VP is the winner.** Tied players share the victory.

If a player goes over 10 points, simply put its marker again on 1 VP space with an additional VP marker over.

## Appendix: Divinity Powers

### GENIO (GENIUS)

Favor: take 2 Development cards.

Tribute: 1 Coin. Scoring: Science

### ORCO (OGRE)

Favor: take 1 resource (not Wine) from every of other Divinity cards which has an action pawn over OR take all resource of 1 kind from a single Divinity card (not Wine).

Tribute: 1 Food. Scoring: Food

### DEA (GODDESS)

Favor: take 2 workers advancement (2 advancements in the same field or 1 advancement in 2 fields).

Tribute: 1 Food and 1 Coin. Scoring: Culture.

### GIGANTE (GIANT)

Favor: play or upgrade a Development card with the Building symbol.

Tribute: 2 Food and 1 Coin. Scoring: Architecture.

### ELEFANTE (ELEPHANT)

Favor: play or upgrade a Development card with the Knowledge symbol.

Tribute: 1 Food and 2 Coins. Scoring: Knowledge.

### TARTARUGA (TORTOISE)

Favor: discard 1 Development card from your hand to advance your maker by 1 step on a field on the board or 2 cards to advance 2 steps in the same or different field on the board.

Tribute: 1 Food. Scoring: Building.

### BALENA (WHALE)

Favor: play or upgrade a Development card with the Character symbol.

Tribute: 1 Food and 2 Coins. Scoring: Character.

### DRAGO (DRAGON)

Favor: put a card from your hand under a Divinity card of your choice. Note: do not let other players see the number shown on the level 1 side of card.

Tribute: 1 Coin or 1 Food. Scoring: Coins.

# Promo Expansions

These expansions have been made for the launch of the game. If still available, it should be possible to find them in your favorite game shop.

## SEASONS

Shuffle the 12 Season tokens, then take randomly 1 token and put it on board near the first Season number. Repeat the procedure up to put 1 token on the board for each Season number. Give to each player a resume card.

Depending on color of the Season token, during the corresponding Season some modifications are applied:

White token. No modifications.

Black token. There are not production from Village board for this Season.

Green token. Only up to 2 actions per player are allowed.

Yellow token. Divinity action repetition is not allowed.

Brown token. Card powers do not work.

## WORSHIP

Shuffle the 8 Worship cards and create a deck near the board. Each card represents a Divinity.

During their turn players can take 1 card from the Worship deck plus 1 additional card for each 2 (any) resources paid to the reserve. Players can keep only 1 card from those drawn and other must put back the others (reshuffle the Worship deck). Keep the card hidden to the other player.

At the game end, a Worship card is defined *accomplished* if the player who hold it won his corresponding category.

For each accomplished card a player gains 3 points. With 1 card not accomplished he loses 1 point, with 2 cards not accomplished 2 ca.

## Credits

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