

TOTSUCA CHUO

Ostia

Mariner Edition



Rulebook

OVERVIEW

It is the dawn of the second century A.D. Emperor Trajan, the great general and builder, has expanded Rome's reach to all corners of the known world through trade, diplomacy, and conquest. Markets as far away as China and India clamor for Roman grain, wine, and luxury commodities, making and breaking fortunes on both sides of the Mediterranean. As an ambitious young merchant, you have set out to make your fortune at the heart of it all — the imperial port of Rome, Ostia.

In **Ostia**, you are Roman sea traders based in one of the ancient world's busiest and most important ports. You each own a merchant fleet, and make your living transporting grain and wine to lands abroad, returning with fine stone, cedar, and exotic beasts to fill the streets, harbors, and amphitheaters of Rome. Expand your enterprise by sailing across the known world, establishing trade posts, tapping new markets, and delivering vital goods to those in need. With careful planning and skillful execution, you will build a reputation and secure a spot at the top of Roman society.

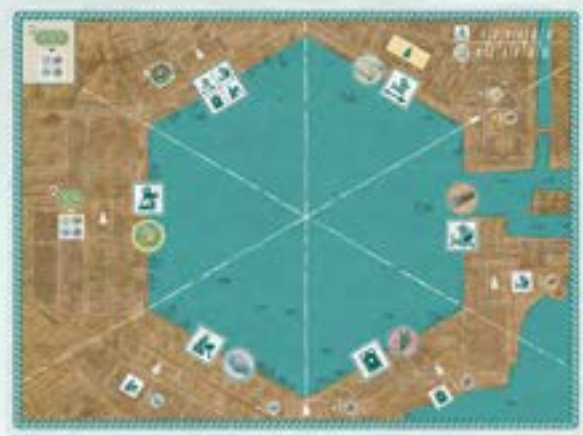
Components



Game board

Note:

The **Ostia Mariner Edition** includes all game material from the original base game plus the Merchant and Patronus expansions. Though some terms, icons, and other features have been updated, no game play has changed.



Harbor boards x4



Asset boards x4



Reference cards x4

Personal Honor
cards x7

Support tiles x20



White Corbita
ships x2



Lighthouse building x1

Harbor Setup
cards x6Public Honor
cards x5

Order
cards x42



4 Wild Animal
(lion) tokens



First Player
marker



4 Exotic Animal
(unicorn) tokens



Initial Port tiles x4



Port tiles x24



Discovery tiles x20



48 buildings
(4 each in 12 types)



Destination tiles x7



Transit tiles x12



Amphora
tokens x35



95 resource cubes
(65 small 1-value &
30 large 3-value)



12 Ponto (large) ships
(3 in each player color)



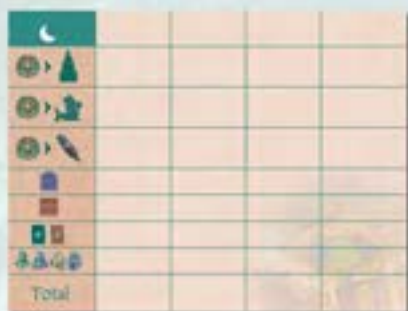
56 Corbita (small) ships
(14 in each player color)



28 Construction discs
(7 in each player color)



4 Triumph tokens
(1 in each player color)



Scorepad

Main Board Setup

1. Place the main game board within reach of all players.
2. Place one **building** per player in each City space. Match the building types to the space illustrations.



Alexandria setup with 3 players

8. Form a supply from the **remaining Discovery tiles**, as shown on the table below. Return all other Discovery tiles to the game box. Shuffle the Discovery tile supply and randomly place one face up in each Discovery space available at your player count. For example, in a 3-player game, do not place a Discovery tile in any space with the ☉ icon.

Players			
1 - 2	3	3	2
3	4	4	4
4	6	6	4

3. Shuffle the 4 yellow **Initial Port** tiles, then randomly place one face up in each of the 4 yellow Port City spaces (Athene, Carthago, Caesarea, and Damascus).
4. Shuffle the orange **Port** tiles, then randomly place one face up in each of the remaining 8 orange Port City spaces. Return all unused Port tiles to the game box.
5. Shuffle the 12 **Transit** tiles and randomly place one face up in each of the hexagonal spaces along the 4 sea routes.
6. Shuffle the 7 blue **Destination** tiles and randomly place 1 face up in each of the 4 Destination spaces. Return all unused Destination tiles to the game box.
7. Find the 4 **Discovery** tiles with a **Triumph icon** . Place these on the corresponding Discovery spaces near the end of each sea route.



9



9. Shuffle the **Order cards** to form a deck. Deal 4 cards to form a market near the main game board, and place the deck face down next to it.

10. Place all 5 **Public Honor cards** face up next to the main game board, separate from the order market.

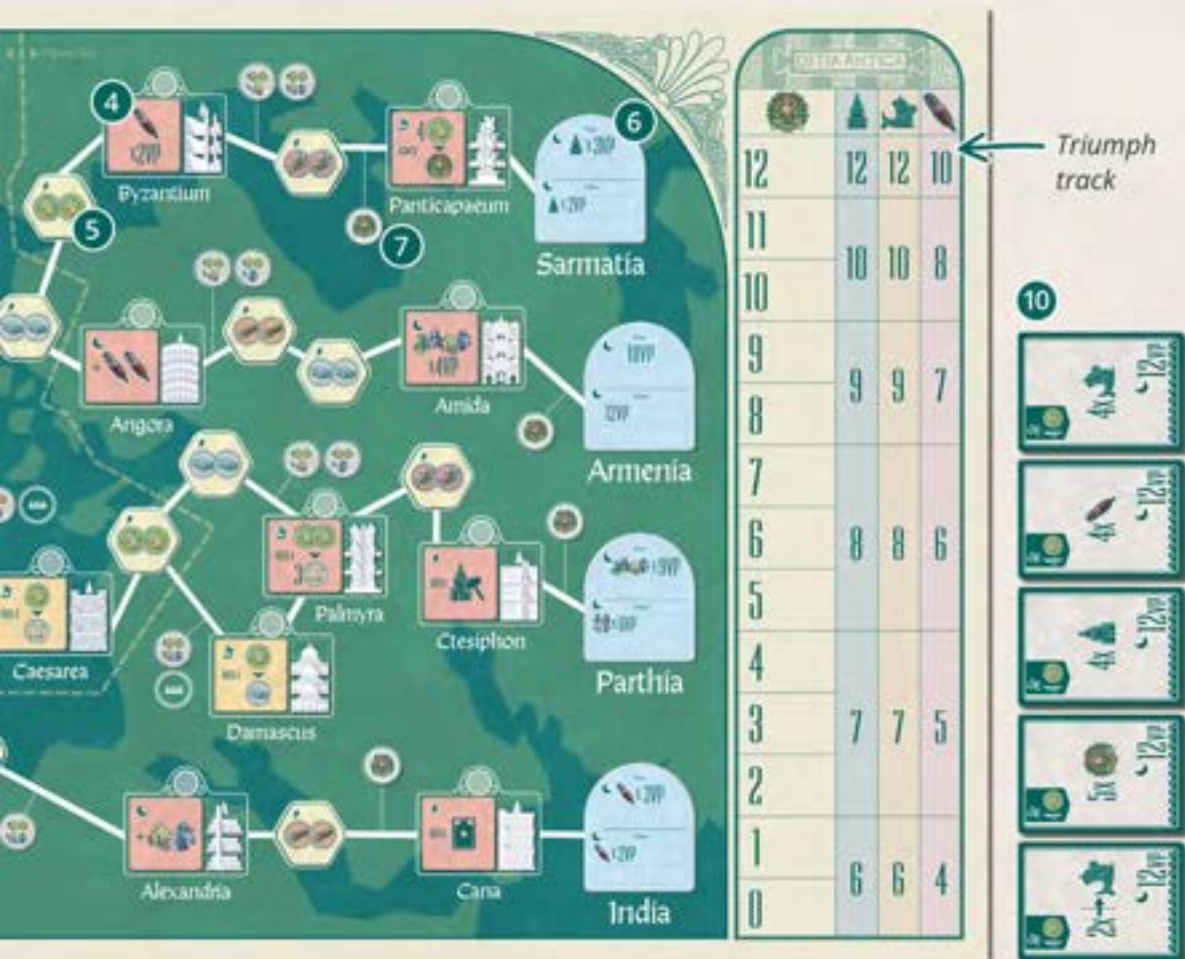


11. Separate the small (1-value) and large (3-value) **resource tokens** and place them next to the game board, within reach of all players.

12. If the **Port tile displayed to the right** is on the board, place the 4 Wild Animal (lion) and 4 Exotic Animal (unicorn) tokens near the resource token supplies, within reach of all players.



13. Form a supply of 7 **Amphora tokens per player** and place it next to the main game board, within reach of all players. Excess Amphoras can be used later in the game, but should be separated from this main supply.



Player Setup

14. Choose a player color. Take a **Harbor board**, **Asset board**, **7 Construction discs**, **14 Corbitas** (small ships), **3 Pontos** (large ships), and **Triumph token** in your color.
15. Place **3 Pontos** in the large rectangular spaces, and **4 Corbitas** in the small rectangular spaces in the left column of your Asset board. Note that the bottom ship icon on this track is **not** inside a space and will be visible after you fill all the spaces above with ships.
16. Place **6 Construction discs** in the round spaces in the right column of your Asset board. Note that the bottom building icon on this track is **not** inside a space and will be visible after you fill all the spaces above with discs. Set the last disc aside for the final step of setup.
17. Place **1 Corbita** in the water of each segment of your Harbor board. Then draw a **Harbor Setup card** and place 1 additional Corbita in each of the 3 segments indicated by their action icons. Discard the card back to the game box. You should now have 9 Corbitas in your harbor — 1 each in 3 segments, and 2 each in the other 3 segments.
18. Place your **last Corbita** in the starting Ostia space on the main game board.
19. Place your **Triumph token** on the 0 space of the Triumph track.



20. Take **10 small resource** cubes from the supply. Starting clockwise from the 12 o'clock orientation, place 2 in the storage space (brown area) of each of the first 5 segments of your Harbor board (the segments with the , , , , and  production icons). Do not place any cubes in the upper left **Administrate** segment, as no resources are produced here (see page 9).

21. The player who was most recently on a boat is the first player, or choose a first player randomly. Give this player the **First Player** marker.

22. Starting with the player to the right of the first player and going counter-clockwise, all players draft initial ports. When it is your turn to draft, place your **last Construction disc** on an **empty** Construction space at one of the yellow Initial Port Cities (Athene, Carthago, Caesarea, or Damascus). Collect a **building** from this port and place it in the yellow-shaded Upgrade space in the upper right of your Harbor board (in the **Permit** segment). Your choice determines how you can initially spend gold when you take the Purchase action (see page 17).

You are now ready to play Ostia!



Winning the Game

Ostia is a game of careful planning and carry strategy, where the player who best manages their harbor and beats their rivals to new discoveries, ports, destinations, and opportunities will win.

Earn ship icons by raising your fleet. Earn building icons by settling at ports. Earn Amphora tokens by Purchasing Order cards. All these help you **progress on the Triumph track**, which increases your **victory points (VP)**.

Triumphs

Triumphs  are key to winning in Ostia, as they substantially increase the values of your most important sources of VP: building icons, ship icons, and Amphora tokens.

You earn Triumphs in the following ways:



By building your 5th & 7th ships, and Constructing your 4th & 6th discs



By upgrading the Administrative segment of your Harbor board



By reaching the Destination tile that awards Triumphs (if it's in play)



By adding your Construction discs to Ports with certain tiles



By being the first to pass the last Discovery space of each route on the game board

Each time you earn a Triumph, move your Triumph token one space on the Triumph track. Opportunities to earn Triumphs are highly competitive, so keep this in mind as you plot a strategy for victory!

At the end of the game, your progress on the Triumph track determines the VP value of each of your ship icons, building icons, and Amphora tokens. Bonus VP come from **Destination tiles, port city endgame effects, Honor cards, and sets of animals and nobles**, as described in the End of the Game section (see page 19).

The merchant with the most victory points wins!

Playing the Game

In Ostia, players take turns in clockwise order, starting from the first player, and continuing until one of the following endgame triggers is met:

- Any player reaches the 12th space of the Triumph track;
- Any player builds the last ship on their Asset board;
- Any player constructs the last disc on their Asset board;
- Any player has 3 or more ships on Destination tiles; or
- The supply of Amphora tokens is emptied.

Once the endgame is triggered, finish the current round (play until all players have had the same number of turns). Then victory points are totaled as described in the End of the Game section (see page 19).

On Your Turn

Ostia uses a mancala-style mechanic of moving ships around your Harbor board. You choose a segment of your board that contains any number of ships, produce resources there, then collect and “drop off” those ships, one per segment in clockwise order, until the last ship placed determines your turn action.

The key rule to remember when taking a turn is: **You produce (circle icon) where you start, and act (square icon) where you stop.**

To take your turn, follow these three steps in order:



Step 1: Select

Choose one of the 6 segments of your Harbor board that contains 1 or more ships (Corbitas and / or Pontos). This is referred to as your *chosen segment* in these rules.

Step 2: Produce

Gain a number of resources equal to the number of ships in your chosen segment.

Each Ponto (large ship) produces 1 additional resource (total 2 per Ponto).

The resource you produce is shown in the **circular icon overlapping the water and storage** in your chosen segment. For example, when you choose the segment showing , you will produce wood resources.

Note: The upper left segment with the **Administrate** action does not have a resource icon, so no resources are produced or stored here.



Take an equivalent value in cubes from the supply and place them in the chosen segment's storage area. There is no limit to the number of resources you may store in a segment.

Resources are unlimited; if you run out of resource cubes, use an appropriate substitute.

Example: Becky chooses the  segment. She has 3 Corbitas and 1 Ponto here. She produces 5 gold this turn: 1 per ship, plus 1 more for the Ponto. She takes 2 small 1-resource cubes and 1 large 3-value cube and places them in the brown storage area of that segment.



Step 3: Act

Collect all ships from your chosen segment. Place them one by one in segments around your Harbor board, starting with the **next** segment in clockwise order.

The segment where you place your last ship determines **your action (the square icon overlapping the water and storage)**. Taking this action is optional, and may not be possible if you can't meet the requirements or don't have the resources for the action.

There are 6 actions, described on pages 11–18.



Sail



Build Ships



Deliver



Construct



Purchase



Administrate

Additionally, you may take the free Trade action.



Trade

The Trade action is shown on the upper left of your Harbor board. You may take this action at any point and any number of times during this step of your turn (see page 18).

Once you have chosen whether to act and / or trade, your turn ends and play passes to the next player in clockwise order.

Play continues in this fashion until an endgame condition is met (see page 19).

TIP: The resources needed for an action are produced in the same segment as the action (e.g. you produce permits where you take the Sail action, which costs permits).

This means that actions must be carefully planned over several turns so you can build up the necessary ships and resources. It's rare to produce a resource and take the related action in the same turn — you generally need 6 ships in a single segment — but if you can pull it off, your turn will be *huge*!

Example: Becky proceeds to the action step. She collects the 4 ships from her chosen segment and places them, one by one, in adjacent segments in clockwise order. She places a Corbita in the Administrate segment, another in the Sail segment, her Ponto in the Build Ships segment, and her final Corbita in the Deliver segment.

She may now take the Deliver action. Additionally, she can take the free Trade action at any point and as often as she likes during this step.





Sail Action

Launch your fleet to create new opportunities for your growing mercantile empire. Map safe

passage to faraway lands, gather valuable goods, secure curious creatures you can sell in Rome, and establish new trade relationships for the future.

When you take the Sail action, you gain travel steps you may spend to move your Corbita(s) along the 4 sea routes on the main game board.

To Sail, **choose a number of travel steps and pay the permits shown below.** This table is duplicated in the Sail segment of your Harbor board. You may not travel more than 6 steps with a single Sail action.



	1	2	3	4	5	6
	0	2	4	6	10	15

When traveling, follow these rules:

- You **must move along a sea route** (a thick white line), beginning at the start space on the left of the main board and moving toward the Destinations on the right.
- **Each travel step** lets you move a single Corbita **1 space** along its route (i.e. to the next Port tile, Transit tile, or Destination tile). You can never move backward (toward Ostia).
- You may **freely split travel between your Corbitas** on the main game board.
- You may only sail **1 Corbita along each route**. The only time two of your Corbitas can be on the same route is on the first 2 spaces towards Athene; when that route splits, your Corbitas must take different routes. Once you have moved 2 Corbitas towards Athene, you may not add another to that route.

- Your ships may **freely move through and occupy the same spaces** as the ships of other players.
- A Corbita that reaches a Destination tile can no longer be moved, and no additional Corbitas can be added to that route.
- **Each time you pass a Discovery space** connected to your route, immediately collect an available Discovery tile in that location. You do not need to stop to gain this tile. Discovery tiles are explained below.



Once you have completed *all* travel for this action, **gain the benefits of any Destination and / or Transit tiles** where your ships have arrived. More information follows about these tiles and other main board spaces.

Map Tile Effects



Discovery Tile

When your Corbita crosses a dotted line, if there are any Discovery tiles remaining at the connected supply, immediately collect one of these tiles and gain its benefits (you gain nothing if there are no tiles remaining). Among the tile's benefits, gold and Triumphs are earned immediately. If the tile displays any Wild or Exotic Animal Icons , place the Discovery tile in your Asset Board storage area for endgame scoring.



Transit Tile

When you end your movement at a Transit tile, add the resources shown to the corresponding storage space of your Harbor board. For example, if a Transit tile shows , add 2 small resource cubes to the stone storage segment of your Harbor board.



Destination Tile

These tiles are located at the end of each route. If your Corbita is the first to reach a Destination tile, place your ship in the tile's

top space. If you arrive second or later, place your ship in the topmost unoccupied space.

If the tile offers an immediate ⚡ benefit, gain it now.

Endgame 🌙 benefits are gained during final scoring (see page 19).

Port Tile

Stopping at a Port tile provides no immediate benefit. However, traveling to or past a Port tile is a requirement to Construct there (see page 14).

Endgame Triggers

Placing your third Corbita on a Destination tile triggers the end of the game (see page 19). You may still sail a ship to the fourth Destination tile, so long as you can do so with the same Sail action.



Build Ships Action

The backbone of your fleet is its ships. Your nimble corbitas are equally at home in port or at sea, and your lumbering pontos are highly efficient at domestic trade.

When you take the Build Ships action, you add new ships to your Harbor board and / or the main game board. Each ship you build also reveals a ship icon 🚢 on your Asset board, which increases your score at the end of the game (see page 19).

Ships are always built in order, from the bottom to the top of your Asset board.



To Build, choose a number of ships to build and pay the wood costs for each. You may build up to 2 ships with 1 action, as long as you have enough wood.

Example: Becky has 6 wood — more than enough to buy the first two ships on her Asset board. She pays 5 wood for 1 Corbita and 1 Ponto.



Place your built ships as follows.

Corbita 🚢

Building a Corbita increases the ships in your harbor, boosting the efficiency of your turns.

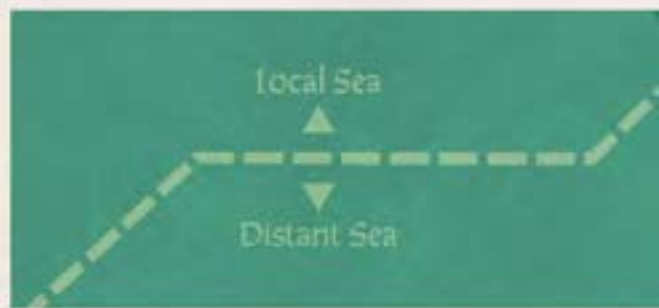
When you build a Corbita, add it to the water area of any segment of your Harbor board.

Ponto 🚢

Building a Ponto not only provides a bonus resource when you produce, it lets you add an additional ship to the main game board so you can sail a new sea route.

When you build a Ponto, add it to the water area of any segment of your Harbor board. Then remove 1 Corbita from the same segment and place it in the starting Ostia space of the main game board.

Important: You may only build a Ponto if you have NO corbitas in the Local Sea area of the main board (the area to the left of the dashed line). This limit is why you may build no more than 2 ships per action.



Bonus Triumphs & Endgame Triggers

Building your fifth and seventh ships immediately rewards you 1 or 2 Triumphs, as indicated by the icons alongside those spaces on your Asset board.

- When you build your fifth ship, immediately gain 1 Triumph.
- When you build your seventh and final ship, immediately gain 2 Triumphs. Completing your 7th ship also triggers the end of the game (see page 19).



Deliver Action

Rome's great bounty of food is central to its trading power. You can amass great wealth by delivering vital wheat to all corners of the empire.

When you take the Deliver action, you spend wheat to fulfill Order cards in the market. This earns you bonus resources, plus Amphora tokens and noble icons for endgame scoring.

To Deliver, follow these four steps in order:

1. **Choose an Order card** in the market.
2. **Pay the wheat cost** in the upper left corner to **gain 1 Amphora** token. This is represented by the large light-color boxes in the upper left and right corners of the card.
3. If there are smaller, dark-color "bonus" boxes below these, you *may also* pay the bonus cost shown on the left (which may be another wheat cost) to gain the second Amphora token shown on the right.
4. **Gain the resources** shown in the center of the card.
5. **Collect the Order card** and place it face up next to your Asset board. The noble icon(s) on the bottom strip will be used for endgame scoring. You can stack your Order cards so only these strips are showing, as no other information on the cards is needed for the rest of the game.

Add the Amphora tokens to the storage area of your Asset board, and the resource cubes to the storage spaces of your Harbor board.

You may fulfill as many Order cards in the market as you like, so long as you can pay their costs. The maximum number of Order cards you can fulfill in a single Deliver action is 4 (the size of the market).

Once you have finished Delivering, refill the market to 4 cards.

Endgame Triggers

Gaining the final Amphora token from the supply triggers the end of the game (see page 19). However, Amphoras are unlimited for scoring purposes; if the supply runs out, use additional tokens from the game box or a suitable substitute.





Construct Action

Establishing a successful trading empire relies not only on reach, but also footprint. By establishing permanent trading outposts, you gain business opportunities abroad and improve the efficiency of your operations in Rome.

When you take the Construct action, you move Construction discs from your Asset board to Port City spaces your ships have previously visited. This can grant you immediate benefits, additional options with the Purchase action, and / or endgame benefits. Each disc you construct also reveals a building icon , which increases your score at the end of the game (see page 19).

For you to Construct, at least one yellow or orange Port City space **must meet both of the following requirements:**

1. **One of your Corbitas** must be **at or past the space** along a sea route; and
2. You must not have previously placed a Construction disc on the space.

Construction discs are always built in order, from the bottom to the top of your Asset board.



To Construct, **choose a number of discs to build and pay the stone costs for each.** You may build any number of discs with 1 action, as long as you have enough stone. Place each disc as follows:

1. Place your Construction disc in the circular construction space above the Port tile, stacking it on top of any other discs that are present.
2. **All players with a disc below yours immediately gain 1 gold.**
3. Take a building from that Port space and add it to any empty upgrade space on your Harbor board. This may grant you a Triumph, production rate increase, or action discount (see page 16).

Construction discs are placed one by one, and the benefits of a disc may be used when following discs are placed. These benefits may not be applied retroactively to previous actions, however.

Bonus Triumphs & Endgame Triggers

Constructing your fourth and sixth discs immediately rewards you 1 or 2 Triumphs, as indicated by the icons alongside those spaces on your Asset board.

- When you construct your fourth disc, immediately gain 1 Triumph.
- When you construct your sixth and final disc, immediately gain 2 Triumphs. Constructing your sixth disc also triggers the end of the game (see page 19).

Note: If your ship has arrived at or passed Palmyra, you are also able to Construct at Damascus, even if you did not Sail along that branch of the route.



Example: Becky takes the Construct action. Checking the main board, she sees one of her Corbitas has sailed past Angora on a previous turn. Since Becky has no Construction disc at Angora, she can Construct there.



Becky consults the bottom occupied space on the construction track of her Asset board. The next disc will cost her 3 stone. She pays the stone from her Harbor board, then removes that disc and places it in the space above Angora's Port tile.

Kat has previously constructed at Angora, so Becky places her disc on top of Kat's. Kat immediately gains 1 gold.



Angora's random Port tile is shown to the right. Now that Becky has constructed a disc here, she is considered to have 2 additional Amphora tokens during endgame scoring.

Finally, Becky takes one of Angora's buildings and places it in an upgrade space on her Harbor board. She chooses the **DELIVER -1 WHEAT** space, which reduces the total cost she pays for a future Deliver action by 1 wheat.



Becky could Construct again, but since no other ports are both behind one of her Corbitas and unoccupied by one of her discs, she ends her turn.

Port Tile Benefits

Each Port tile provides a unique benefit when you Construct a disc there. The icon in the upper left of the tile indicates how and when this benefit is applied.

- **Purchase** : This grants you an additional option when you take the Purchase action (see page 17).

- **Immediate** : Immediately gain this benefit.
- **Endgame** : Apply this benefit during endgame scoring.

A full reference of individual Port tile benefits can be found on pages 22-23.

Harbor Upgrades

When you place a building on your Harbor board, it upgrades your production or actions in the chosen segment, as follows.



When you produce permits or wood, produce 1 additional resource of that type.



When you Build ships, pay 1 less wood. This discount applies to your entire action, *not* to each ship individually (e.g. if you have this upgrade when building your first and second ships, you would pay a total of 4 wood: 2 for the Corbita plus 3 for the Ponto, minus 1 for the upgrade).



When you Deliver, pay 1 less wheat. This discount applies to your entire action, *not* to each Order individually. It also has no effect on bonus costs. For example, if you have this upgrade and fulfill an Order costing 4 wheat, and a second Order costing 5 wheat with a bonus cost of 2 stone, you would pay a total of 8 wheat and could optionally pay 2 stone.



When you produce wheat or stone, produce 1 additional resource of that type.



When you Construct discs, pay 1 less stone. This discount applies to your entire action, *not* to each disc individually (e.g. if you have this upgrade when constructing your first and second discs, you would pay a total of 4 stone: 2 for the first disc plus 3 for the second disc, minus 1 for the upgrade).



Your cost to Trade is reduced from 3 gold to 2 gold (see page 18).



Immediately gain 1 Triumph.



Purchase Action

Roman gold is in high demand the world over. You can leverage your great wealth to purchase valuable goods and win the esteem of your peers back at home.

When you take the Purchase action, you may spend gold to gain benefits from Ports where you have Construction discs, and to buy Public Honor cards if you qualify for any. With a single Purchase action you may benefit from any or all eligible Ports, and buy any number of permitted Public Honor cards, so long as you have enough gold. Some Ports also have maximum use limits.

Note: You may also spend gold to purchase other resources at any time with the free Trade action (see page 18).

Purchasing from a Port

At a port where you have a Construction disc, spend the gold  shown before the arrow on the Port tile to gain the benefit shown after the arrow.

Note: You may purchase from an eligible port as many times as you like, up to any listed maximum.

A full reference of individual Port tile benefits can be found on pages 22-23.

Example: During setup, Becky chose Damascus as her initial trading port. The Port tile lets her spend 1 gold to gain 1 stone, up to 4 times per Purchase action.



Later, Becky Constructs a disc at Carthago, which lets her spend 1 gold to gain 1 permit, again up to 4 times per Purchase action.



Once Becky has unlocked both these ports, she may take the Purchase action to spend up to 4 gold to buy the same amount of stone and / or up to 4 gold to buy the same number of permits.

Purchasing an Honor Card

You may purchase any or all Public Honor cards beside the main board that you qualify to buy. Five Public Honor cards are available to buy during the game:

	You qualify when 2 or more of your ships are in the Distant Sea (i.e. right of the dashed line on the main board).
	You qualify when you have 4 or more Amphora tokens in your Asset board storage.
	You qualify when you have reached 5 or more on the Triumph track.
	You qualify when 4 or more building icons are visible on your Asset board.*
	You qualify when 4 or more ship icons are visible on your Asset board.*

* Icons in your Asset board storage, such as those on collected Discovery tiles and Animal tokens, **can** be used to qualify for Public Honor cards. However, do **NOT** include icons from endgame sources, such as Port and Destination tiles! For example, you cannot use icons from a Port tile when determining whether you have 4 or more building icons visible.

When you qualify to purchase an available Public Honor card, you may spend 4 gold to buy it. Place the card face up next to your Asset board. Each purchased Public Honor card is worth 12 victory points at the end of the game.

Immediate Support Tile Icons

If you are playing with the Patronus module (see page 20), icons from Immediate Support tiles may **NOT** be used to determine whether you qualify for Public Honor cards.

Personal Honor Cards

In the advanced game, you may complete Personal Honor using these same rules (see page 20).



Administrate Action

The most successful merchants operate their businesses with incredible efficiency and clever planning to outpace and outmaneuver their rivals.

When you take the Administrate action, you choose and take one of the following actions: Sail, Build Ships, Deliver, or Construct. Then you immediately move your ships and take a *second* action. With good planning, Administrate allows for powerful combos that can quickly push you ahead of your opponents.

To Administrate, follow these two steps in order:

1. Choose an action to take: **Sail, Build Ships, Deliver, or Construct**. You may not Purchase. Follow all normal rules to complete your chosen action.
2. After you have completed your chosen action, immediately perform **Step 3: Act** using all the ships in the Administrate segment, as described on page 10 (just as if you'd produced there). Perform a second action determined by the final ship you place in this step.

If you manage to reach the Administrate segment with your final ship (by having 6 Corbitas present in the Administrate segment), you may Administrate *again*, following the rules above.

Tip: Administrate is the most powerful action in the game, but requires careful planning to use efficiently. This segment does not produce resources, so rather than starting your turn here, try to plan your actions so that you can reach Administrate from segments which *do* produce resources to maximize your turns.

For example, when you have 2 Corbitas in the Construct segment, 3 Corbitas in the Deliver segment, 4 Corbitas in the Build Ships segment, or 5 Corbitas in the Sail segment, you could produce resources *and* spend those same resources on the related action, should you wish.



Trade Action (Free)

Trade is a free action that you may take at any point during **Step 3** of your turn — before, during, or after completing your action (see page 10). You may trade any number of times per turn.

Each time you Trade, spend 3 gold to gain any 1 other resource (1 permit, wood, wheat, or stone). Adjust resource cubes on your Harbor board accordingly.

Tip: Trading is often crucial to obtain the last resource you need for an action like Sail or Construct, so try to always have a little gold on hand. Also, since you can Trade at any time while taking your action, you can hold off Trading until you really need a resource, rather than buying it ahead of time.

End of the Game

The end of the game is triggered when any of the following occurs:

- Any player **reaches the 12th space** of the Triumph track;
- Any player **builds the last ship** on their Asset board;
- Any player **constructs the last disc** on their Asset board;
- Any player has **3 or more ships on Destination tiles**; or
- The **supply of Amphora tokens is emptied**.

Once the endgame is triggered, finish the current round so all players have had the same number of turns.

Notes on Endgame Triggers

- If the player to the right of the first player triggers the end of the game, play through the end of their turn only. No other players will take a turn.
- A player can end the game with ships on all 4 Destination tiles, but only if they Sail to the fourth in the same turn as they reach the third.
- Amphora tokens are used to track an endgame trigger, but are considered unlimited for purposes of scoring. If the supply is empty in your final turn and you need more, use additional tokens from the box or use a suitable substitute.

Victory Points (VP)

After the final round, calculate each player's score as follows. Use the included scorepad from top to bottom.

1. Your token's position on the Triumph track indicates the VP value of each of your ship icons, building icons, and Amphora tokens. For example, if your Triumph token is at 5, 6, or 7 on the track, you gain 8 VP for each ship and building icon, and 6 VP for each Amphora token you've collected. For this purpose:

-   Count all visible building icons from your Asset board and the endgame effects of Port tiles where you've constructed.
-   Count all visible ship icons from your Asset board and the endgame effects of Port tiles where you've constructed.
-   Count all Amphora tokens in your Asset board storage and any Amphora icons from the endgame effects of Port tiles where you've constructed.

2. **Destination Tiles** : Gain VP from any Destination tiles where your ships are present (top value if you arrived first, or bottom value otherwise). All Destination tiles are fully explained on page 21.
3. **Port Tiles** : Gain VP from each Port city where you have a disc, if the tile there has an endgame  effect not already counted in Scoring Step 1. All Port tiles are fully explained on pages 22-23.
4. **Honor Cards**  : Gain 12 VP per Public Honor card you bought. If playing with the Personal Honor module, also gain 15 VP if you fulfilled (bought) your Personal Honor card (see page 20).
5. **Icon Sets**    : Gain 12 VP for each full set of Wild Animal , Exotic Animal , Nobleman  and Noblewoman  icons you have collected. For example, if you have 2 Wild Animal, 3 Exotic Animal, 2 Nobleman, and 4 Noblewoman icons, you gain 24 VP.

The player with the highest score is the most successful merchant in Ostia, and wins the game!

If there's a tie, the tied player with the most total resources is the winner. If there's still a tie, the victory is shared.

The Advanced Game

Once you have played Ostia a few times, you can add either or both of these optional modules.

Patronus Module

A Roman patron (patronus) can extend their prestige and financial assistance to the merchant classes, raising funds and arranging favors to help the young entrepreneurs build their fledgling fleets.

With this module, you are aided by influential patrons, who are represented by unique **Support tiles** you draft at the start of the game.

Setup

Skip Step 20 of setup (place no resource cubes on your Harbor board), and take these additional setup steps:

- Find the 2 white Corbitas, Lighthouse building, and 20 Support tiles. Set the Corbitas and Lighthouse aside. Shuffle the tiles and deal 5 face down to each player. Return the remaining tiles to the game box.
- From your hand of tiles, select one to keep and pass the remaining tiles clockwise to the next player. Continue this process until each player has drafted 5 tiles.
- Review your hand of 5 tiles, choose 4 to keep, and discard the last tile to the game box.
- All players gain the immediate ⚡ benefits on their chosen tiles. If two players have sailing benefits, the closest to the starting player in counter-clockwise order goes first. Any tiles with endgame 🌙 effects are placed face down near your Asset board until scoring.

End of the Game

Perform this additional step when scoring:

- Score VP from your endgame 🌙 Support tiles. A full reference for all Support tiles can be found on pages 26-27.

Personal Honor Module

Ambitious merchants seeking acclaim and an edge over their rivals often make private bids for the hearts and minds of the assembly.

With this module, each player chooses a Personal Honor card, which they may fulfill (buy) to earn additional victory points at the end of the game.

Setup

Take these additional steps after completing the rest of setup (including the Patronus module, if it is used).

- Shuffle the 7 Personal Honor cards and reveal a number of them equal to the number of players + 1. Return any unused cards to the game box.
- In counter-clockwise order starting with the player to the right of the first player, choose a Personal Honor card and place it face down near your Asset board. Once all players have chosen a card, return the remaining card to the game box and begin the game.

Fulfilling Your Personal Honor

You may fulfill your Personal Honor card as part of a **Purchase** 🏪 action (see page 17). All rules for purchasing a Public Honor card apply to fulfilling your Personal Honor card. You may use icons from collected Order cards to qualify for a Personal Honor card.

When you fulfill your Personal Honor card, reveal it and place it face up next to your Asset board.

End of the Game

During Step 4 of scoring, you also gain 15 VP if you fulfilled your Personal Honor card. A full reference for all Personal Honor cards can be found on page 25.

Game Reference

Destination Tiles

Tile	Benefit Type	First Place	Others
	Immediate	Gain 3 Triumphs	Gain 2 Triumphs
	Endgame	Gain 3 extra VP per building icon you have collected (from all sources)	Gain 2 extra VP per building icon you have collected (from all sources)
	Endgame	Gain 3 extra VP per ship icon you have collected (from all sources)	Gain 2 extra VP per ship icon you have collected (from all sources)
	Endgame	Gain 3 extra VP per Amphora token you have collected	Gain 2 extra VP per Amphora token you have collected
	Endgame	Gain 18 VP	Gain 12 VP
	Endgame	Gain 9 extra VP per set of Wild Animal, Exotic Animal, Nobleman, and Noblewoman icons you have collected (from all sources)	Gain 6 extra VP per set of Wild Animal, Exotic Animal, Nobleman, and Noblewoman icons you have collected (from all sources)
	Endgame	Gain 9 VP per Corbita you have in the Distant Sea (right of the dashed line on the main game board)	Gain 6 VP per Corbita you have in the Distant Sea (right of the dashed line on the main game board)

Game Reference

Initial Port Tiles

Tile	Benefit Type	Effect
	Purchase action	Pay 1 gold to gain 1 permit (max 4 times per action)
	Purchase action	Pay 1 gold to gain 1 wood (max 4 times per action)
	Purchase action	Pay 1 gold to gain 1 wheat (max 4 times per action)
	Purchase action	Pay 1 gold to gain 1 stone (max 4 times per action)

Port Tiles

Tile	Benefit Type	Effect
	Immediate	Gain 2 Triumphs
	Immediate	Take the Sail action at no cost, moving a single Corbita up to 3 steps
	Immediate	Take the Build Ships action at no cost, building a single ship. You must meet all normal requirements to take this action.
	Immediate	Take the Deliver action at no cost, claiming a single Order card. If this card has a bonus cost, gain both Amphora tokens for free.
	Immediate	Take the Construct action at no cost, constructing a single disc. You must meet all normal requirements to take this action.
	Endgame	Counts as 2 additional building icons
	Endgame	Gain 2 extra VP per building icon you have collected (from all sources).
	Endgame	Counts as 2 additional ship icons
	Endgame	Gain 2 extra VP per ship icon you have collected (from all sources)

Tile	Benefit Type	Effect
	Endgame	Counts as 2 additional Amphora tokens
	Endgame	Gain 2 extra VP per Amphora token you have collected
	Endgame	Counts as 1 additional Wild Animal and 1 additional Exotic Animal icon
	Endgame	Gain 4 extra VP per set of Wild Animal, Exotic Animal, Nobleman, and Noblewoman icons you have collected (from all sources)
	Endgame	Gain 5 VP per Corbita you have in the Distant Sea (right of the dashed line on the main game board)
	Purchase action	Pay 2 gold to gain 3 permits (max 4 times per action)
	Purchase action	Pay 2 gold to gain 3 wood (max 4 times per action)
	Purchase action	Pay 2 gold to gain 3 wheat (max 4 times per action)
	Purchase action	Pay 2 gold to gain 3 stone (max 4 times per action)
	Purchase action	Pay 4 gold to gain 1 Amphora token (any number of times)
	Purchase action	Pay 4 gold to gain 1 Triumph (any number of times)
	Purchase action	Pay 3 gold to take a Wild Animal token or an Exotic Animal token from the supply. This supply is limited. When it runs out, no further tokens may be purchased.
	Purchase action	Pay 5 gold to Sail your ship(s) up to 3 total steps (max once per action)
	Purchase action	Pay 5 gold to take the Build Ships action at no cost, building a single ship. You must meet all normal requirements to take this action.
	Purchase action	Pay 5 gold to take the Construct action at no cost, constructing a single disc. You must meet all normal requirements to take this action.

Game Reference

Public Honor Cards

Card	Requirement
	Have 4+ building icons revealed on your Asset board
	Have 4+ ship icons revealed on your Asset board
	2+ of your Corbitas are in the Distant Sea (right of the dashed line on the main game board)
	Have 4+ Amphora tokens
	Reach 5+ on the Triumph track

Transit Tiles

Tile	Benefit Type	Effect
	Immediate	Gain 2 wood
	Immediate	Gain 2 wheat
	Immediate	Gain 2 stone
	Immediate	Gain 2 gold

Personal Honor Cards

Card	Requirement
	• Have discs at 3+ yellow Initial Port tiles; and • Have 3+ Noblewoman icons (from all sources)
	• Have discs at 2+ orange Port tiles; and • Have 3+ Exotic Animal icons (from all sources)
	• Have 4+ ship icons revealed on your Asset board; and • Have 3+ Wild Animal icons
	• Have 4+ ship icons revealed on your Asset board; and • Have 3+ Nobleman icons
	• 2+ of your Corbitas are in the Distant Sea (right of the dashed line on the main board); and • Reach 4+ on the Triumph track
	• 1+ of your Corbitas are on Destination tiles; and • Have 6+ stone and / or 6+ wood stored on your Harbor board
	• Reach 4+ on the Triumph track; and • Have 6+ wheat and / or 6+ permits stored on your Harbor board

Discovery Tiles

Tile	Benefit Type	Effect
	Immediate / Endgame	Gain 2 gold immediately. Counts as 1 Wild Animal icon during endgame.
	Immediate / Endgame	Gain 2 gold immediately. Counts as 1 Exotic Animal icon during endgame.
	Immediate / Endgame	Gain 2 gold immediately. Counts as 1 Wild Animal icon and 1 Exotic Animal icon during endgame.
	Immediate	Gain 1 Triumph immediately

Game Reference

Support Tile Benefits

Icon / Tile	Benefit Type	Effect
	Immediate	Take a white Corbita from the supply and place it in any water space of your Harbor board. This ship functions identically to a regular Corbita, except it may not be moved to the main board when you build a Ponto.
	Immediate	Take the Lighthouse and place it in any upgrade space of your Harbor board. This means you begin the game with one extra production rate increase, action discount, or possibly a Triumph.
	Immediate	Sail 1 step at no cost (<i>see page 11</i>)
	Immediate	Gain 1 Triumph
	Immediate	Gain 2 permits
	Immediate	Gain 2 wood
	Immediate	Gain 2 wheat
	Immediate	Gain 2 stone
	Immediate	Gain 1 or 2 gold (number of coins shown)
	Endgame	This tile counts as 1 additional Amphora token.
	Endgame	This tile counts as 1 additional Wild Animal icon and 1 additional Exotic Animal icon.
	Endgame	Gain 3 VP for each pair of building + ship icons you have from all sources
	Endgame	Gain 3 VP for each set of Amphora token + building icon you have from all sources

Icon / Tile	Benefit Type	Effect
	Endgame	Gain 3 VP for each set of Amphora token + ship icon you have from all sources
	Endgame	Gain 6 VP for each set of the following you have: 2 building icons from all sources + 1 ship in the Distant Sea (right of the dashed line on the main game board)
	Endgame	Gain 6 VP for each set of the following you have: 2 Amphora tokens + 1 ship in the Distant Sea (right of the dashed line on the main game board)

Credits

Game Design: Totsuca Chuo

Illustration: Urabe Rocinante

Graphic Design: Jason Harris and Stephanie Katz, based on original work by Sunny (Sui Works)

World Setting: PUGA

Development: Alex Flagg, based on original work by Taro Matuyama

Rules Writing: Alex Flagg, based on original work by NUN

Production & Editing: Patrick Kapera

Proofreading (Original Game): GRAM, Mandy Tong, Yofiandhy.D

Translation (Original Game): Partrick

Ostia © and all related logos and marks are trademarks of Uchibacoya and licensed by Crafty Games ©, LLC. All rights reserved. No part of this product may be reproduced without specific permission.

Crafty Games is located at 6726 N. Mohawk Ave, Portland, OR 97203 USA.
For comments, questions, & suggestions, email service@crafty-games.com.

Made in China. OEM: LongPack Games.
Manufacturer: Crafty Games
Produced in Shanghai, China 2026.

Icon Reference

Resources



Permit



Wood



Wheat



Stone



Gold

Actions



Sail



Deliver



Purchase



Build
Ships



Construct



Administrative



Trade

Asset Board, Cards, and Tokens



Triumph



Ship



Building



Wild
Animal



Exotic
Animal



Nobleman



Noblewoman



Amphora



Transit tile



Initial Port
tile



Port tile



Discovery
tile



Order
card



Destination
tile

Timing & Benefits



Immediate
benefit



Endgame
benefit



Purchase action
benefit



Action may be taken as many times as you like
during Step 3 of your turn



Increase your production / number of icons by this amount



Reduce the total cost of the action by this amount



Pay the price to the left / above this arrow, gain benefit to the
right / below this arrow



Multiply each icon (or set of icons) by this number of VP during
endgame scoring



The number of your ships in the Distant Sea (right of the dashed
line on the main game board)