

## FAQ list Fortuna

**You can find an instruction video on the website of The Game Master. Check this out first!  
Here is the FAQ. Do you have questions still, please send an e-mail to [info@thegamemaster.nl](mailto:info@thegamemaster.nl)**

1. Frequently Asked Questions
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5. Tactical hints

## 1. Frequently Asked Questions

Onderwerp	Vraag	Antwoord
Dice	How many dice in the game?	9 <i>(check 2. Game materials)</i>
	If I roll with 2 dice, which value is valid?	You may choose from the values, but you are only allowed to use 1 favor card.
Favor cards	Is it obligatory to give up the Vestal Virgins when using favor field 6?	No
	If you are married and have built a palace. When you use favor field 5, how many steps are you allowed to make?	2
	If I throw "1", I have no water but the first favor card has been used already. Should I pay tax? And if I had water?	No, since the water is not asked for No, since you cannot use it
	What is the meaning of the symbols on the favor card "5" Fortuna?	If you are married and you are able to use this favor card, you may move up 1 step further to Rome. With a Palace, you may even move up 2 steps. <i>[the symbol of a building should have been the symbol of a palace and the "/" should have been a "+"]</i> .
	If I use favor card "2. Orgy" and deliver 1 wine, how many steps is my progress?	1
Privileges	What are the grey blocks on the privilege cards?	A unit of your own choice: water, grain or wine.
	What is the meaning of the 4 pawns on the privilege cards?	These cards will only be used with 4 players.
	If I arrive at Caesar's Palace and get a privilege card with one step extra, is this worth something?	No
	When I have two of the same privilege cards, can I use them both?	No (example: with the Vestal Virgins the maximum number of Victory Points is 6, since you should be able to give up the Virgins and you cannot have more than 3)
2 players	Is it allowed to turn the additional favor card face down when it carries tokens?	No
	Is it allowed to turn the additional favor card face down if I have rolled a lower number than the favor card?	Yes, in case no tokens are on it
Buildings	How many buildings can I have?	3
	May I exchange buildings?	No
	Is it allowed to build two buildings of the same type?	No
	How many buildings can I build with the action card "building"?	1
Players' order	Who is the starting player if none of the players has the Fortuna card?	The player with the most money
	If nobody has the Fortuna card and two or more players have the most money? Who is the starting player than?	The player nearest to the Fortuna card in a clockwise order.

## **2. Overview game materials**

- 1 game board
- 4 booklets with rules (in 4 languages)
- 4 game overview cards (in 4 languages)
- 4 playing figures (1 in each playing colour)
- 12 markers (3 per colour)
- 9 dice
- 4 province boards
- 15 units of water (blue cubes)
- 15 units of grain (yellow cubes)
- 15 units of wine (red cubes)
- 12 Vestal Virgins (white octograms)
- 12 Centurions (black octograms)
- 12 action cards
- 6 favor cards
- 12 building cards
- 26 privilege cards

### 3. Set up

Here you can find an extensive description of the set up of the game

- Each player choose a side of the game board and automatically has the players' colour of that side (hint: in case you are not playing on a round or square table, you can place the game board "transverse" so each player has his own colour nearby);
- Each player gets a province board in the matching colour plus:
  - 1 unit of water (blue cube) and places this in his own water reservoir on his province board; the rest goes to the lake on the game board;
  - 1 unit of grain (yellow cube) and places this in his own grain field on his province board; the rest goes to the grain field on the game board;
  - 1 unit of wine (red cube) and places this in his own vineyard on his province board; the rest goes to the vineyard on the game board;
  - 1 dice and places this on the first square on the left side of the province board; place the rest of the dice next to the game board;
  - 1 Virgin on position "1" on the province board;
  - 1 centurion on position "1" on the province board.
- Now each player puts his playing figure in their villag, just before the path to Rome;
- Each player gets 3 discs (markers) in his own colour and puts:
  - one on the moneytrack on the game board on position "5", indicating the starting money of "5" for each player;
  - one on the "rings" on the right side of the province board, indicating that the player is not married (yet);
  - one will be used to draw lots to determine the starting player;
- Give the Fortuna card to the starting player (with the image of the cover van Fortuna); he will place this card in one of his three slots on his side of the game board;
- Shuffle the other 11 action cards and place them at random on the 11 slots on the sides of the players, resulting in 3 action cards on each side; now each player may choose one of their 3 action cards to place face down;
- Sort the building cards into the 4 categories: when playing with 4 all building cards will be used; with 2 to 3 players one building of each category goes back in the box and will not be used; now form 4 sets of the same buildings face up;
- With 4 players all privilege cards will be used, with 2-3 spelers the privilege cards with 4 pawns on it will be taken out of the game; now shuffle the cards and make a face down pile of privilege cards.

#### **4. Gameplay - points of attention**

These remarks are structured by the 5 game phases. Only remarks regarding FAQ and mistakes made in the game are included.

##### **1. Gain water**

- Add water to the space on the Aquaduct if this Aquaduct has been built in an earlier turn and the space is empty;
- Important: make sure that the Aquaduct is not a "water machine", so the water does NOT go to the water reservoir, but makes sure that the player has at least one unit of water (as long as the lake is not depleted);

##### **2. Choose action card, execute action and exchange cards**

- Open the face down card first, so you can choose out of 3 action cards;
- The players MUST choose an action card which will be exchanged;
- Face down action cards cannot be exchanged;
- Specific situation: it is not obligatory in case a player does not want to execute the action of a card if they do not want or are not able to execute the card;
- The following actions are "unlimited": sell grain or wine, buy centurions or virgins; the limitation is only in the maximum number of units available, the maximum amount of money (20) and the maximum number of centurions (3) and virgins (3);
- ATTENTION! The player does not have to play the "reserved" action card
- ATTENTION! Playing the corruption card gives the possibility to use one of the other 9 action cards, but this activated card (face up or face down) will stay in its position; the corruption card will be exchanged but the exchange does not have to be done with the activated card.

##### **3. Using Military Power**

- You are allowed to use one of the two face up action cards left after the exchange by giving up 1 Centurion;
- The action card will stay in position after the activation by using Military Power.

##### **4. Increasing the favor of the Emperor**

- The value of the dice determine from which favor cards you can choose+
- If you are stuck with used favor cards (by players earlier in the game round), try to get the starting player card or buy an extra die (Clerus card) so you have a better chance to move up the road to Rome;
- ATTENTION! After fulfilling the need of the Emperor, turn the used favor card face down, so the other players are not able to use this card this game round!

##### **5. Privileges**

- Without the Basilica a player may keep a maximum of 1 privilege card, regardless the number of tokens on the favor card; with the Basilica a player may keep two privilege cards; place the cards you have not chosen face up on the discard pile!
- A favor card cannot have more than 3 privilege tokens;
- A privilege card may be used after each game phase in your turn;
- The privilege card giving one additional step may be used only once per turn;
- Privilege cards bringing Victory Points (potentially) must be held till the end of the game; the other kinds of privilege cards may be used during the game.

## 5. Tactical hints to increase your influence on Fortuna

When you play Fortuna for the first time, you will see that you are not able to explore all potential combinations in the game. There are several different strategies and combinations in actions, which lead to many steps, much money or many victory points. To improve your scoring in the game, you can try out the different combinations in several games. For those who get a bit frustrated after several losses of the game, The Game Master provides you with a few hints how to improve your grip on Fortune in the game:).

In Fortuna the luck factor is definitely present, but you will be able to have more control over your destiny with these hints:

1. **Sequence of play;** being the first or second player in the round is very important; take the starting player cards a few times in the game, especially if another player is going very well or if you are very short on cash; an alternative way is to hold much cash, so you have a good chance to become the second player in the game round; being early in play in a round brings you more steps towards Rome and privileges;
2. **Extra dice;** buy an extra dice in time, since this is an important way to make progress in the game; when you have only one die, you accept this risk of luck being against you; if you are the starting player or second player, you can postpone the moment of 1 extra dice, but later in the game you need an extra die to attain favor field 4, 5 or 6 for more speed and more privileges in the game;
3. **Balance** your province board; keep enough of the basic products (water, wine and grain) in order to make progress if you throw less than average; and this way you will prevent unnecessary taxes by keeping units of all kinds on your board;
4. **Privileges;** try to attain one or more privileges early in the game by specializing in something others do not have or by becoming starting player in game round 2 or later in the game; this way you can play the game more strategic since you know what you need to get the additional Victory Points;
5. **Centurions:** use them to speed up your progress; two advantages of the Military Power: two actions in one turn + keep an action card you would like to use again (in case nobody takes your card);

### **Experienced players**

Finally the experienced players can play the advanced version: choose your own action cards before starting the game. Determine the starting player and let this player choose one action card. After that the other players choose an action card and this goes on in a clockwise order till each player has three cards. The player who has chosen the starting player card may start up the game.

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