# CAESAR!

COMPONENTS

- ▶ 1 Game board
- ▶ 32 Basic Influence tokens (16 for each player)
- ▶ 18 Province Bonus tokens
- ▶ 24 Control markers (12 for each player)
- ▶ 2 game bags
- ▶ 2 player screens
- ▶ Additional components used with the Expansions of Rome:
  - ❯ 6 Centurion Influence tokens (3 for each player)
  - ❯ 6 Province Bonus tokens (3 Poison, 3 Centurions)
  - ❯ 10 tokens for the Solo Game

The Map

The game board depicts the Provinces of the late Roman Republic, and the nearby territories. Each Province has one **Province Space** inside. At the beginning of the game this will be occupied by a **Province Bonus token**, while later, the same space will be occupied by a **Control marker** of one of the two players.

Each Province is surrounded by a number of **Border Spaces**, with each space 'touching' two different Provinces.

During the game, players will place their **Influence tokens** on these spaces, trying to get the most Influence on the Provinces and gain control of them.
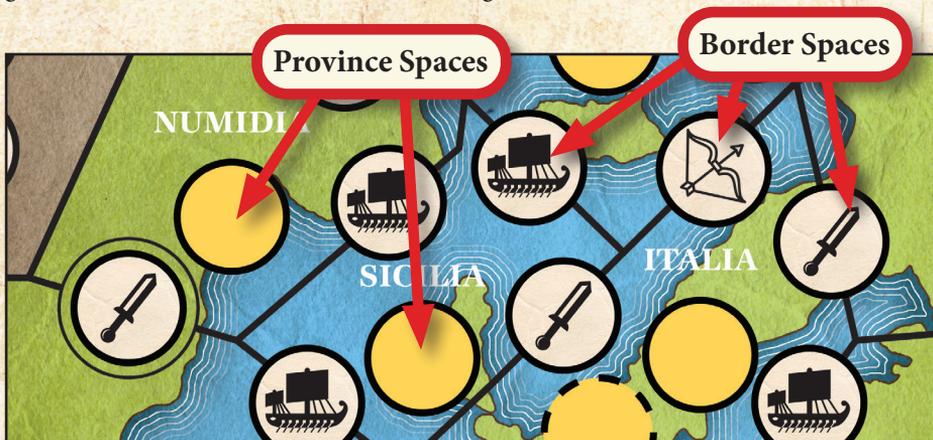
The Influence Tokens

Each Influence token has an icon and two numbers. The Icon shows the **type of Border space** that can be occupied by the token, while the numbers show the **different values of Influence** that is exerted to the two adjacent provinces while the token is on the map.

Pompeius Influence token

Caesar Influence token

Pompeius wild Influence token

Influence tokens with the "laurel" icons are considered wild, and can therefore be placed on any Border Space on the game board.

SETUP

1. Open the gameboard in the middle of the table.

2. Place a **Senate Province Bonus token** on **Italy's space** (with the solid border).

3. Randomly **place one Province Bonus token, face up,** on the rest of the Province spaces (do not place one on the second space in Italy).

4. Choose who will play as Caesar (Red) and Pompeius (Blue). Each player takes the Influence tokens of their color and shuffles them in their bag, then draws **2 Influence tokens**, looks at them secretly and places them behind their screen.

5. Each player also takes their **Control markers** and places them on their side of the board.

HOW TO PLAY

Starting with Caesar, players alternate in taking turns.

On your turn:

1. **Place an Influence token on a free** (non occupied) **Border space on the map with a matching icon.** Choose the **token orientation**, so as to assign each of the two Provinces touched by the token one of the two Influence values shown on it.

2. **If all the Border spaces around one or more Provinces are occupied** by Influence tokens, these Provinces are **closed**. In this case, follow these steps:

   ▶ The player who placed the **last Influence token** takes the **Province Bonus token** from all the Provinces closed in this way.

   ▶ **Add up the value of the Influence tokens of each player** surrounding each Province that has been closed. Whoever has the **highest total** places one of their **Control markers** in the empty Province Space. The Province is now considered as **controlled** by that player. **In case of a tie between players**, the space is left empty and no Control marker is placed.

   Pompeius places their 3/3 Influence token, closing the Achaia province. They will get the "New Turn" Bonus token, but Caesar has a higher Influence on the province (8 to 4), so will place their Control marker on it.

The Caesar player places their Influence token to exert an influence of 5 on the Sicilia province and 1 on the Sardinia province.
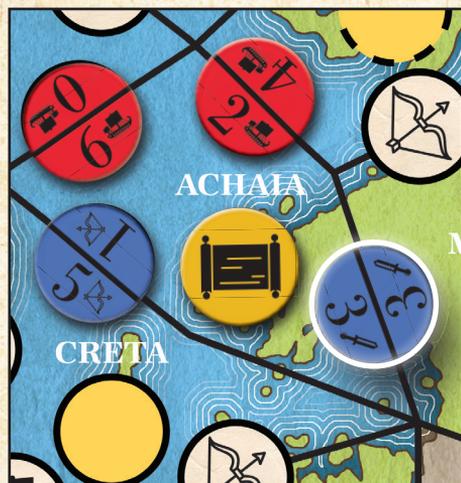
▶ **If the Province in question is Italy,** the controlling player places a **second** Control marker on the second Italy space, as shown by the dashed line.

▶ If one or more **adjacent Provinces** are controlled by the same player, an **additional Control marker is placed on the Border Spaces** between these Provinces, covering the Influence token, and any other token placed there.

▶ The player who placed the Influence token and received the Province bonus token, can now resolve its effect.

3. **Draw a new Influence token** from your bag.
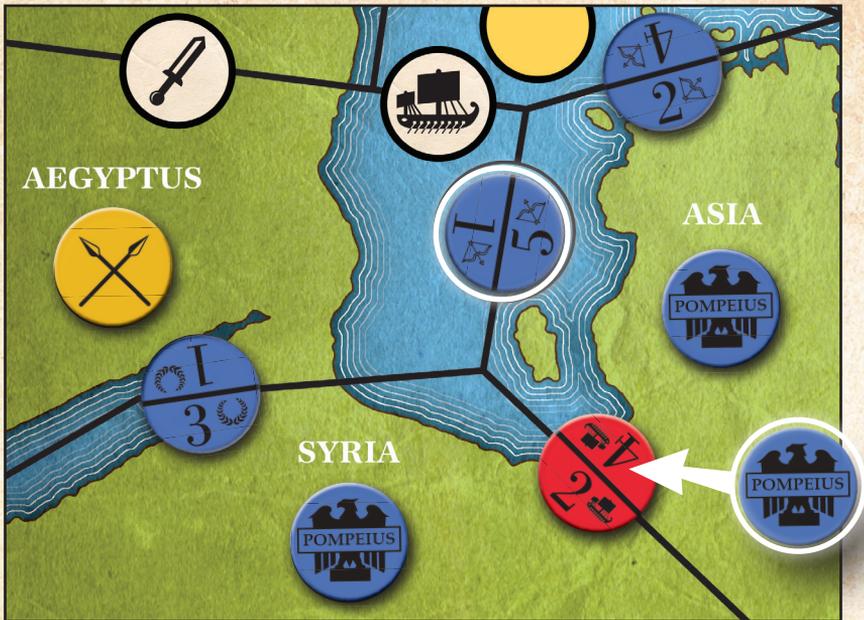
Pompeius places their 5/1 Influence token, closing the Asia province and placing their Control marker on it. Since they also control Syria, they will place an additional Control marker on the border space between the two provinces, covering the Caesar Influence token.

End of the Game and Winner

The game ends immediately when a player places their **last Control marker** on the map or under a Senate token. That player is the **winner of the game**, and probably the first Dictator of Rome.

Province Bonus token effects

Tactics [x4]

Take a new turn after this one.

Note: if you receive two "New turn" bonus tokens from closing Provinces, you only get one new turn after the current one.

Wealth [x4]

Increase your Influence token hand size by one. Draw one token immediately, in addition to the usual one at the end of your turn.

Might [x4]

Flip an opponent's Influence token or Control marker placed on the board face down.

Flipped influence markers are considered as having Influence "0 / 0".

Controlling Provinces adjacent to a flipped Control marker do not provide additional Control markers on Border spaces.

Senate [x6]

Place this token in front of you. If you also place a Control marker in this Province, place a number of Control markers below this token equal to the number of Senate bonus tokens you own (including the one you just took).

*Example: Caesar gained their first Senate token while winning a Province, allowing them to place one additional Control marker underneath it. Their second Senate token was gained by closing a Province which they lost, so no additional Control markers are placed. When Caesar gains their third Senate token while winning a Province, they place **three** more Control markers under that Senate token.*

Poison [x3]

Used with the Poison Expansion. Return one of your opponents influence tokens to their bag.

Centurion [x3]

Used with the Centurions Expansion. Instead of drawing from your bag at the end of your turn, select one of your available Centurion Influence tokens.

THE EXPANSIONS OF ROME

After you have played the game once or twice, add these in for further tactical challenges.

POISON

Additional Components

▶ 3 x Province Bonus tokens

Setup

1. Players start the game with 3 tokens behind their screen.

2. Mix the three Poison Province Bonus tokens with the rest of the Bonus tokens, then randomly remove 3 Bonus tokens from play before setting up the map as usual.

Gameplay

Play as usual. When someone gains the Poison Bonus token, their opponent chooses one of their tokens from behind their screen at random, and returns it to their bag. Both players are permitted to see the token before it is returned.

If a player starts their turn with no tokens behind their screen, they immediately lose the game.

CENTURIONS

Setup

1. Give each player the 3 Centurion Influence tokens in their colour. They are placed in front of their player shield.

2. Mix the three Centurion Province Bonus tokens with the rest of the Bonus tokens, then randomly remove 3 Bonus tokens from play before setting up the map as usual.

Gameplay

Play as usual. When someone gains the Centurion Bonus token, they choose one of their 3 Centurion Influence tokens, and put it behind their screen. Skip the next "Draw one Influence token" step (this does not increase their hand size).

BORDER CONTROL

Requires Poison and/or Centurions to play.

Additional Components

None required

Setup

1. Instead of removing spare Province Bonus tokens from play, place them face down next to the board.

Gameplay

Play as usual. On the three spaces marked with a double line the player may choose to place one of their Influence tokens face down. If they do they immediately draw one of the Province Bonus tokens set aside during setup at random and resolve it. The placed token does not exert any influence on the adjacent regions.

Border Control Space
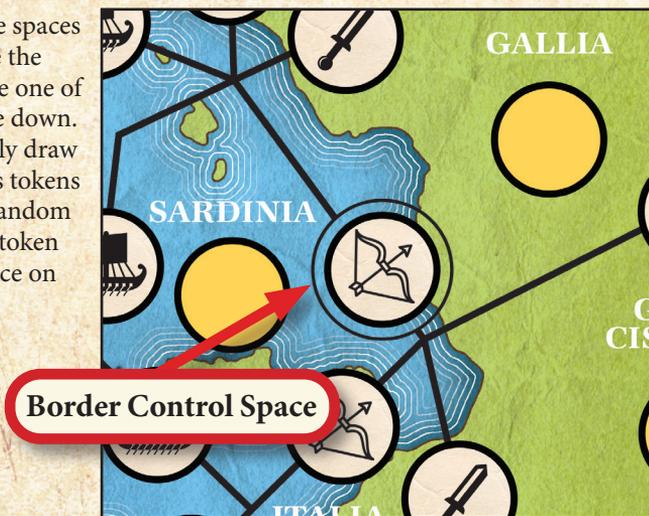
SOLO RULES

Extra Components

▶ 8x Command tokens:

For the Expansions of Rome
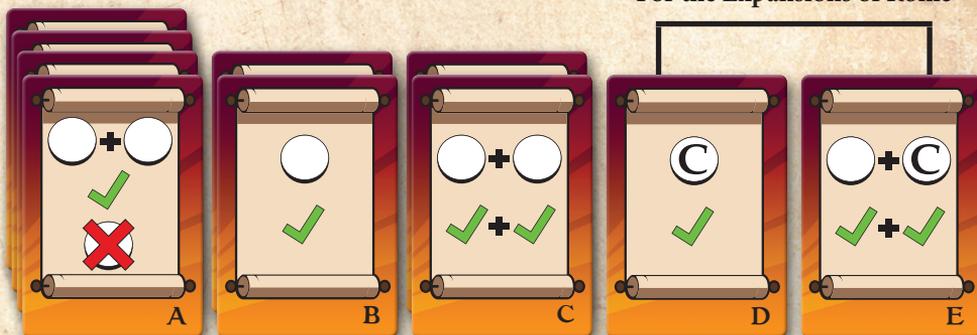
Setup

▶ Bot draws 3 influence tokens, which it places face-up in its play area, in a line;

▶ Select a difficulty, and put the required Command tokens into a bag/cup:

  ❰ **Easy:** 4xA, 2xB;

  ❰ **Normal:** 3xA, 2xB, 1xC

  ❰ **Hard:** 4xA, 2xC

▶ The rest of the game is set up as usual.

▶ The bot takes the first turn of the game.

GAMEPLAY

You play your turn as usual.

Drawing a Command Token

At the start of the bot's turn, it draws a Command token, and performs the tasks stated, in the order shown. It will have a combination of these tasks shown:
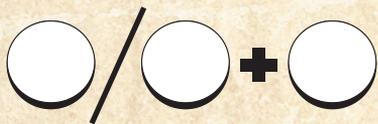
▶ **Draw 1 / Draw 2** - draw the stated number of influence tokens from the bot's supply bag, and place them to the right of its face-up tokens.

▶ **Resolve** - Perform the Bot Turn Sequence, as shown below. This step may be listed twice, in which case perform the Bot Turn Sequence twice.

▶ **Discard 1** - put the left-most influence token from the bot's face-up tokens back into its draw bag.

If the Command tokens bag/cup is now empty, put all the Command tokens back in the bag/cup, else put the drawn Command token aside for now.

If the bot runs out of tokens to draw, just draw as many as possible, and don't discard any at the end of its turn.

Bot Turn Sequence

▶ The bot chooses where to place one of its face-up influence tokens based on a priority list, see *Bot Placement Choice*, below.

▶ Once placed, if a region is now closed, resolve its area majority as usual, except that the bot always wins ties for control strength.

▶ If the bot claimed a bonus token due to closing a region:

　❯ **Senate / Poison:** Usual ability

　❯ **Sword / Pot / Scroll:** Just put the token aside.

　　➥ For an even harder game: if the bot also won the region control, have the bot remove one of its control tokens when putting the bonus token aside.

Bot Placement Choice

Perform the first choice from this list that the bot can legally do:

▶ If it can **win** a region by placing one of its tokens, it places the **lowest** value token it can place to win (oriented with the lowest value facing into the closing region that allows it the win), then claims and uses the bonus token.

▶ If it can **close** a region, even though it would lose that region's control, and *unless*

you would win the game by the bot doing this, it places its **lowest** value token there (oriented with the lowest value facing into the closing region), then claims and uses the bonus token.

▶ If it is **losing** any unclaimed regions (i.e. you currently have a higher strength in the region than the bot), it picks the region in which it is losing the most, then places its **highest** value token there.

▶ If it is **present** in any regions, it places its **highest** value token in the region where it's closest to winning.

▶ It places in **a region adjacent to one it already controls**, placing the **highest** value token it has. If tied, it picks the region where it can place its highest value token.

▶ It picks a **land-locked** region where it can place its **highest** value token (if regions tied: Italy, else random choice).

▶ It picks *any* **remaining region** where it can place its **highest** value token (random choice if regions tied).

Ties Between Regions

▶ Regions adjacent to regions it has already won
▶ Regions that give a Senate bonus token
▶ Land-locked regions
▶ Regions adjacent to land-locked regions
▶ Random choice between remaining tied regions

Ties between spaces within a region

▶ Space adjacent to a region the bot is losing the most
▶ Adjacent to a landlocked region
▶ Random choice between tied spaces

Ties between tokens to place

▶ Non-wildcard token before a wildcard token
▶ The token with the highest- or lowest- (as applicable) combined values on that token
▶ Left-most token from its lineup

GAME END

Game end is as per core game.

EXPANSIONS OF ROME: SOLO RULES

POISON

Play as in the core game, no additional changes needed for solo play.

CENTURIONS

Setup Changes

▶ Set up the expansion as usual, except that the bot's 3 Centurion tokens are placed near its play area *face-down*, in a randomly ordered stack.

▶ When setting up the bot's Command tokens, use the following combinations for your chosen difficulty:

   ◥ **Easy:** 4xA, 1xB, 1xD

   ◥ **Normal:** 2xA, 2xB, 1xC, 1xD

   ◥ **Hard:** 4xA, 1xC, 1xE

Gameplay Changes

▶ If the Centurion Command token is drawn at the start of the bot's turn, the bot performs the actions stated on it, as usual.

   ◥ **Draw 1 Centurion:** Draw 1 random token from the bot's face-down stack of Centurion tokens, and place to the right of its face-up tokens;

▶ If the bot ever claims a Centurion bonus token from the board, it treats it the same as if it was a Sword / Pot / Scroll bonus token.

BORDER CONTROL

Play as in the core game, no additional changes needed for solo play.