The player that successfully negotiates their way back home, raises an army, promotes themselves to Commander, and avoids the pitfalls; eventually returning to Rome and sitting on the Forum podium (Hill 1), temporarily wins Rome but not the game. While the podium is occupied, all other players are still in the game until they roll a red or miss a turn (see GAME SCENARIOS Nos 12-14). The self-appointed victor must still obey the Fatum cards and may find themselves just as quickly deposed and competing for Rome again. If the Forum occupier loses a turn or is moved back resulting from a Fatum card, then all eliminated players are back in the game for at least one more round.

HOW TO PLAY

The rules for The Ides of March – Day of Caesars online game will stay the same for 2,3 and 4 players; however, tile numbers will vary.

RULES

SEQUENCE OF A PLAYER'S TURN

QUICK OVERVIEW:
1. *Draw a tile from the red bag (free move).*
2. *Roll the orange dice (Act on the outcome).*
3. *Roll the purple dice (if allowed or instructed to).*

DETAILED DESCRIPTION:
1. **Draw a tile from the red bag.**
   This tile is a free move. It can be placed on the board (if not in Miss-A-Turn mode) or saved in your stockpile area – face up.
2. If the SPQR **Player Status Token** is in "**Miss-A-Turn**" mode then:
   a. Pass the orange dice to the next player.
   b. Flip your token back to the SPQR side.
   If not in Miss-A-turn mode then:
   a. **Roll the orange dice** and follow instructions for Orange Dice.
3. **Roll the purple dice (if allowed).**
   Follow instructions for Purple Dice.
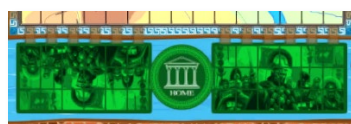
PLAYING BOARD
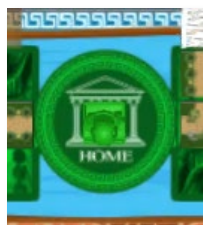

The playing board is divided into several sections:

1. **The Seven Hills of Rome**, designated by Roman numerals on each grid corner. Each section (hill) is colour coded and is also at a different height from the other sections.
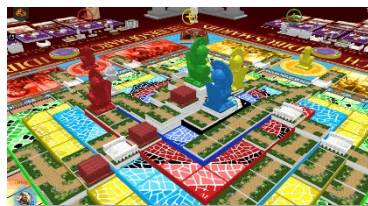
2. **The Home area section** across the waterway where your Sigillum is safe from harm.

3. **Home circle** – where you swap your Senator for a Commander.

4. **The stockpile, coin collection, and card discard areas** for keeping surplus tiles and tactical cards.

5. Your **Player Status Token** alerts all players to whether you are active in the game or in Miss-A-Turn mode.

6. **Fatum cards** are located on opposite corners of each other. One stack holds the Senator Fatum cards and the other holds the Commander Fatum cards.

7. **Tile Grab Bag** – Holds all **Tiles.**

   All tiles are randomly selected from the bag.

8. **Coin Bag** – The game's **Bank.**

   Coins are stored here for collection and depositing.

TILES AND LAYING TILES

Tiles may be laid anywhere provided they connect seamlessly to another tile. The exception is the bridge tile. A **bridge tile** may be laid immediately across waterway crossings. It can cross at any point marked by the faintly printed bridges on the board. This is a waterway that has no road, so a bridge or a ferryman (boat) are the only options for crossing both in and out of Home squares.
*** Nota **** It is recommended that a ferryman tile only be used at the exact time of crossing. If you place them at a crossing too early, they can be bribed/purchased by other players to join their camp. Also, when laying tiles on opponent paths and squares, you may only lay tiles on the squares inside the waterways and not in opponent's home squares sections.

BATTLE (OUTPOST) TILES

Outpost Tiles are a legion fort tile used to block

the way of an opponent and may only be laid by a commander. They can be defeated by a Testudo Legion tile or be bribed (3 coins) to allow passage through. When a bribe is issued, your sigillum must be immediately next to the outpost Tile and may leap-frog the fort to the next laid road tile – leaving the outpost in place; however, you cannot draw a coin, but you must draw a Fatum card (if still on hills 1-7).
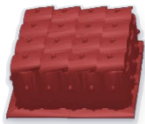
Slave Revolt Tiles may be laid by anyone and against anyone; however, senators can only lay slave revolt tiles on open squares next to tiles already laid. Commanders can lay them on any road path or directly onto previously laid straight road tiles. They can be defeated by a Testudo Legion tile or be bribed (2 coins) to allow passage through. However, bribes can only be made when your Sigillum is immediately next to the Slave Revolt Tile. Your Sigillum may leap-frog the slave revolt tile, onto the next laid road tile. The slave revolt tile remains in place; however, if bribed, you cannot draw a coin. You must still draw a Fatum card (if within hills 1-7).
** By replacing an Outpost tile, you take ownership of the tile for future use.

Testudo Legion Tiles can be laid by anyone to defeat Slave Revolt Tiles or Outpost Tiles. The Testudo Legion Tile replaces the vanquished tile and once laid, cannot ever be moved or usurped. When in place, the Testudo tile can also be leap-frogged by a sigillum.
** By replacing a Slave Revolt tile, you take ownership of the tile for future use.
** If you defeat and leapfrog a Testudo tile or Slave Revolt Tile, you may collect 1 coin per square travelled (within hills 1-7) and you must also draw a Fatum card.

ROAD TILES

Road tiles may be laid, provided they connect correctly to a previously laid road tile's direction - or in the case of next to a Testudo Legion tile or Ferryman tile, it must follow the general direction of the previous tile. However, Commanders can lay tiles on top of other tiles as long as they connect to a previously laid tile. Road Tiles can also be laid either side of a Sabotage Tile.
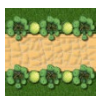
Straight Road Tiles can be laid next to any outpost, slave revolt, bridge, ferryman, or other road tiles.

Road Bend Tiles can be laid next to any outpost, slave revolt, bridge, ferryman, or other road tiles. These tiles can be rotated before laying to suit your direction needed.

T-Junction Tiles can be laid next to any outpost, slave revolt, bridge, ferryman, or other road tiles. These tiles can be rotated before laying to suit your direction needed. They can also be used to repair fallen tree (sabotage) tiles.

Crossroad Tiles can be laid next to any outpost, slave revolt, bridge, ferryman, or other road tiles. These can also be used to repair a road that has been sabotaged with a big hole in it. No other tile can be laid on top of a crossroad tile.
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Bridge Tiles can be either laid across the waterway where the faint bridges are portrayed or used to repair a sabotage tile. Once laid, they can be leap-frogged by a playing piece and up to 2 coins can be collected and a Fatum card drawn – if within hills 1-7. Bridge tiles can be re-used by a commander but will cost a 1-coin payment to the orange bag. When used, they cannot be replaced by any other tile – only re-used by a Commander. Bridge tiles are the only exception to tile laying rules and can be laid across a waterway, prior to any tiles connecting to them.

Ferryman Boat Tiles can be used in place of bridge tiles to cross the waterway. To use a Ferryman Tile in your possession you must pay 3 coins to the orange bag (provided a green or purple has been rolled). Ferrymen are mercenaries, so if you place them at a waterway crossing before your Sigillum arrives, any other player may use their turn to buy a Ferryman's services for 3 coins and take possession of them. They don't have to use them immediately. Any unused Ferryman Tiles may be returned (as a player's only turn) to the red bag for a reward of 1 coin per boat. You can return as many Ferryman tiles as you possess. The items in the bag will be automatically shuffled, so there is no guarantee the next player will pick a Ferryman Tile.

When you use a Ferryman Tile to cross a waterway, your current turn (a green or purple roll) consists of the following:

1. Place Ferryman tile onto waterway crossing that connects to a previously laid tile.
2. Pay 3 coins to the orange bag.
3. Leapfrog the Ferryman tile with your playing piece. As with all other leapfrog moves, there must be a previously laid tile on the opposite square.

SABOTAGE TILES

Sabotage Tiles slow the possible advance of other Sigilla in the hope that it gives you an advantage to forge ahead.

Fallen Tree Tiles can only be fixed by laying T-Junction or Bridge tiles over them.

Broken Road Tiles can only be traversed by laying Crossroad or Bridge tiles over them.

As a Senator, you can only lay a Sabotage Tile on an open square and it must follow the general direction the previous tile has set. Commanders can lay Sabotage tiles on top of previously laid straight road tiles, provided there is a connection tile on either side.

Unless instructed to or executing a leapfrog move, playing pieces can only be moved one tile at a time.

SENATOR

You start the game playing as a Senator. The Commander sigillum is locked in position in the Home circle awaiting your senator's arrival. A Senator may only play a road tile next to a previously laid tile, regardless of whether there is a Sabotage, Bridge, Testudo, Ferryman Boat, or Outpost tile, if it follows the general direction of the previous road tile. However, a Senator may lay a T-Junction, Crossroad, or Bridge on top of its relevant sabotage tile to repair it. Also, a Senator may replace and take possession of Slave Revolt tiles with a Testudo. They can also pay 2 coins to the orange bag for free passage through a Slave Revolt tile and 3 coins for safe passage past an Outpost.

Each time a Senator is moved within hills 1-7 (resulting from a dice roll), they can collect 1 coin per square from the orange bag and must draw a card from the Senator card stack before following its instructions.

COMMANDER

When your Senator has reached home circle safely, they must raise their army by paying 3 coins to the orange bag then transforming into a Commander.

As soon as your Senator reaches home, you may use your turn in the following sequence:

1. *Pay 3 coins to the orange bag.*
2. *Unlock the Commander by positioning your mouse over the playing piece and typing "L" on your keyboard or by right-clicking your mouse on the Commander and selecting the unlock option.*
3. *Temporarily place your Commander on the Player Status Token.*
4. *Place your Senator on the Home circle and lock them into place to avoid accidentally moving them (they have completed their phase of the game and are now just a spectator to future events).*
5. *Wait until your next roll of a dice for the opportunity to start moving your Commander back towards Rome.*

PLAYING PIECES (SIGILLUM) cont'd

COMMANDER (continued)

A Commander can lay tiles over other tiles. However, they will still need to replace Outpost, Slave Revolt, Fallen Tree, and Broken Road tiles with the appropriate replacement tile. When laying any tile of their choosing over an existing tile, the Commander has two options:

1. If the tile was just picked from the bag as a free tile, then it can be freely placed on the board on any path. However, it cannot be placed onto a Bridge, Ferryman, Fallen Tree, Broken Road, Testudo Legion, T-Junction, or a Crossroad Tile.
2. If the tile is from your stockpile, then the same rule applies as the free tile, except it can be placed onto a T-Junction tile.
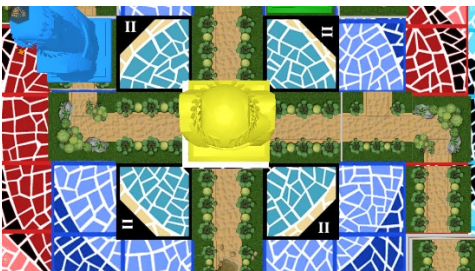
MOVING YOUR SIGILLUM

Unless otherwise instructed or faced with a leapfrog move, sigilla can only be moved one space - provided there is a road tile in place to accommodate it.

YOUR GRAND ENTRANCE TO THE BOARD

To first enter the board after a green or purple result, your sigillum first occupies the Forum podium on hill 1 (no need for a tile). The logical path after that is to build your road towards your home section, crossing the waterway on your left then exiting on your right for your commander's march back to Rome.

Should your senator be on hill 1 and an opponent's senator sigillum enters the board onto the podium, then they can move your Sigillum back to your Home circle and you will have to roll a green or purple before you can move your Sigillum onto hill 1 again.

DICE RESULTS

ORANGE DICE RESULTS

GREEN ACTION OPTIONS (a, b, or c):

a. Grab a tile from the red bag and lay it on a path or stockpile it.
b. Use a tile from your stockpile and lay it on a square.
c. Move your sigilllum one square.
   If on Hill 1-7:
   i. Grab a coin from the orange bag.
   ii. Draw a card from the Fate cards. Senator cards for Senators and Commander cards for Commanders.
   iii. Read your *Fatum* (Fate) from the card and follow its instructions.
   iv. Compare the card number to the square your sigillum just landed on. **If the number on the drawn card matches the number of the section that your Sigillum is on, repeat one of the steps a, b or c above; however, no coin or fatum card can be drawn on this bonus move.**

If there are no further moves, then pass the orange dice to the next player.

RED ACTIONS:

1. End your turn immediately.
2. Pass the orange dice to the next player.

PURPLE ACTIONS: (Highlighted with gold outer ring)

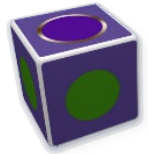1. Refer to the Green options above.
2. Roll the PURPLE DICE.

YELLOW ACTION OPTIONS :

a. Pay a 1-coin bribe to roll the orange dice again. This can be repeated until you either run out of coins, roll a green or purple, or decide to choose option b.
   (See GAMES SCENARIOS No 19).

b. Flip the **Player Status Token** to Miss-A-Turn mode and pass the orange dice to the next player.
   When the dice comes around to you again.
   i. Draw a tile from the red bag and stockpile it.
   ii. Flip your player status token back to its red side facing up.
   iii. Pass the dice to the next player.

PURPLE DICE RESULTS

GREEN ACTION OPTIONS (a, b, or c):

a. Grab a tile from the red bag and lay it on a path or stockpile it.
b. Use a tile from your stockpile and lay it on a square.
c. Move your sigilllum one square.
   If on Hill 1-7:
   I. Grab a coin from the orange bag.
   II. Draw a card from the Fate cards. Senator cards for Senators and Commander cards for Commanders.
   III. Read your *Fatum* (Fate) from the card and follow its instructions.
   IV. Compare the card number to the square your sigillum just landed on. **If the number on the drawn card matches the number of the section that your Sigillum is on, repeat one of the steps a, b or c above; however, no coin or fatum card can be drawn on this bonus move.**

If there are no further moves, then pass the orange dice to the next player.

PURPLE ACTIONS: (Highlighted with gold outer ring)

1. Refer to the Green options above.
   ** This is a two-move bonus, so you can execute options a to c above two times; however, if you move your sigillum two squares within hills 1-7, you still get 2 coins but can only draw 1 fatum card.
2. Roll the PURPLE DICE.

**Purple result of the purple dice clarification:
You may move your playing piece one or two tiles – if possible or draw a tile from the red bag and play it immediately or just stockpile it.
Note: This dice result can also be used as drawing two tiles and playing or keeping them, playing one or two tiles already kept, or playing a tile and moving your Sigillum one tile. Whenever your Sigillum is moved to a new tile (resulting from a dice roll), you must draw from one of the appropriate card decks and follow its instructions. In addition, you may grab a coin from the orange bag. If your Sigillum chose to move two tiles, then you may grab two coins. When a tile is played or kept, or a card's instructions have been completed, this constitutes the end of the current player's turn.

RED ACTIONS:

1. End your turn immediately.
2. Pass the orange dice to the next player.

FATUM (FATE) CARDS

If a player rolls a green or purple, they can elect to draw a new tile from the red bag and place it on the board or Stockpile it for later use.

*** NOTE:** Stockpiling also keeps the tile in your possession – away from your opponents.*

If you don't grab a tile from the red bag after a successful dice roll, you must move your Sigillum one square on the board, provided there is a road tile for it to occupy. Your move is either a tile play or a sigillum advance – not both (unless you roll a purple with the purple dice). You then draw a Fatum card from the relevant stack (Senator or Commander).

Fatum cards are composed of four sections:

1. A Roman Numeral in the top-left corner of the card.
2. An informational and historical snippet describing Roman life.
3. A back story to your current situation related to the snippet.
4. An instruction regarding your fate (fatum) for your current turn related to your current situation.

Obeying the card's instructions may be a benefit or a hindrance and may allocate you an extra coin, make you move your sigillum or other player's sigilla, make you lose a turn or a roll of a dice, or award you or other players extra tiles from the red bag. Whatever the fate is on the card, it must either be read out loud or in Tabletopia, double-clicked on by everyone so they can read it.

When you have followed the instructions, you must stack the card face up onto the correct row (Senator or Commander) of your discard area matching the same Roman numeral column depicted at the top left corner of the card face. This is for later use, so please stack each card on the right number (**see GAME SCENARIOS Nos 17 & 18**).

ROMAN NUMERALS
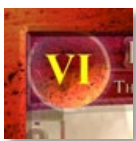
The Roman numeral at the top left corner of each Fatum card has an additional purpose. If it matches the number of the hill you have moved your sigillum onto, then as a bonus, you may move your sigillum one more space provided there is a road tile there to accommodate it. If there is no road tile, then you can grab a tile from the bag and play it (if possible) or play a tile from your stockpile. Any bonus move of your sigillum does not allow you to draw another card, nor does it let you collect a coin from the orange bag.

SENATOR FATUM CARDS

Whenever you move your Senator Sigillum within hills 1-7 (resulting from a dice roll), and after you collect a coin from the orange bag, you must draw a card from the Senator card stack situated at one corner of the playing board.

COMMANDER FATUM CARDS

Whenever you move your Commander Sigillum within hills 1-7 (resulting from a dice roll), and after you collect a coin from the orange bag, you must draw a card from the Commander card stack situated at one corner of the playing board.

After following the card's instructions, lay it face up on your commander discard row under the roman numeral that matches the one on the card.

GAME SCENARIOS

The following is a list of possible game scenarios and how to play them.

1. **Your senator sigillum reaches Home with less than 3 coins collected.**
   Don't let this happen. You can collect coins with every move of your sigillum. Always keep at least 3 coins in reserve to buy your commander and for dice bribes; otherwise, you will need to cross back over the waterway and move around the hills to collect coins.

2. **Fatum card instructs you to move back two spaces, but previous tiles are occupied by bridges and/or testudo legion tiles.**
   You will have to leapfrog your sigillum back to the nearest available tile. If that tile is a sabotage tile, then you must continue to move your siillum back to the next available tile.

3. **Fatum card instructs you to move your sigillum back and tile is occupied by a sabotage tile.**
   If your sigillum cannot move back the number of required tiles, then you must continue to move your sigillium back to the next available tile.

4. **Fatum card instructs you to move your sigillum back and there is no tile on the square.**
   Move your sigillum back to the nearest available tile beyond the empty square.

5. **Fatum card instructs you to move your sigillum forward one tile but there is no tile on the square.**
   You may play a tile from your stockpile and move your sigillum onto it or draw a tile from the red bag. If you draw a tile from the red bag, you may lay it in front of your sigillum or stockpile it. Either way, your sigillum remains in place.

6. **Fatum card instructs you or your opponents to draw or lay one or two tiles anywhere on the board or on any path.**
   As instructed, you can lay a tile anywhere on a path and over any road tile or sabotage tile but not on a bridge, testudo legion or outpost (battle fort). If you need to draw any tiles from the red bag, then you can lay them or stockpile them. If you are currently in Miss-A-Turn mode, then you can only stockpile the tile(s).

7. **Fatum card instructs you to take any tile or opponent's tile from the board and use it anywhere.**
   This is a gift from the Gods! You can take any played tile from the inner board and stockpile it or lay it anywhere at the end of a path or onto a straight, bend, or T-Junction tile. You cannot lay it on the home squares of any of your opponents.

8. **Fatum card instructs you to lay a tile at the head of any path.**
   You must lay one of your stockpile tiles or draw a tile from the red bag and lay it at the head of any path – not onto another tile. If you draw a Testudo Legion or Outpost tile as a Senator, then you can only stockpile it. If you draw a Ferryman as a Senator or Commander, you must lay it across one of your waterway crossings.

9. **Fatum card instructs you to roll the purple dice.**
   If you still had a purple dice roll to come, then this is now void and you must follow the Fatum cards' instructions.

10. **Your sigillum moves onto a tile already occupied by an opponent's sigillum.**
    Your sigillum replaces the other sigillum, who must move back two tiles (excluding leapfrogging) or to the nearest available tile. If that tile is a sabotage tile, then they must keep moving back and occupy the next available tile.

11. **Opponent lays a Ferryman (boat) tile across a waterway crossing but does not immediately use it to move their sigillum across.**
    Ferryman tiles are mercenary. If you lay one at a waterway crossing before you need to use it, any player (on their turn) can buy (steal) it away from you for a 3-coin payment to the orange bag and stockpile it or use it immediately. If a Fatum card instructs you to draw a tile from the red bag and it is a Ferryman, you must lay it across one of your waterway crossings.

12. **A commander sigillum successfully occupies the forum podium on hill 1.**
    If your commander sigillum should occupy the Forum (hill 1) then you collect one coin and draw a commander card. The game is still live until all other players roll a red while you occupy the Forum. With each subsequent turn, you may draw a free tile from the red bag and play it (if necessary) or stockpile it. Then, roll the purple dice, and draw a commander card - if a green or purple is rolled. While on the podium as a commander, your green and purple results count as green. You must follow all Fatum card instructions – including miss-a-turn and sigillum moves backwards. If you miss a turn then all players are back in the game. If your sigillum is instructed to move backwards then the game opens again for everyone to join in.

13. **You roll a red when another player's commander occupies the Forum podium (Hill 1).**
    You are now technically out of the game. Flip your Miss-A-Turn token so that it displays the "Miss A Turn" message. You are no longer active in the game and must be bypassed when the dice comes around (no free tiles). Should the podium commander be forced to miss a turn then you can flip your token back to the red side and re-join the game. This also holds true if the Forum podium no longer has a commander occupying it.

14. **You are in Miss-A-Turn mode and an opponent's commander Sigillum has just occupied the Forum podium (hill 1).**
    You are technically out of the game until the Forum podium becomes vacant again.

15. **Fatum card instructs you to gift the tile in front of you or the tile you are on to another player.**
    If your Commander Sigillum is on the Forum podium (hill 1) and the opponent being gifted is a commander, then you must move your Sigillum back two tiles and move the gifted opponent's commander onto the Forum podium. You've been deposed but are still in the game.

16. **Fatum card instructs you to roll for another opponent's fate.**
    If they are in Miss-A-turn mode, the result is yours alone.

17. **You fill all the senator section card spaces in your discard area.**
    Your expressway to home. On your next turn, you may lay as many tiles towards home as possible (including onto any sabotage tiles) and move your sigillum as far as possible. If it ends up on home circle, you must wait until your next roll of a dice to pay your 3 coins to swap into commander mode. Collect 1 coin for each hill you traverse. If you end up on one of the hills 1-7, then you must also draw a senator card and follow its instructions.

Before executing this move, you must signal to the other players by flipping each discarded commander card face down. This is a one-time opportunity, so it is recommended that you have the correct tiles to lay (including bridge or ferryman boat) to get to your home circle.

18. **You accumulate 3 or more of the same commander section cards on your commander discard row.**
    This is a great opportunity to move someone else's sigillum back (up to 3 tiles). By flipping the stack face down and paying up to three coins to the orange bag, you may choose any opponent and move their sigillum back one tile for each coin. Only one use per roman numeral stack is allowed. If you have other stacks of 3 cards or more of the same number, then you can repeat this process again on a subsequent turn.

19. **You roll a yellow.**
    You miss your next turn or roll of dice – whichever comes first. However, you may bribe the dice god with a coin to the orange bag and roll the orange dice again. You may repeat this process until you roll a green, purple, or red. Be careful as this move is a gamble and you could lose a few coins in the process. However, if successful the first time and you get to move your sigillum to a 1-7 hill square then you get to collect a coin.

"ROLL" VS. "TURN" DEFINITION

A "Roll" is defined as a roll of a dice and a "Turn" is your current activity of one or more moves.

This is defined here because **if you are instructed by a Fatum card to lose or "Miss" your next turn** then the following scenario is true:

1. **You just rolled a purple on the orange dice.**
   You miss your next dice roll. In this scenario, it would have been the purple dice, so although you cannot roll the purple dice now, you still have your next turn when the dice comes around again.

2. **You just rolled a green on the orange dice.**
   You must flip your token to display the "Miss A Turn" message and pass the dice to the next player. When the dice comes around to you again, you can still draw a tile from the red bag and stockpile it – not play it. You can then flip your token back to the red (Laurel SPQR) side and pass the orange dice to the next player. You're back in the game and can roll the orange dice when it comes back around to you.

Should you need further clarification on scenarios or rules for The Ides of March – Day of Caesars game, please email us at:

play@theidesofmarchgame.com