Caesar!

Objective: Players race to be the first player to place all of their Control markers on the map or under Senate tokens.

Setup

1. Unfold the game board, place it in the middle of the table, and have each player sit on opposite sides of the board.

2. Place a Senate Provence Bonus token ( ) on the board in the *Italia* Province space that has a solid outline.

3. Randomly place one yellow Province Bonus token on each of the remaining Province spaces on the board.

   ● Do not place a Province Bonus token on the second Province space in *Italia* that has a dashed outline, this space is to be left vacant during setup.

4. Players choose which side they will play: Caesar (red) or Pompey (blue).

5. Each player takes their Control markers (*i.e.*) and places them on the corresponding spaces on their side of the board.

6. Each player takes a player screen and places it in front of them so that it is standing up and takes a bag.

7. Each player places the Influence tokens (*i.e.* *and*) of their colour into their bag, shuffles the contents of the bag, and then randomly draws 2 Influence tokens from the bag.

   ● Each player secretly looks at their Influence tokens and then places them behind their player screen.

End of Game

The game immediately ends when a player has placed their last Control marker (*i.e.*) on the map, or under a

Senate token ( ); the first player to do so wins the game.

Expansions

One or more expansions can be included into the game to add more complexity and variety; gameplay remains the same except for the changes listed:

Poison: When a player gains a Poison Bonus token, they randomly choose one of their opponent's Influence tokens (*i.e.*) from behind their player screen and return it to their opponent's bag; both players are allowed to see the token before it is returned to the bag.

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

Extra Components: 3x Poison Province Bonus tokens ( ).

Setup Changes: The following changes are made to the standard setup of the game:

i) The Poison tokens are mixed in with the regular Province Bonus tokens and then 3 Bonus Province tokens are removed from the game before placing a token in each Province.

ii) Each player draws 3 Influence tokens from their bag instead of 2.

Centurions: When a player gains a Centurion Bonus token, they choose one of their 3 Centurion Influence tokens and place it behind their player screen.

- When a player gains a Centurion Influence token, they skip their 'Draw One Influence Token' step; this bonus does not increase their hand size.

Extra Components: 3x Centurion Province Bonus tokens ( ) & 6 Centurion Influence tokens (3 per player, *i.e.*).

Setup Changes: The following changes are made to the standard setup of the game:

i) The Centurion tokens are mixed in with the regular Province Bonus tokens and then 3 Bonus Province tokens are removed from the game before placing a token in each Province.

ii) Each player takes the 3 Centurion Influence tokens of their colour and places them in front of their player screen.

Border Control: A player may choose to place one of their Influence tokens (*i.e.* or) face-down on any of the three Border spaces marked with a double line, if they do, they randomly draw one of the Province Bonus tokens set aside at the start of the game and resolve it.

- An Influence marker placed in this way exerts no Influence and is considered to have the Influence values '*0|0*'.

Setup Changes: Instead of removing the spare Province Bonus tokens, including those from the Poison and/or Centurions expansions, they are placed face-down next to the game board.

- The Border Control expansion additionally requires the inclusion of the Poison and/or Centurions expansions to be played.
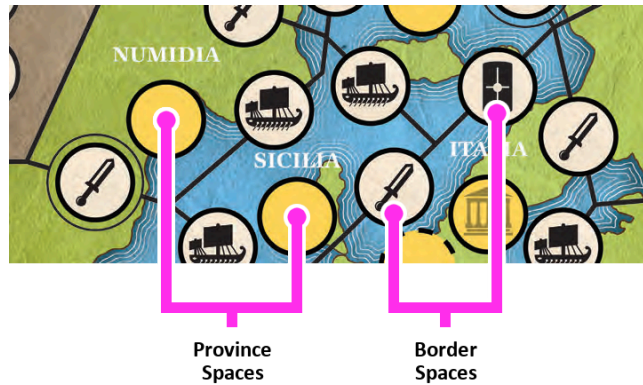
Province Spaces: The game board depicts Provinces of the late Roman Republic.

- Each Province other than *Italia* has one Province space inside of it; *Italia* has two Provence spaces.

- Each Province space, other than the additional space in *Italia*, begins the game occupied by a single yellow Province Bonus token (*i.e.*); later in the game the Province spaces will be occupied by the Control markers (*i.e.*) of players.

  Border Spaces: Each Province is surrounded by a number of Border spaces, each of which touches two different Provinces.

  - Over the course of the game, players will place their Influence tokens (*i.e.*) onto the Border spaces, trying to get the most Influence over Provinces to gain control of them.

Influence Tokens

Each Influence token has an icon and two numbers:

Icon (, , and): The icon shows the type of Border space that the token can occupy; a token can only be placed on a Border space that shares the same icon as the token.

- A *laurel* icon is considered wild and can be placed onto any unoccupied space on the map.

Numbers: The numbers show the values of Influence exerted by the token onto the two Provinces adjacent to the Border space on which the token is placed; the higher the value, the more Influence the token exerts on a Province.

Province Bonus Token Effects

Might (x4): The player flips an opponent's Influence token (*i.e.*) or Control marker (*i.e.*) that is placed on the map, face-down.

- A flipped Influence marker is considered to have the Influence values '*0/0*'.

- A player controlling Provinces adjacent to their flipped Control marker does not get to place additional Control markers on Border spaces.

Senate (x6): The player places this token in front of them and if they also placed a Control marker (*i.e.*) in the Province from which this Senate token was taken, they place a number of Control markers under this token equal to the number of Senate tokens they own, including the one just taken.

i.e. 1 Control marker if it was the player's first Senate token taken, 2 Control markers if it was the player's second Senate token taken etc.

Tactics (x4): The player takes an additional turn after their current one.

- If a player receives 2 Tactics Bonus tokens from closing Provinces, they only get one additional turn after their current one.

Wealth (x4): Increases the player's hand size by one.

- The player immediately draws one Influence token (*i.e.*) from their bag and adds it to their hand; this is in addition to the token they draw at the end of their turn.

Poison (x3) (*Poison Expansion only*): The player returns one of their opponent's Influence tokens (*i.e.*) back to their opponent's bag.

Centurion (x3) (*Centurions Expansion only*): Instead of drawing an Influence token (*i.e.*) from their bag at the end of their turn, the player selects one of their available Centurion Influence tokens from in front of their player screen and adds it to their hand.

- Centurion tokens can be identified by the white line between the two numbers on the token, as opposed to the normal black line on regular Influence tokens.

Turn Order (Alternating turns, starting with the Caesar player)

On their turn, a player performs the following steps:

1. The player places an Influence token (*i.e.* *or*) on an unoccupied Border space that shows a matching icon (, , *or*).

   - The player chooses their token's orientation when placing it so that the line aligns with that of the Provinces on the board, assigning an Influence value to each of the Provinces on either side of the Border space.

2. If by placing their Influence token (*i.e.* *or*) all of the Border spaces around one or more Provinces are occupied by tokens, the Provinces are closed and the follow steps are performed:

   i) The player that placed the last Influence token that enclosed any Provinces takes the Bonus tokens (*i.e.*) from all of the Provinces that were closed.

      - The effects of any Province Bonus tokens are not resolved until later on during this step.

   ii) Add up the numbers of the Influence tokens of each player in each Province that has been closed.

      - Only the numbers on the side of each Influence token that are contained within a Province are counted.

   iii) For each closed Province, the player that has the highest total from the previous step places one of their Control markers (*i.e.*) in the empty Province space; the Province is now controlled by that player.

      - In the event of a tie, the space is left empty and no Control marker is placed.

      If the Province is *Italia*: The controlling player places an additional Control marker on the second Province space that is outlined with a dashed line.

      If one or more adjacent Provinces are controlled by the same player: The controlling player places an additional Control marker on the Border spaces between those Provinces, covering any other token placed there.

   iv) The player that placed the Influence token and received the Province Bonus token(s) resolves the effects of any bonus tokens gained.

3. The player draws one Influence token from their bag.