RUBICO
CAESAR
— VERSVS —
SENATVS

A COLLABORATIVE TEAM GAME BASED ON POLITICS AND NEGOTIATIONS.

The game is set in 49 BC. the challenge took place in the territories, still recognizable, that have changed the fate of Rome. Immediately after the conquest of Gaul, Julius Caesar is returning to his homeland and Pompey the Great, his rival, is in Spain. The latter, together with the Senate of the Republic of Rome, is afraid that Julius Caesar, thanks to the military power and the political consensus he has acquired, will bring down the Republic to establish a monarchy. For this reason, Pompeo hurries back to Italy to try and stop him. The players play as Julius Caesar's commanders or Pompey the Great's senators, his antagonists. The aim of the players of the Julius Caesar faction will be to arrive in Italy, cross the Rubicon River and to reach Rome. At the same time, the players of Pompey's faction must try to slow down Julius Ceasar's march towards Rome and prepare a counterattack.

WHICH SIDE ARE YOU ON? WILL YOU CROSS THE RUBICON OR TRY TO STOP JULIUS CAESAR?

At every turn, a player will be the Centurion and will have to choose which card, from the other players' pack will have an effect on the game. The aim of the players of the Julius Caesar faction (red cards) will be to arrive in Italy and cross the Rubicon River and to arrive in Rome. At the same time, the players of Pompey's faction (blue cards) must try to slow down Julius Caesar's march towards the Senate in Rome.

CONTENTS

1 Map

1 Julius Caesar red Marker

1 **Centurion** Card

8 **Senate** Cards
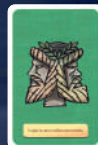
7 **Role** Cards

8 **Power** Cards

25 **March** Cards

11 blue

9 red

3 Janus

2 Pompey

Setup

1 Place the Map in the middle of the table.

2 Based on the number of players create the Role card deck and the March card deck
REMOVE the number of cards that are marked in the chart and place them in the box:

Number of Players	Red Role Cards to be Removed	Blue Role Cards to be Removed	March Cards to be Removed			
3	2	2	1	6	7	1
4	2	1	2	3	2	1
5	1	1	1	3	4	1
6	1	0	1	1	1	1
7	0	0	0	0	0	0

Example of 5-player game deck construction: the Role card deck will consist of 3 red and 2 blue cards, the March card deck will consist of 2 Janus cards, 6 Red

Back of the
Senate Cards

Front of the
Senate Cards
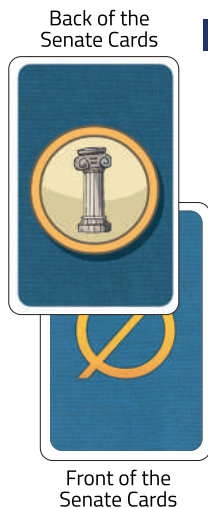
3 Get all 8 **Senate Cards**:
-Put the only Senate card with the symbol of the empty ($\varnothing$) in the first position at the top of the board, **face down**, in correspondence of the symbol;
-Shuffle the remaining Senate cards and place them on the remaining positions, **all face down.**

4 **Shuffle the Role Cards** that have not been removed (point 2), then give one to each player.

5 **Shuffle the Power Cards** and give one to each player. (skip this step if you are 3 players).

The **Role Card** and any **Power Cards** must **remain hidden** from the other players.

6 **Shuffle the March Cards** that have not been removed (point 2), then place them in the centre of the table, so that all players can reach the deck easily.

7 Place the **Julius Caesar Marker** on the Map at the beginning of its pathway (identified by its symbol).

8 At the start of the game the **Centurion Card** is given to the player who last crossed the Rubicon.In case of a tie, the card should be given to the youngest player.

IMPORTANT RULE IF YOU ARE IN 5 OR 7 PLAYERS

Senate Recognition: Every player must close his eyes, then the players who have received the blue (Senate) Role Cards must quickly open their eyes and identify each other. After that, they close their eyes again. Finally, all the players can open their eyes. In these games, the players who are part of the Julius Caesar faction will have to try to make their numerical superiority count in order to compensate for the fact that the Senate faction knows everyone else's role.

THE PLAYING TRACK

In the Map that you can see on the left, the part of the track where the game takes place is highlighted: from the box on which there is the drawing of Julius Caesar on horseback to the box of Rome.

The rest of the graphics: red lines, buildings, etc. are a graphic set that reproduces in a creative and not faithful way the Peutinger Map, a copy of the XII–XIII century of an ancient Roman paper, but has no mechanical purpose in the game.

LET'S PLAY

The game is divided into "Rounds".
Players of the "Caesar" faction (Red Role Cards) aim to bring the Julius Caesar Marker (Figure 1) to Rome by moving him into the **E) PROGRESS PHASE JULIUS CAESAR** of each turn, before the players of the "Senate" faction (Blue Role Cards) can reveal a total of 4 Senate cards with the same icon Legion (figure 2).

Figure 1- Victory condition of the Red Role Card faction.

Figure 2- Victory condition of the Blue Role Card faction.

PHASES OF THE GAME should always follow in this order:

Number of players	March Cards to be drawn on each Round
3	4
4	4
5	3
6	3
7	3

Each player, **except the Centurion**, draws the number of March Cards from the deck according to the table

If you are 6 players eachperson takes 3 March Cards

b) SUGGESTION PHASE TO THE CENTURION

Each player places all the March cards, just drawn, face down in front of him.The card to the left (the player's left) will be the card that the player considers to be the "best" and the one he would like the Centurion to take, in this Round.

Hint: players can talk to each other with hints, indications, bluffs.
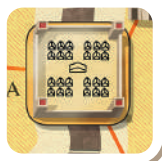

Figure 3 - Symbol of the Checkpoint on the board.

c) PHASE OF CHOICE OF CENTURION

The Centurion freely **chooses the March Cards** without looking at them, from the face down cards which were placed by the players; **and he must keep them face down.** The number of cards the Centurion must take from the other players **is equal to the number of steps the Julius Caesar marker has to take to reach the next Checkpoint** (Figure 3), increased by 2 (see example on the next page). The Centurion can take any 0, 1, or 2 March Cards from any single player, **but no more.**

IMPORTANT: in the Julius Caesar pathway, the boxes 4+, 5+, 6+, 7+ must be considered only if the number of players at the table is equal to or greater than the number shown. At the beginning of the game, it is recommended to cover those not used with a coin or an object, so as not to be mistaken.
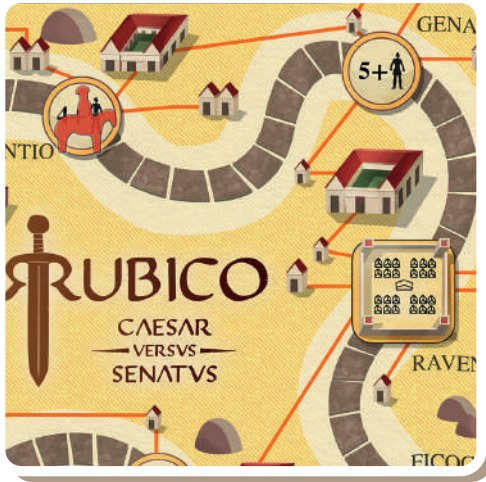
Example of a game with 5 players:

■ If the number of steps that Julius Caesar has to take to reach the Checkpoint is 2, you need to add another 2 (fixed number).

■ the total number of cards that the Centurion has to take from the other players is 4.

The Centurion can take:

■ 1 card from each player (1x4=4)
or he can take
■ 2 cards from two players and zero cards from the other two players (2x2=4)
or he can take
■ 2 cards from one player and one card from two players and zero cards from one player (1+1+2=4).

d) CARDS REVEAL PHASE

The Centurion shuffles the cards chosen and he reveals them, face up, to the players one by one.

IMPORTANT!
Personal **Power cards** can be used only BEFORE this phase of the game and then returned to the box. A player cannot use his Power card on the turn when he is a Centurion.

If a Janus March Card is revealed, it associates with the previous card that has been revealed and becomes a copy of it.If more Janus March Cards are revealed consecutively, they will all be associated with the same previous card. If a Janus March Card is revealed as the first one, it won't have any effect and will be discarded.

In this example of March Cards reveal, the Janus card copies the effect of the previous card and doubles its number.

LET'S PLAY: PHASES OF THE GAME

e) PROGRESS PHASE JULIUS CAESAR

The Centurion moves the Julius Caesar marker on the pathway of a number of steps equal to the **difference between the Red March cards and the Blue one** (without considering the Pompey March Cards) from the cards that he has just revealed. When the Julius Caesar marker reaches a Checkpoint it must **stop there**, even if it may still take some more steps.

JULIUS CAESAR WINS: When the Julius Caesar marker reaches the last Checkpoint (Rome), the game ends IMMEDIATELY and the winner is the Julius Caesar faction (red cards). In this case you don't go to the next phase **f) SENATE CARDS REVEAL PHASE.**

Example: the red March Cards (thanks to the Janus March Cards) generates two steps that will become one for the presence of one blue March Card. The Julius Caesar marker will make a step to the next Checkpoint.

f) SENATE CARDS REVEAL PHASE

The Centurion will **turn face up** a number of Senate Cards placed at the side of the map based on the March Cards that have been revealed:
– **for each Pompey March Card** that has been chosen by the Centurion, a Senate Card would be revealed;
– if there are **2 blue March Cards** (without considering Pompey March Card) the Centurion will **reveal another Senate Card** (in a game with 3 players, just one blue March Card is sufficient).

In the previous example in phase e) one Senate Card has been revealed based on one Pompey Card (or 2 Senate Cards based on one blue March Card).

SENATE WINS: When you have **4 Senate Cards face up** and they all show the name of the **same Legion**, the game ends IMMEDIATELY and the winner is the Senate Faction (blue team).

IMPORTANT: the effects of the Senate Cards that have been revealed have a consequence ONLY for the next round of the game.

Before starting with a new round, place all the Senate Cards of the previous round under the map, make sure that only the legion's name is visible only to avoid confusion with the new active cards.

g) ROUND FINAL PHASE

The Centurion Card goes to the next player (in a clockwise direction). He then shuffles **ALL** the March Cards in the game (even those not chosen or discarded by the players) and the game starts again from point **a) DRAW MARCH CARDS PHASE.**

6

Senate Cards

(x1)
Before revealing the March Card the Centurion must draw one **additional card** from the March Card's deck and shuffles it with the others that he has chosen.

(x1)
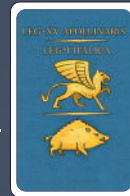Consider 1 additional blue March Card during the phases e) and f).

(x1)
Consider 1 additional red March Card during the phases e) and f).

(x1)
After shuffling the March Cards, the Centurion must discard 1 random card without revealing it.

(x2)
Consider 1 additional red March Card during the phases e) and f).

(x1)
Jolly Card. Applies to both factions with the condition of winning by the Senate..

Power Cards

Minerva
Draw one of the March Cards of your choice from the face down cards of the other players.

Cibelis
Draw one of the March Cards of your choice from the face down cards of the other players.

Fortuna
Move the Julius Caesar Marker only by one space, forward or backwards. It doesn't modify the number of cards that the Centurion chose.

Roma
After the Centurion has finished all his cards of the round, look at 1 March Card that is facing down from another player.

Venus
Place this card over one of those that are in front of you. That card will not be taken by the Centurion.

Eris
Place this card over one of those that are in front of you. That card will not be taken by the Centurion.

Vesta
Cancel all the effects of the following cards for this round: Senate, Pompey, Janus.

Juno
Consider two additional red March Cards and one Pompey Card during the phases e) and f).

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