

ALEA IACTA EST

CAESAR NEVER GAMBLES!
OR DOES HE?!

OVERVIEW

Each player tries to be Caesar and then works to prove he is indeed Caesar by collecting fame points. The challenge is to intelligently allocate your eight rolled dice among the five buildings to acquire the fame you need to win the game. Clever Caesar would use these resources to conquer new provinces and assign suitable patricians to them, adding to his already enormous fame. Can you do the same? You will also need to show diplomacy in the senate and maybe visit the temple for some luck from Fortuna to win.

Although dice-rolling is luck-based, the options offered here go well beyond luck. You cannot control (well, sometimes you can, actually) the dice you get, but clever allocation of “bad” dice rolls can yield good results. When the dice allocation is done, the buildings are scored and another set begins.

At game end, the player with the most fame points.

CONTENTS

8 die-cut sheets with:

- **5 buildings** (Templum, Senatus, Castrum, Forum Romanum, Latrina)
- **19 Senate cards** (with “SPQR” on their backs)
- **25 Province tiles** (with the values I, II, III, and IV in six colors and a value 0 Joker)
- **36 Patrician tile** (three men and women in six colors with the values I, II, and III)
- **30 Fortune tokens** (8 each with values I and III; 14 with value II)
- **30 Reroll chips** (hexagonal orange)
- **1 Start player marker** (octagonal: “Caesar”)

40 Dice (8 each of gray, brown, blue, green, and yellow dice)

rule booklet and senate card summary sheet

All the rules for the game are included in the main text. The bold sidebar texts are quick information for those who know the game, but need a quick answer to a rule question.

OVERVIEW

The players try to be Caesar by rolling and placing dice on the 5 Roman buildings. Clever placement of the dice will earn players fame points and the player with the most is revealed as the real Caesar.

The player with the most points at the end is the winner

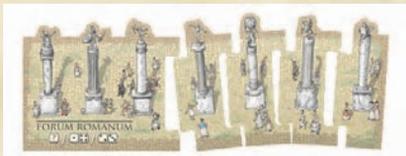


PREPARATION

Place the **five buildings** in the middle of the table according to the figure at the bottom of the page.

Note: with 2 or 3 players do not use the *Templum*; play with only four buildings.

Place the **Forum Romanum** according to the number of players: with two players, use only the



left (larger) section and the right final section, so that it is a small forum with four columns. For each additional player, insert one middle section, so that with 3 players there are five columns, with 4 players, six columns, and with 5 players, there are all seven columns.

Shuffle the **30 Fortune tokens** and place them in a pile *face-down* below the *Templum* (these are omitted with 2 or 3 players).

Shuffle the **19 Senate cards** *face-down* and place as a stack below the *Senatus*.

Note: with 2 or 3 players, remove the senate card IV "many Fortune tokens" from the game.

Shuffle the **25 Province tiles** and place them *face-down* in a pile next to *Castrum*. Draw 1 from the pile for each player in the game and place these *face-up* below the *Castrum* (2 for two players up to 5 for five players).

Shuffle the **36 Patron tiles** and place them *face-down* in stacks next to the *Forum*. Draw 1 tile for each column in the *Forum* and place them *face-up* below the *Forum* (1 below each column). Thus, with 2 to 5 players, you will have 4 to 7 Patrons.

Place the **30 Reroll chips** in a pile below the *Latrina*.

Each player takes the eight dice in his color and places them on the table near him (his play area).

Start player: the players choose a start player using any method they prefer. He takes the Start player marker.



PREPARATION

Lay out the buildings and other material as described and shown in the figure.

Note: with 2 or 3 players, the game is played without *Templum*, *Fortuna tokens*, and *Senate card IV*!

Build the Forum as shown based on the number of players (with 4 to 7 columns)

Each player takes 8 dice in his color



setup for 4 players

PLAYING THE GAME

The game is played over five (*with 4 or five players*) and six sets (*with 2 or 3 players*). Each set consists of several, usually three to five, rounds.

Each round runs as follows: the start player begins and rolls all his dice. Then, he places one or more of these dice in one of the five (four with 2 or 3 players) buildings (see “How do you place dice?”), where they remain for the remainder of the set. Then, the other players, in clockwise order, roll their dice and place at least one cube in one of the buildings. After all players have had one roll, the next round begins. As before, beginning with the start player, each player rolls his remaining dice and places at least one of those rolled on any building. This continues with the players taking turns rolling and placing dice until one player has placed all his dice on buildings. Play continues to the end of this round (the player to the right of the start player).

The set ends and the dice on the buildings are scored. (see “Why place dice in the buildings?”).

Afterwards the next set begins. After five or six sets, the game ends and the winner is determined (see “PLAYING”).

→ How do you place dice?

I. Templum (*only in a game with 4 or 5 players!*)

The Gods played a substantial role in the life of the Romans for many centuries. In the temple one can pay homage to Fortuna, the luck goddess. Players can get Fortuna tokens, which are worth 1 to 3 fame points each at the end of the game.

The first player, who places dice in the Templum in the set, places exactly one die (any value) into the building. Then, he takes one of the Fortuna tokens, looks at it *secretly*, and places it *face-down* in his play area.

The second player to put dice in the Templum in the set, places exactly two dice. The sum of the pips on these two dice must be higher than the number of pips on the first player's die. After placing two dice, the player takes two Fortuna tokens, looks at them *secretly* and places them *face-down* in his play area.

In this way, the third player must place three dice (with a higher total than the two dice before) to take three Fortuna tokens; the fourth player places four dice (again with a higher total) to take four Fortuna tokens.

Note: players who already have dice in the Templum may place more dice there on a later turn. The player must place a number of dice that brings his total number of dice in the Templum to the exact number needed and, of course, the total on all his dice there must be greater than the previous total. For this, he takes only Fortuna tokens for the dice he added to Templum.

Example: Antonius places one die (a 5) in the Templum and takes 1 Fortuna token, placing it face-down in his play area. Next, Brutus places two dice (3 + 6 = 9 > 5) in the Templum and takes two Fortuna tokens. On a later turn, Antonius wants to place dice again in the Templum. As he needs exactly 3 dice and already has 1, he must add exactly two dice, with a sum higher than 4 as he already has 5 with his first die. He places two dice (3 + 2 = 5 + 5 > 9) and takes two more Fortuna tokens from the supply (as he had just added two dice to the Templum).

PREPARATION

The game runs for 5 or 6 sets, depending on the number of players

In each set: players take turns rolling their dice and placing them in the buildings and then the buildings are scored, awarding the players with fame points.

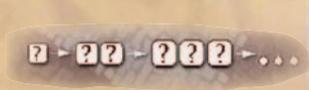


First player: place any one die
(take 1 Fortuna token)

Second player: place two dice with a higher sum
(take 2 Fortuna tokens)

Third player: place three dice with a higher sum
(take 3 Fortuna tokens)

And so on...



II. Senatus

The senate was the heart of Roman policy-making; it was here that the fate of the state and its inhabitants was decided. A player who is active here and acquires many senate cards will score many fame points and gain other advantages the cards offer.

In the Senatus, players want to play dice with a sequence of pips (a road) on them (e.g. 2-3, 3-4-5, 1-2-3). A player may not place a sequence that is exactly the same as another already there and no player may have more than one sequence in the Senatus. A player may place a single die as that is a sequence of length 1.

If a player already has a sequence in the Senatus, he may add to it on a later turn in the set by extending it at one end or the other or both as long as it does not become exactly the same as another that is there, but he may not start a second sequence!

Again! there can **never** be two exactly identical sequences in the Senatus at the same time. Two sequences can overlap, however.

Example Claudius places 3, 4 and 5 in the Senatus. No other player may now likewise place 3-4-5 in the Senatus. Later, Brutus places 4-5 (he had 3-4-5, but could not place that) and still later extends the sequence by adding 3 and 6 to make 3-4-5-6. Still later in this set, Claudius can extend his road for with a 2, but not with just a six. Of course, using both a 2 and a 6 would give him 2-3-4-5-6, which is also just fine.

III. Castrum

Rome without its military affairs? Inconceivable! At the Castrum (or barracks) the conquests of other provinces were planned and executed. These new provinces are worth at game end up to 4 fame points, and they also offer a homeland for the Patricians, which score only in provinces that match their colors.

Each player can place only dice with the same number in the Castrum on a turn. There is no limit to the number a player can place per round as long as the dice all show the same number of pips. Of course, a player can place a single die there, as well. A player can place more dice there on a later turn to add to his existing group or create a new group. However, a player may not place a group there with the same pips and the same number of dice as another group (even his own) that is already there.

Note! There may be any number of groups in the Castrum, but never two groups with the same pips and same number of dice. Each player may have more than one group there as long as he follows these rules.

Example: Darius rolls 1-2-3-4-4-4-5 and decides to place three of his four 4's in the Castrum. Later, Antonius rolls 1-1-2-2-3-4-4-5 and places two 4's into the Castrum (using the same number as Darius, but not the same number of dice).

Later Darius rolls 4-4-5-5. He can now either add one or both 4's to his 4 group or start a 5 group with his two 5's (provided there is no 5 group with two dice). Darius may not, however, start a new 4 group with his two 4's as Antonius already has a 4 group with two dice. Darius decides to place the two 5's.

Antonius later rolls, among other things, a 4; he may not place this in the Castrum as it would make his 4 group the same length as Darius'. If he rolled two 4's, he could add those to his 4 group in the Castrum, however.



Just one sequence per player, but no two alike ("road")



Identical sequences are not allowed!



Each player is allowed several different groups



Identical groups are not allowed!

IV. Forum Romanum

(depending upon number of players. with 4 to 7 columns)

In the forum, all Romans of elevated status met Patricians to chat about the Gods, politics, and other important topics. In the game, the players can "enlist" Patricians in the Forum in order to send them as governors to their recently conquered provinces. Although a single Patrician is nice, a married couple is much better, as they go together. Each Patrician is worth 1 to 3 fame points.

In the forum, each round a player can place either a die with any number of pips or exactly two dice, which show together the total 5 pips (thus, 1-4 or 2-3). In later rounds of the set a player can place more dice there following these same rules for each round.

When placing a die in the Forum, he places it in number sequence, left to right, with each die under one of the columns. Also, if the die to be placed has the same number of pips as a die or dice that are already there, it is placed to the left of these dice. When placing a new die in the Forum, existing dice are moved as necessary to accommodate the new die. When a cube is moved from the column on the far right, it is placed in Latrina.

Example: Brutus (brown) rolls, among others, a 2 and 3 and places them in the Forum:



The Forum before Brutus places



The Forum after placing (Brutus moves the green 3 to the Latrina to make room for his 2 and 3)

V. Latrina

The (public) toilet was a place for many Romans to meet and exchange ideas and goods. It was often a place where plans for the future were forged. In the game, this is represented by the Reroll chips, which players can use to adjust their fate from time to time as they feel the need.

When a player cannot place any die on any of the other buildings according to the rules (this rarely happens!), he must place exactly one die on the Latrina. In addition, all dice that are pushed from the right side of the Forum land in the Latrina. Also, any die that does not score during the scoring (see below) is placed here.

Further general rule notes and further descriptions:

- In each round, a player may place dice in only **one** building and of only the types for that building. For, example, a player may not place a 5 and a pair that sum to 5 in the same round in the Forum.
- A player must always place at least one die in a suitable place, if possible. A player is not obligated to place more than one die, even if possible, nor the "best" placement, if he chooses otherwise.
- In the Forum, a player may only place dice on the columns and not place dice that would go immediately to the Latrina. For example, a player could not place a 1-4 when, after he places the 1 on the far left, he must place the 4 directly in the Latrina, perhaps to hasten the end of the set.



Place any single die or two dice that sum exactly to 5.



Place all dice as far left as possible in the forum, shifting existing dice that are equal or higher to the right

Displaced dice land in the Latrina.



This is where dice go:

- that have no other legal place,
- when displaced from the Forum
- that are not used in the scoring (including those not placed when the set ends)

→ Why place dice in the buildings?

After a player places his last die on a building (usually after three to five rounds), the current round continues to the end (thus, up to the player on the right of the start player). Afterwards, the set ends. All players who still have dice in their play areas, place these in the Latrina. Then, the buildings are scored in the following order:

I. Templum (*only with 4 or 5 players*): the player who has the most dice on the Templum, selects two of the Fortuna tokens he acquired during this set (they are face-down), places them face-up in his play area and places the rest face-up next to the Templum.

Each other player with at least one die in the Templum, selects one of the Fortuna tokens he acquired this set, places it face-up in his play area and returns the rest face-up next to the Templum.

When the supply of face-down Fortuna tokens is exhausted, shuffle the face up tokens face down to replenish the supply. Finally, the players take their dice back from the Templum, placing them in their play areas.

Note: if in the entire set, only one die was placed in the Templum, that player wins and keeps the one Fortuna token he took, turning it face-up. Then he takes a random face-down Fortuna token from the Templum and places it face-up in his play area.

II. Senatus: The player who has the longest sequence (road) in the Senatus, first takes these dice and returns them to his play area. Then he takes the top-most three senate cards from the stack, looks at them secretly, and keep one, placing it face-down in his play area. Then, gives the remaining two senate cards to the player with the now longest sequence (if any). This proceeds as before (dice back in the play area, look at senate cards, and keep one face-down in play area). However, it stops here. The player places the third senate card face-down under the senate card supply. Thus, in the Senatus, only the best two sequences will win a card, with the following exceptions: *in a game with two players, only the first sequence takes a card (from the three) and in a game with five players, the third card is taken by the third-best sequence.*

All players who still have dice in the Senatus place them in the Latrina.

Ties: if more than once sequence is tied with the most dice, the better sequence among them is the one with the highest number.

Examples: 5-4-3-2 is better than 4-3-2-1; 6-5-4 is better than 5-4-3).

Note:

- The individual senate cards are described in detail on the separate sheet.
- If only one player has dice in the Senatus, he keeps only one of the three cards and places the other two face-down under the stack.

Scoring each building:

TEMPLUM

The player with the most dice here keeps **two** of his collected Fortuna token, all others keep **one**

The rest are returned to Templum face-up



SENATUS

Player with the longest sequence take his dice back, draws 3 senate cards and keeps one

From these 2 cards, the second place player keeps one and places the third under the stack (*with 3 or 4 players*)

The third place player keeps the last card (*only with 5 players*)

remaining dice placed in the Latrina



III. Castrum: The player who has the *group with the most dice* in the Castrum, first takes these dice and returns them to his play area. Then he takes the province tile of his choice from those face-up below the Castrum and places it face-up in his play area. Next, the player (which could be the same player) with the group with the most dice now does the same (takes back these dice, takes a card, and places it in his play area). This continues until all the face-up province tiles below the Castrum have been taken or there are no more groups in the Castrum to claim them. If province tiles remain below the Castrum, the players place them face-up next to the Castrum - *they are out of the game!*



All players who still have dice in the Castrum, place them in the Latrina.

Ties: if more than once group is tied with the most dice, the better group among them is the one with the highest number. Examples: 5-5-5 is better than 3-3-3; 6-6 is better than 5-5.

IV. Forum Romanum: The player whose die is on the column base that is *furthest left*, first takes this die and returns it to his play area. Then he takes any one of the face-up Patrician tiles below the Forum and places it face-up in his play area. Next, the player (which could be the same player) with the die now furthest left does the same (takes back this die, takes a tile, and places it in his play area). This continues until all the dice on the columns of the Forum are gone. If patrician tiles remain below the Forum, the players place them face-up next to the Forum - *they are out of the game!*

V. Latrina: Each player takes all his dice from the Latrina and returns them to his play area. For each die, he takes a Reroll chip, which he places in his play area.

The Reroll chips can be used by the players in following sets as follows: after a player rolls his dice, he can return a Reroll chip (back beside the Latrina) and reroll as many of the dice he just rolled as he wants. There is no limit (except the chips a player has) to the number of times and when a player can use the Reroll chips. He may use them several times in a row, returning one for each reroll. At game end, a player takes 1 fame point for each 2 Reroll chips in his play area (rounded down).

The next set

After all five buildings are scored and all players have their dice back in their play areas, the players prepare for the next set as described in PREPARATION: draw and place 2-5 new province tiles and 4-7 new Patrician tiles face-up below the Castrum and the Forum, respectively. The start player gives the start player marker to his left neighbor, who becomes the new start player. He begins the next set as described above.

CASTRUM

The player with the largest group takes a Province tile, then the player with the second largest, and so on...

Note: The "free province" (= gray province tile with the 0 value) can be allocated to any pair of man and woman Patricians (the man and woman must match in color) - it is a joker province

remaining dice placed in the Latrina

FORUM ROMANUM

The player, whose die is on the far left, takes any face-up Patrician tile from the Forum, then the player with the next to the right, and so on...



LATRINA

For each die in the Latrina a player takes a Reroll chip



To begin the next set: change start player and place Province and Patrician tiles based on the number of players

GAME END

The game ends after the fifth scoring (with 4 or 5 players) and the sixth scoring (with 2 or 3 players). The players now allocate their Patrician tiles to their province tiles, turn over their senate cards, sum their Fortuna tokens, count their Reroll chips and calculate their total fame points (see below).

The player with the most fame points is the winner. If players tie with the most, the player with the most valuable unallocated Patricians, wins. If there is still a tie, the tied players rejoice in their shared victory.

Provinces and Patricians:

When players allocate Patricians to Provinces, they can allocate at most two to each province (a man and a woman) and the two (or one) must match the Province in color. The Patricians are worth 1 to 3 fame points each. The players then add together the fame points of the allocated Patricians and their Provinces. Patricians which could not be allocated score 0 fame points. Vacant Provinces score one fame point less than the number shown on the tile.

Senate cards:

The number of fame points these cards score for their owners is described in detail on the separate sheet.

Fortuna tokens:

These tokens are worth as many fame points as shown on the token.

Reroll chip:

Each two Reroll chips are worth one fame point.

Example: at game end, Antonius scores the following fame points for what he has collected in his play area:



A four Provinces: $3 + 4 + 0 + 0 =$ 7 points

B ten Patricians: $3+1+3+3+2+1+2+0+0+0 =$ 15 points

C four Senate cards: $3 + 0 + 5 + 5 =$ 13 points

D three Fortuna tokens: $3 + 2 + 1 =$ 6 points

E five Reroll chips: $5 : 2 =$ 2 points

Total: **43 points**

The authors and publisher thank all play testers and idea givers for their great interest and help.

If you have comments, suggestions, or questions, please write us at RioGames@aol.com or

Rio Grande Games • PO Box 1033 • Placitas, NM 87043, USA •

© 2009 Ravensburger Spieleverlag

GAME END

After five or six sets, the game ends

Winner is the player with the most fame points

Patrician tiles:
worth (1-3), when allocated to a Province (otherwise 0)

Province tiles:
worth (0-4), when allocated to Patricians (otherwise 1 point less)

Senate cards:
various fame points

Fortuna tokens:
(1-3)

Reroll chips:
each 2 chips = 1 point

RIO GRANDE GAMES

226836

THE SENATE CARDS

During the scoring, each player reveals all his senate cards. For 18 of the 19 cards the players receive fame points. The “new generation” card is useful in other way.

example



Card I (“many Provinces” - 1 card)

The player receives one fame point for the card and one fame point for each two (filled or vacant) provinces in his play area (border provinces and free provinces count).

In the example above, the player receives 4 fame points (= FP) (1 for the card and 3 for the 6 provinces).



Card II (“many Patricians” - 1 Card)

The player receives one fame point for each two Patricians allocated to Provinces.

In the example above, the player receives 4 FP (8/2; the violet woman does not count!).



Card III (“many senate cards” - 1 Card)

The player receives one fame point for the card and one fame point for each of his senate cards (inclusive of the card “many senate cards”).

In the example above, the player receives 5 FP (3 for the two “border province” senate cards and one “free province” senate card and 2 for the “many senate cards” senate card (not shown in the example!)).



Card IV (“many Fortuna tokens” - 1 Card)

The player receives one fame point for the card and two fame points for each three of his Fortuna tokens (independent of their values).

Note: remove this card from the game with two or three players.

In the example above, the player receives 3 FP (1 for the card and 2 for 5 tokens divided by 3).



Card V (“many married couples” - 1 Card)

The player receives one fame point for the card and one fame point for each married couple (= two Patrician tiles in one of his provinces (the border provinces and free provinces count)).

In the example above, the player receives 3 FP (1 for the card and 2 for the two married couples).



Card VI “many different Patricians” - 1 Card)

The player receives one fame point for each different color of his (allocated!) Patrician tiles.

In the example above, the player receives 4 FP (the violet woman does not count!).



Card VII (“many different provinces” - 1 Card)

The player receives one fame point for each different color of his (filled or vacant) provinces (inclusive the border provinces and free provinces). *The border provinces count (whether filled or not) for both shown colors. The free province assumes the color of the Patricians allocated there. A vacant free province is considered as the color gray.*

In the example above, the player receives 5 FP (the free province is considered here as red).





Card VIII ("many occupied Province tiles" - 1 Card)

The player receives one fame point for each Province tile that is occupied by at least one Patrician (the senate cards "border provinces" and "free provinces" do not count here!).

In the example above, the player receives 3 FP.



Card IX ("many woman" - 1 Card)

The player receives one fame point for each of his allocated Patrician women.

In the example above, the player receives 5 FP (the violet woman does not count!).



Card X ("many men" - 1 Card)

The player receives one fame point for each of his allocated Patrician men.

In the example above, the player receives 3 FP.



Card XI ("offspring" - 1 Card)

The player may place an additional matching man or woman Patrician tile with each of the married couples he places to represent a child of the couple (also with those in border provinces or free provinces!). For each such child, the player receives one fame point. A couple is not allowed a second child.

In the example above, the player could add a red or green child to his border province or a green child to his green province.



Cards XII ("border province" - 6 Cards)

Each border province shows a combination of two province colors. In a border province the player plays either a single Patrician tile that matches either color (but scores no fame points for the province) or a man and a woman tile of each color shown (to score three fame points for the province). If the player places no Patrician tile with the border province, he scores no fame points for this border province. He may not place Patrician tiles that do not match the colors of the border province with it at all!



Correct!

*total fame points: 7
(3 for the Province and 4 for the two Patrician tiles)*



Correct!

*total fame points: 2
(0 for the Province, 2 for the Patrician)*



mismatch forbidden!

*total fame points: 3
(the player must place the mismatched Patrician tile elsewhere)*



mismatch forbidden!

*total fame points: 0
(the player must place the mismatched Patrician tile elsewhere)*



Cards XIII ("free provinces" - 2 Cards)

Each free province can take up to two Patrician tiles, if both tiles are the same color and one is a man and the other a woman. The player receives one fame point if the free province has at least one Patrician allocated to it.



Correct!

*total fame points: 5
(1 for the Province and 4 for the two Patrician tiles)*



Correct!

*total fame points: 4
(1 for the Province and 3 for the Patrician tile)*



mismatch forbidden!

*total fame points: 4
(1 for the Province and 3 for the blue Patrician tile. the player must place the green Patrician tile elsewhere)*