

Caesar & Cleopatra

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For 2 players aged 10 and up

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Overview

Caesar & Cleopatra are locked in a struggle to gain control of the powers in Rome. Each will use the influence they have to convince the patrons to support them. Whoever uses their influence more effectively will win the day. But, it is just the day; tomorrow, the power may shift...

What's in the Box

135 playing cards:

21 patrons in 5 groups (Senatoren, Praetoren, Quaestoren, Zensoren, and Aedilen)

8 vote of confidence cards (Vertrauensfrage)

6 influence bonus cards

74 influence cards (37 each for Rome and Egypt)

26 action cards (13 each for Rome and Egypt)

Before you start

The players decide who will play Caesar and who will play Cleopatra. Each takes "their" 50 cards and separates them by type: 37 influence cards and 13 action cards. Each player removes 10 influence cards, two each of those numbered 1, 2, 3, 4, and 5, and shuffles the remaining influence cards, setting that deck on the table. The players may shuffle or prepare the order of the action cards as they prefer.

Lay out the 21 patron cards as shown on page 2 of the German rule book.

Shuffle the 8 vote of confidence cards and place them near the patron cards.

Shuffle the influence bonus cards and deal each player one of the them and put the rest unseen into the box.

Each player takes one set of the influence cards (one each of the numbers 1 to 5) and places one next to every patron group face down as shown on page 3 of the German rules.

Playing the Game

The Cleopatra player begins and may choose to be active or to be passive. If she chooses to be active she:

may play one action card

must play one or two influence cards

must take new cards

must ask for a vote of confidence

Play one action card: once during her turn she may play one action card which is resolved immediately. The card is discarded and is out of play for the remainder of this game.

Play one or two influence cards: When she plays an influence card, she plays it on her side of the patron cards next to the patron she wants to influence.

If she plays one

card, she must play it to one group face down. If she plays two cards, she may play them to one or two groups, but must play them face up. Note: you need not memorize the face down cards as you may look at your face down cards at any time. The following rules must be followed when playing influence cards:

No more than five cards per group are allowed on one side.

No more than eight cards per group are allowed.

Take new cards: After she has played all action and influence cards she plans, she refills her

hand up to five cards. She may take her new cards from the pile of influence cards, the pile of action cards, or both, if she is allowed to take more than one card. No vote of confidence card is taken when a player chooses to be inactive.

Ask for a vote of confidence: At the end of her turn, she turns over a card from the vote of confidence deck. Normally a group of patrons is asked for a vote, but there may be an orgy instead. Turned over vote of confidence cards are placed face up beside the deck and are reshuffled when a special orgy cards so directs.

If she chooses to be passive, she is allowed to discard as many cards from her hand as she wants (up to 5) and refill her hand to 5 cards. She may take her new cards from the pile of influence cards, the pile of action cards, or both, if she is taking more than one card.

Now it is Caesar's turn. He plays and has the same choices as did Cleopatra. Play continues with turns alternating between Caesar and Cleopatra.

Vote of Confidence

There are two ways for a vote of confidence to occur:

By a vote of confidence card

When exactly eight influence cards are at one or two patron

group(s) at the end of a player's turn. When

this occurs, resolve the votes for the group(s) which have eight influence cards and then turn over a vote of confidence card and resolve that.

When a vote is called for a group of patrons:

Turn face up all influence cards for this group and sum them on each side. Whoever has the higher sum

gets one of the patrons of this group. If there is a tie, all influence cards remain face up with no decision made until a new vote is called for this group. If there is a tie and there are 8 influence cards, neither player may play more influence cards on this group. Thus, the only way to break the tie is for one player or the other to play action cards that affect this group.

The winner loses his highest influence card in that group; the loser loses his lowest influence card in that group (which can be higher than the card of the winner!).

Example: Cleopatra has 1, 2, 2, 2 and Caesar has 4. Cleopatra wins and loses a 2 (her highest) and Caesar loses his 4 (his lowest and only card).

Lost influence cards are removed from the game.

All other influence cards remain open in this group.

When the last patron is removed from a group, all the remaining influence cards on that group are discarded and removed from the game. The vote of confidence card for that group is removed from the vote of confidence deck, as well.

When an orgy card is drawn, no vote is taken this turn. It is now the other player's turn. If the special orgy card is drawn, reshuffle all vote of confidence cards (except those that have been removed).

The philosopher influence card (the cards with the P) reverses the effect of the vote. Thus, the loser of the vote takes the patron and the winner gets nothing. This does not effect the discards: the winner still loses his highest card and the loser still loses his lowest card. The P-card is also discarded (out of the game). With a tie, all cards (even the philosopher) remain as before.

If there are two philosopher cards on one side, the extra card has no additional effect. Both cards are discarded if a decision is reached.

If each side has one or two philosophers, they cancel each other one for one. Thus, if one side has two and

the other one, the side with two will be left with one (after the others cancel each other) and will reverse the effect of the vote. If both have either one or two, they cancel each other completely and the voting effect is normal.

Action cards

Attempt: Remove one face up influence card of your opponent's of your choice. It is out of the game.

Spy: Look at the cards in your opponent's hand and remove one card from play; it is out of the game. Your opponent then immediately refills his hand with either an action or an influence card.

Rochade: Take your influence cards from two groups and lay them out in any new order face down. You can even choose to lay all cards in one group. Of course, you may not have more than 5 in one group or lay cards that would make more than 8 on both sides.

Scout: Choose a group and your opponent must turn all of his face down cards face up in that group.

God's rage: Remove all (yours and you opponent's) influence cards from a group of your choice from the game.

Veto: You can counter an action card of your opponent. Play this card during your opponent's turn when he has played an action card. Refill your hand immediately with either an influence card or an action card. You may not play a veto card against another veto card.

End of a Round

The game ends when all patrons have been won by the players or both players have no more influence cards.

If only one player has influence cards, he plays until he cannot play any longer (eg. 5 of his cards are at every remaining group). No vote card is turned over in this special case, but there may be a vote because of 8 cards in a group.

Patron cards not won by either player are not counted.

Scoring the Round

Each player gets:

one point for every patron card won.

one point for every group where the player has the majority (3 of 5 or 2 of 3 - this can only occur if all patrons in a group have been taken as there is no bonus in a group where some were not taken).

one point if a player has all cards of one group (if

not all patrons are taken, the number needed is just the number taken).

two points if a player get at least 3 cards in the patron group mentioned on his influence card

All points are cumulative. For example: Cleo gets 1 point for every patron plus a majority bonus if she has the majority in a group plus the influence bonus if it's the right group. She can even get the majority and whole group bonus if she has the whole group.

The player with the more points wins. In the case of a tie, the player with more patrons wins.

Variant

After several games you may want to try:

After two groups of patrons are gone, remove one orgy card, but not the special reshuffle one.

Remove one orgy card from the beginning, but not the special reshuffle one.