Game:	**AVE CAESAR**	**v1**
Pub:	**Asmodee (1989)**	
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Print on card **(ensure you are printing at 100% scale)** laminate and trim to size.

AVE CAESAR

Setup

Select a **racecourse**. Each player takes a **chariot**, the matching deck of **race cards**, and a matching **denari**.

Each player shuffles their deck and reveals the top card. The player with the highest numbered card places his chariot in starting position I. The player to the left places his chariot in position II, and so on. Cards are then shuffled back into their decks.

If there is a tie among players, those players continue to draw until the tie is broken.

Starting the Race

To start the race, each player draws **3 cards** to form their hand, keeping them hidden from the others.

The player in starting position I begins the race by placing one of his 3 cards faceup on the table and moving his chariot that number of spaces, clockwise around the track. He then replenishes his hand by drawing another card from his deck.

The remaining players, in starting order, take their turns in the same fashion.

Movement

Chariots can only move forward. They can change lanes to any space not barred by a wall by moving diagonally forward. If a wall is directly in front of a chariot, it may still move diagonally to another lane.

Sideways movement or movement over walls is not permitted.

Players must always move the exact number of spaces shown on the card played.

Only one chariot can occupy a single space.

If the player cannot play a race card (eg. the chariot is blocked on all sides), the player skips his turn and does not play a card.

The player leading the race may not play a card with a value of 6, except at the very beginning of the game (the starting player).

If there is a tie for leading player, none of them may play a 6.

If the leading player has only sixes in his hand, his turn is skipped until someone else takes over the lead.

However, in a **bottleneck** (where the track narrows to a single space), if the leading player is in the space and has only sixes, he may play one of these cards to move forward.

However, if there is a tie for leading player, they both have only sixes in their hands, and they are blocking chariots behind them, the leading player whose turn is first may play a 6 to move forward.

If a chariot runs out of movement and cannot reach the finish line, he receives no points.

Water ditches on the track have no effect on the game.

Emperor's Alley

During either the first or the second lap of the race, each player must bring their chariot to a stop in **Emperor's Alley** and salute the Emperor by yelling *"Ave Caesar!"*

The player then pays their **denari** as tribute (placing it into the box). He may then return to the race.

There is no passing in Emperor's Alley. Several chariots may occupy the Alley at the same time.

If during the second lap the player's entrance to Emperor's Alley is blocked by another chariot, he must suspend his turns until the entrance is again free.

If a player fails to enter Emperor's Alley and pay tribute by the end of the second lap, that player is disqualified and receives no points.

Ending the Race

The first chariot to cross the finish line after paying tribute to Caesar and completing 3 laps around the course wins the race.

The player receives 6 Laurel wreaths (points).

The second player receives 4 points, third place receives 3, fourth place receives 2, and fifth place receives 1 point. Discard all remaining race cards.

Setup for the Next Race

The starting player for the next race is the player who placed last in the preceding race, with placement and play proceeding to the left as usual.

The second race is played on the unused board. The third and fourth races are held on the courses already used, but in counter-clockwise direction.

Whoever accumulates the most Laurels after 4 races is the winner of the tournament.

Tips, Tactics and Variants

Tactics

It is recommended players take the interior track around curves as much as possible.

Bottlenecks can be used to block opposing players and force them to skip their turns.

Alternative Starting Orders

Before the beginning of the tournament, players can decided on an alternate method to determine starting position; eg, the inner of the previous race starts on position I, second place on position II, etc.

Unmanned Chariots

Additional unmanned chariots can be used with less players, to act as bottlenecks and blockers.

Place the appropriate deck(s) next to the board, and during play, the topmost card in the unmanned chariot's deck is drawn and the chariot moved. They are always moved for their own advantage and the disadvantage of other players; a majority of players decide if there is a disagreement. If a card is not playable, it is discarded; the chariot does not move.

If an unmanned chariot is blocked from moving, no card is drawn. If they are leading and draw a 6, the card is still played (discarded), but the chariot does not move.

Unmanned chariots do not have to stop in Emperor's Alley.

Variants

In a 2 or 3 player game, each player can control 2 or 3 chariots during the race.