

Rules for Solo Play

To clarify the terminology:

There are two types of players:

- **The "player"** refers to you.
 - **The "game player"** refers to the equivalent of a computer when you play an online game.
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Step 1:

The player decides how many blue or red cards they will take from the 10 randomly drawn cards.

- The blue cards are set aside.
- The red cards drawn make up your hand. From there, you may perform the additions and subtractions as described in the base game rulebook. The result determines which dice you will use during the game. You also receive the chariot cards you are entitled to, based on the charioteer die assigned. You then discard the red cards.

For the game player:

You also draw 10 red cards (no blue cards), perform the same addition and subtraction, and assign the dice the game player will use during the game.

The game player **does not use chariot skill cards**.

You then discard the red cards.

Step 2:

The player always goes first by default.

Each time the game player takes a turn, they must first flip a sestertius (coin) to determine heads or tails.

- If the **Emperor's thumb is up**, the game player draws an event card.
- If the **thumb is down**, no card is drawn.

Any cards the game player can play immediately **must** be played.

Examples of immediate play cards:

- Praetorian Guard Intervention
- Davius's Rage

- Sandstorm
- Mud Pit
- Groupie Swarm, etc.

Some cards can be held in reserve and used as soon as the appropriate situation arises.

Examples of situational cards:

- We Don't Want Her
- Amazon's Cry, etc.

A list of different cards and how to apply them follows.

If a card is placed on a space by the game player, determine the location **randomly** using a 20-sided die or a digital D20 roller on your phone.

- The first space after the starting line is space 1, and the last space before the dotted line is space 20.
- If **two permanent cards** end up on the same space, decrease the roll by 1 until there is no longer a conflict.

Cards that must be played immediately:

- Gathering of groupies
 - Emperor Dissatisfied
 - Emperor Satisfied
 - Maintenance team: Automatically removes the eligible card closest to the starting line
 - Popular Support
 - Intervention of the Praetorian Guard
 - Crowd Intervention
 - Bonuses Bonus
 - Track Obstacles
 - Frenzied partisans
 - Davius Rage
 - Blessed Blood of Perseus
 - Pisspot
 - Sandstorm
 - Mud Pit
 - Wind of Happiness
 - Crowd funding
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Cards to be played immediately after the player has rolled their dice:

- Dazzled by the Sun
 - Octopuscius intervention
 - Grappling Hook
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Cards to be played as soon as the situation applies:

- Confusion
- Amazon's scream
- Whip Strike
- Crowd Haranguer
- The Draw
- We Don't Want it
- Sowat