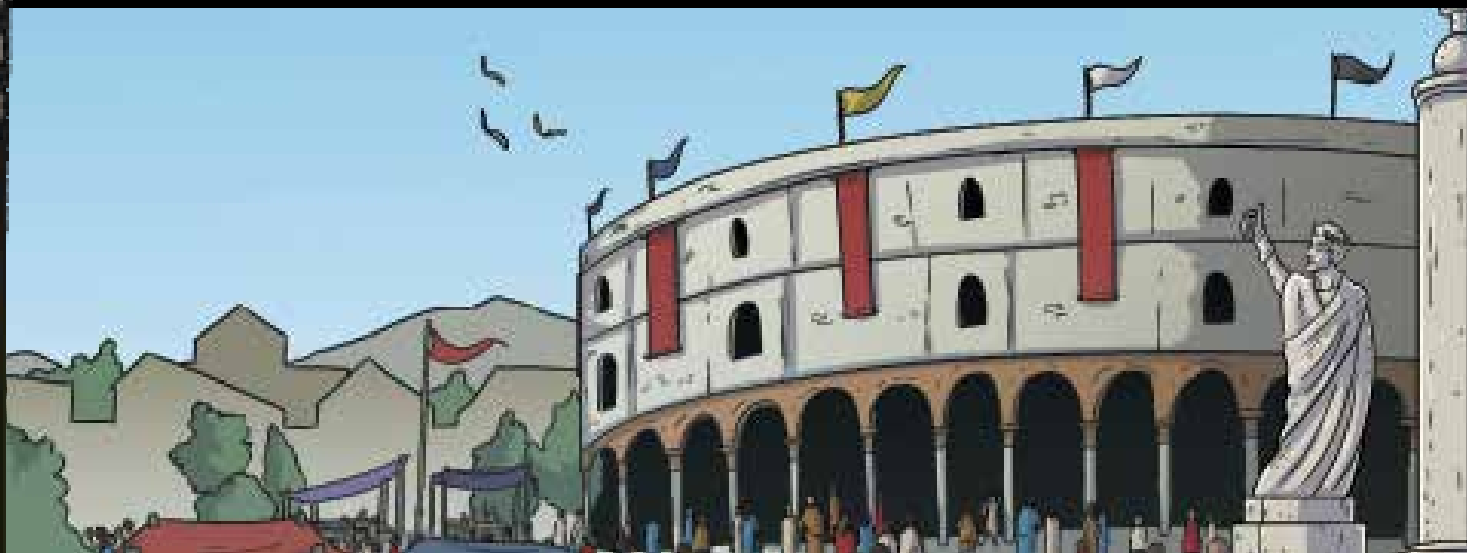




RULEBOOK
ALTERNATIVE RULES

INTRODUCTION



During the period of ancient Rome, charioteers were called Aurigae (auriges). They took part in the most popular sporting event of the time: chariot races. Crowds of over 60,000 spectators would gather in the stadium over multiple days to watch them risk their lives to entertain the public.

This is a chariot racing game from ancient Rome that can be played by 2 to 4 players at a time. The players' goal is to cross the finish line first to win the race.

These alternative rules can be used to replace the game's original rules.

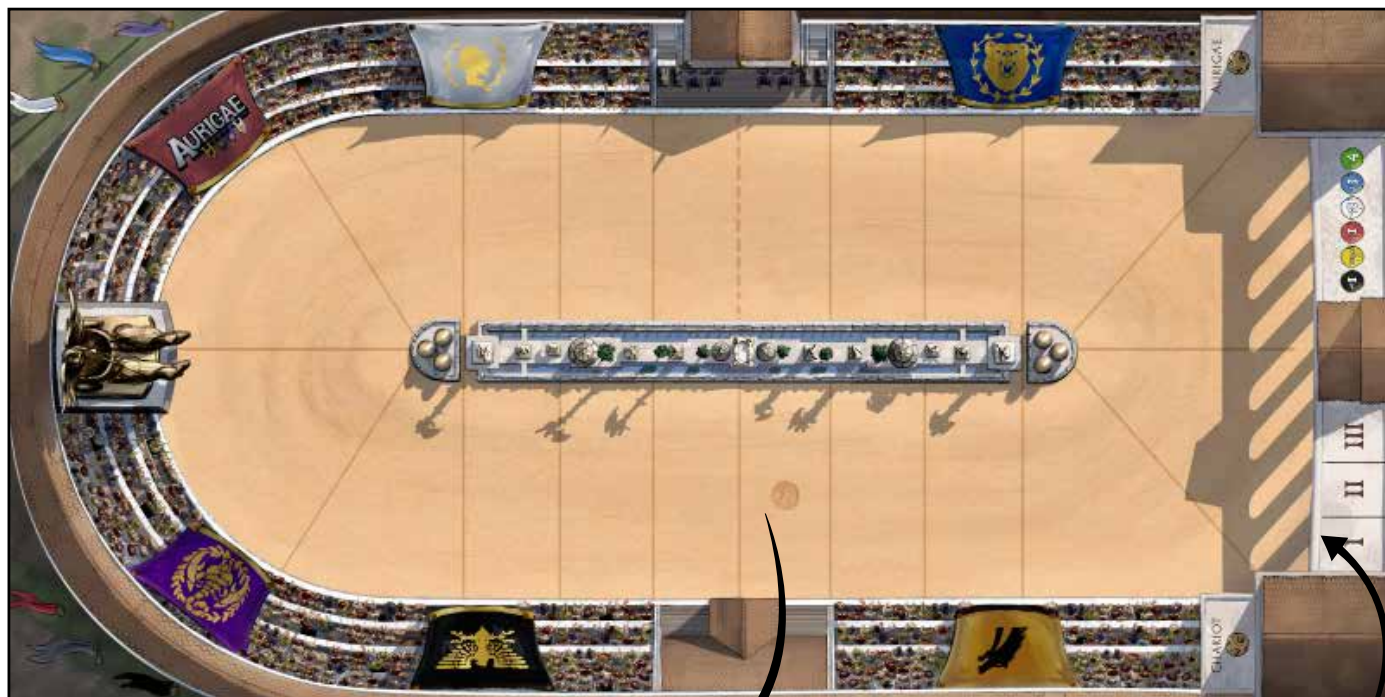
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GAME CONTENT

GAME BOARD

This is a representation of a race arena from ancient Rome. The board is marked with lines that create spaces, each of which costs one movement to cross. The brown dashed line indicates both the starting and finishing lines, meaning the race begins and ends at this same location.



OFFERING SPACE

At the start of each track lap, place a sesterce token on the track in the space indicated by an image of a sesterce. The first aurige who finishes their movement on the offering space collects the sesterce token and may immediately spend it to purchase an event or a bonus/malus card. As soon as the leading aurige crosses the starting line, add 1 sesterce token to the offering space. Multiple tokens can accumulate if no competitor has finished their movement on the offering space and collect the coins.



NUMBER OF LAPS

The game is played over 3 laps, and the order in which participants will play is determined as follows. Players roll 2 chariot dice: 1 yellow and 1 red. The highest result plays first, and then play proceeds clockwise. To the right of the board, there is a turn indicator used to indicate this information. When a participant finishes 1 of their turns, they must move their token to keep track of their progress.



GAME CONTENT

DICE SETS

A representation of the 2 different types of dice included in the game is provided: the aurige (the driver) and the chariot dice (the vehicle). Each category of dice includes six dice, each in a distinct color, representing various levels.

HOW TO KNOW WHICH DICE TO USE ?

All players initially have the basic dice, which are yellow. However, before the race begins, players can acquire new, more advanced dice: red, white, blue, and green dice, or one that will present more of a challenge, the black dice. During the game, you can draw bonus/malus cards that allow you to improve your dice or penalize your opponents.



THE AURIGE DICE



The aurige dice represents a combination of the physical and mental skill of the aurige who controls their team. Thus, the aurige dice indicates the driver's ability to use the chariot and its horses optimally. Consequently, they handle the whip and reins.

THE CHARIOT DICE



The chariot dice represents a combination of the physical strength of the harnessed horses and the engineering of the attached chariot. Thus, the chariot dice indicates the capabilities of the horses as well as the technical aspects of the chariot.

THE 6 AVAILABLE AURIGE DICE AND THEIR VALUES

BLACK: 0, 0, -1, -1, -1, +3
YELLOW: 0, 0, 0, -1, +1, +1
RED: 0, 0, -1, +1, +1, +1
WHITE: 0, -1, +1, +1, +1, +1
BLUE: -1, +1, +1, +1, +1, +2
GREEN: -1, +1, +1, +1, +2, +2

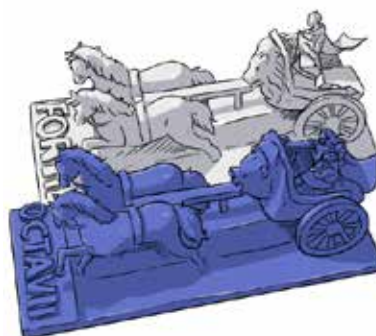
THE 6 AVAILABLE CHARIOT DICE AND THEIR VALUES

BLACK: 1, 1, 1, 2, 3, 3
YELLOW: 1, 1, 2, 2, 3, 3
RED: 1, 2, 2, 2, 3, 3
WHITE: 1, 2, 2, 3, 3, 3
BLUE: 1, 2, 3, 3, 3, 3
GREEN: 1, 2, 3, 3, 3, 4

GAME CONTENT

THE CHARIOT AND PILOT FIGURES

There are 4 faction figurines available for players: white representing the Fortii, yellow representing the Scipii, blue representing the Octavii, and black the Rapax.



THE SESTERCE TOKEN



These tokens represent the currency with which each player can acquire event or bonus /malus cards during the game.

GAME CARDS

Game cards influence the course of the race. three types of cards are used: **bonus cards/penalty cards**, **event cards**, and **faction ability cards**.



TYPE OF CARDS

AFFLICTION CARDS

Affliction cards are divided into two types: Bonus cards and Penalty cards. They are identifiable by their red-colored backs.



BONUS CARDS



Bonus cards can be drawn at random during the draw phase or purchased during the race for 1 sesterce token. A player holding this type of card has the opportunity to improve the level of dice used during the race. Bonus cards include blessing cards, training cards, and equipment enhancement cards. They are identifiable by their green border and the red back of the card.

EXAMPLE

Example: The “Good Omen” card provides a +1 bonus to your aurige, thus granting a red die level.

LE RÉSULTAT APRÈS
AVOIR AJOUTÉ LE BONUS :



LE RÉSULTAT DE +1 PERMET
DONC AU JOUEUR D'UTILISER
UN DÉ ROUGE.



PENALTY CARDS

Penalty cards can be drawn at random during the draw phase or purchased during the race for 1 sesterce token. A player holding this type of card has the opportunity to give it to a player of their choice, thereby reducing their chances of improving the level of their dice used during the race. These include curse cards, poison cards, and sabotage cards. They are identifiable by their red border and the red back of the card.

EXAMPLE

The “Horse Curse” card provides a -1 penalty to the chariot, thus granting a black die level.



THE RESULT AFTER ADD-
ING THE BONUS:



A RESULT OF -1 ALLOWS THE
PLAYER TO USE A BLACK DIE



TYPE OF CARDS

EVENT CARDS

These cards, played during the game, influence the race. They can be drawn before the start of the race or during the game for 1 sesterce token. Some cards have a simple blue border, indicating an immediate effect, while those with a golden border indicate that the effect is permanent and lasts for the entire game. They are recognizable by their blue back. These cards do not affect the type of dice that will be used.

The limit for permanent blue cards is 1 per space on the game board, so you cannot place 2 permanent cards on the same space.



Event cards can be played at any time and more than one card at a time. You can use them during another player's turn and on any space, unless specific instructions on the card state otherwise.

THE FACTION SKILL CARDS

At the beginning of the game, add the 5 faction ability cards corresponding to your faction to your hand. They can be played according to the same rules as event cards, meaning at any time.



CARD PLAY ORDER

Several cards can be played during the same turn. They are resolved in the order in which they are played.

Example:

Player 1 rolls a 4 and moves their chariot forward. Player 2 plays their Grappling Hook card and follows him. Player 3 plays their Mud Pit card to stop the movement of the other two players, and finally Player 4 plays the intervention of the pretorian card against Player 1.

In this case:

Player 1 loses their turn and therefore remains in place.

Player 2 loses their card and also remains in place.

Player 3 places their card on the board, and its effect is applied.

THE PLAYABLE FACTIONS



THE SCIPII

Masters of Corruption, they will do everything in their power to corrupt or sabotage their opponents. Fond of fine wines, they host lavish parties frequented by the patricians.

Faction abilities :

- loose bottles
- Pack leader
- Krupnick injection
- Venus Vitrix Fortuna
- Jawa



THE FORTII



Owners of the majority of the vineyards, the Fortii give the impression of being the most honorable family of all, but beware of appearances.

Faction abilities :

- Champion's Lunch
- Lion's leap
- Padre gillius insensibility
- Fortii engineering
- Lion's charge



THE PLAYABLE FACTIONS

THE OCTAVII



Masters of connections and with numerous contacts, they have a privileged relationship with the emperor. They operate from the shadows and use their connections to manipulate anyone who stands in their way.

Faction abilities :

- Honey
- Bear's roar
- Kroninery
- The power of drums
- Bear's fury



THE RAPAX

Masters of merchants and all of Rome's gastronomy, this family is known for its culinary eccentricities and love of meat. Banquets are a daily occurrence in their domus (Roman villa)

Faction abilities :

- Rapaxian food
- Carrot for horses
- Rapaxian boost
- Gliding
- Fury



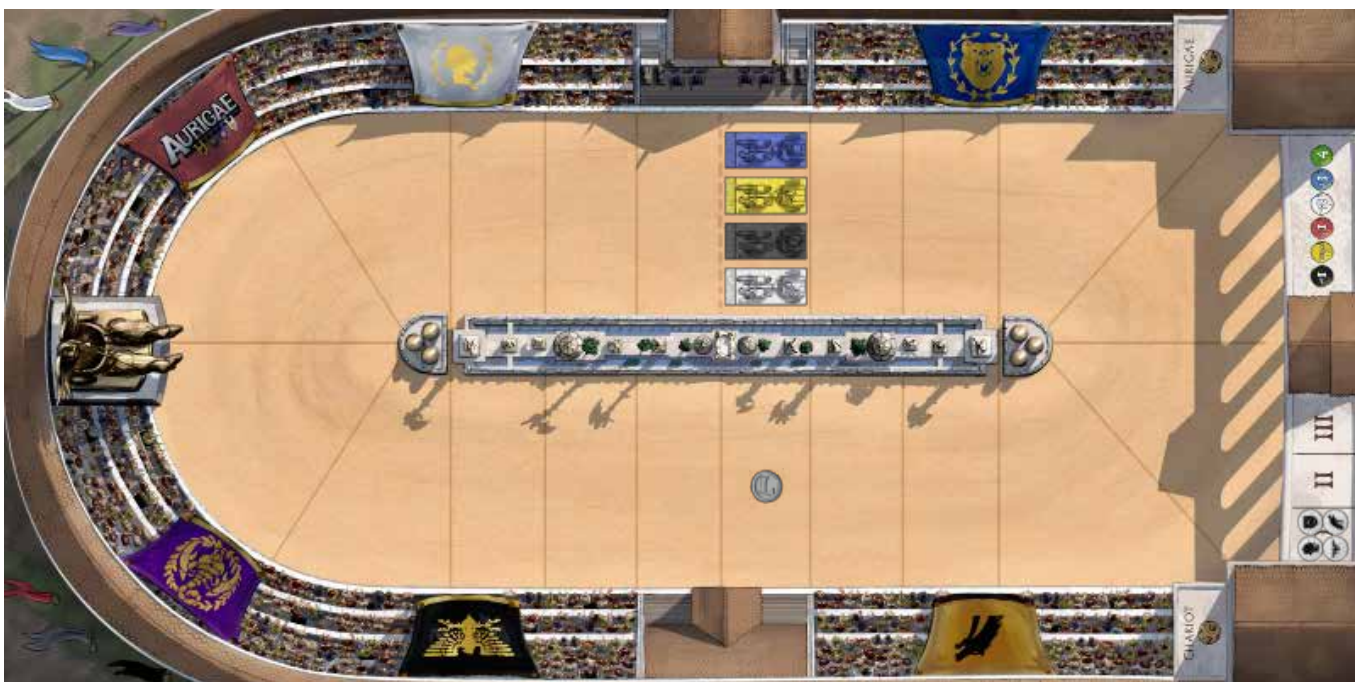
SETUP

I Lay out the Game Board

II Each player chooses a team then places their token on the Lap counter on the game board.



III Place the driver figures participating in the race behind the starting line.



IV Each player rolls 2 chariot dice: 1 yellow and 1 red. The player with the highest result goes first, and then the turn order proceeds clockwise. Reroll ties on the dice rolls.



V On their turn, each player draws a penalty/bonus card or an event card. The drawing sequence continues until all players have 8 cards on hand.

SETUP

DRAWING PHASE

Place the event and penalty/bonus cards deck in the middle of the board. During this phase, each player can draw from the event card pile (Blue) or the penalty/bonus card pile (Red). Players in turns draw card until they each have 8 cards in hand.

Note: The Bonuses Bonus card is a blue card and therefore can only be traded during the race. The 2 sesterce tokens collected can be used to purchase event cards or bonus/malus cards.

PENALTY/BONUS PHASE

Take only the red cards you have in your hand.

Using the various penalty cards in their possession, each player can, in turn, inflict a penalty on one of their chosen opponents or grant themselves a bonus using the bonus cards. During this phase, players must keep their cards secret at all times; these cards will be revealed during the reveal phase, and adjustments will be made to the strength of the dice. Players take turns either giving a penalty card to an opponent or assigning a bonus card to themselves from the cards during the drawing phase. Finally, the penalty /bonus phase continues until all players have distributed or assigned their penalty or bonus cards.

You may keep some of these cards for later use. Keep them face down.

REVEAL PHASE

All players reveal only their penalty and bonus cards, while the event cards remain hidden, and they apply the various effects as described in the bonus and penalty card sections. For example, a +1 moves the token to the right, and a -1 moves it to the left. Then, each player adjusts the die level accordingly. It is impossible for a player to reduce the strength of a die below the black level or above the purple level. Meanwhile, event cards are kept and can only be used during the race. The final die strength levels determine the dice you will use during the race. The strength dice level determines the strength dice you will use at the start of the race. It may change during the game if additional cards are assigned.



EXAMPLE

After the penalty/bonus phase, you have 5 cards. Sort them into two piles: one for chariot and one for aurige. Count the respective types of cards in each pile. The result determines the die level you will use.

In the example below, you have a bonus card for the chariot die and a penalty card. Your chariot die level is 0, so you will use the yellow chariot dice.

You also have 2 bonus cards for the aurige die and 1 penalty card. Your aurige die level is +1, so you will use the red aurige dice.

LAP TURNS

LAPS

- I The first player rolls the chariot dice and the aurige dice.
- II Add the results of the two dice (subtract any -1 results from the total).
- III The player moves their chariot across the spaces according to the sum revealed by the dice.
- IV The other players follow the same sequence.
- V When a player crosses the start/finish line during the race, he draws an event card , advance his token on the turn counters on the right side of the board to indicate the number of laps completed. If you are the first one on the current turn to cross the line, add a token in the offering space.
- VI The first player to complete three laps wins the race.

PHOTO FINISH

The first player to complete three laps wins the race.

In the final round, if multiple players cross the finish line in the same turn, the player who advances the furthest beyond the finish line wins the race. In the event of a tie, an additional round is played, involving only the tied players. The process is repeated until a clear winner is determined.



GAME CARDS

PENALTY CARDS



aurige's Curse: Followers of dark magic have cast a spell on you, -1 aurige die.

Cursed Horse: Followers of dark magic have cast a curse on your mounts, -1 chariot die.

Explosive Diarrhea: Someone, using laxative plants, has made you sick, -1 aurige die.

Fortii's feast: It is well known that the Fortii love hosting rival drivers at parties where the wine flows freely. They wake up the next morning sore and with an unbearable hangover, -1 aurige die. This card cannot be inflicted on the Fortii chariot.

Poison: Low-toxicity poison has been poured into the horses' trough, causing them intestinal problems and muscle pain, -1 chariot die.

Octavian pressure: The Octavian family has put all of its contacts to make your life miserable the moral in your team is very low since all the tools and money you need is now very difficult to acquire.

Rapaxian fat Feast: The Rapax family invited the rival auriges to their villa for a week. An orgy of meat-rich and fatty foods was served at every meal. The guests leave intoxicated and sluggish, affecting their now diminished reflexes, -1 aurige die. This card cannot be inflicted on the Rapax chariot.

Rusty Axles: Salt has been cleverly introduced into your axle joints, causing rust to accumulate, -1 chariot die.

Sabotaged Axles: Rats have chewed through your axle, -1 chariot die.

Sabotaged Whip: The targeted aurige's whip has been tampered with and can injure their mounts, -1 aurige die.

Scipian Corruption: Suddenly, everything goes wrong—employees don't show up, slaves are "sick," and your training is on hold, -1 aurige die. This card cannot be inflicted on the Scipii chariot.

Stunned Horse: One of the horses accidentally drank some Scipian wine and is now dizzy and hard to control, -1 chariot die.

GAME CARDS

BONUS CARDS



Athena's Grease on Axles: The priestesses of Athena have provided you with blessed grease, reducing all friction inside the axles, +1 chariot die.

Aurige Blessing: The pontiffs have been paid to bless the aurige, +1 aurige die.

Blessing chariot: The pontiffs have blessed your mounts and chariot, making it seem like they are gliding over the track, +1 chariot die.

Gillius Endurance: Gillius feels no pain and can, through concentration, extend his power at a distance. The player becomes immune and can resist poison cards, Fortii party, explosive diarrhea, and Rapaxian greasy feast cards directed against them.

Good Omen: The augurs are certain and your chances of winning are excellent, +1 aurige die

Octavian family contact: The Octavii family has leveraged their contacts, and suddenly a multitude of people is supporting your training, +1 aurige die.

Rapaxian Diet: The Rapaxians have exceptionally offered a healthy diet; after a week of strict dieting, you feel in peak condition, +1 aurige die.

Scipian Diet: A week of feasting on fine wines has lifted your spirits to their highest, +1 aurige die.

Steroids to horses: Various chemical products have been administered to the horses, giving them unusual vitality, +1 chariot die.

Scipian Financial Support: The Scipii have provided funds for better mounts and proper chariot maintenance, +1 chariot die.

Whip Training: You have trained in the use of the whip, improving its cohesion and physical strength, +1 aurige die.

GAME CARDS

EVENT CARDS



Amazon's scream: The piercing cry of the Amazons propels you forward, allowing you to make a leap of several meters and avoid ground traps, corresponding to a movement of one space on the game board.

Blessed Blood of Perseus: When Perseus bleeds, it intentionally grants luck to a player, who then injures their horse and inflicts a scratch. Perseus's luck favors them, and the result of the chariot die becomes maximal.

Blinded by the Sun: The aurige is blinded by the sun and will be unable to use their aurige die for one turn.

Bonus's Bonus: 2 sesterces token are sent to you by Caius Bonus.

Crowd Intervention: The target must move back one space due to stones and objects thrown that scare the horses

Davius's rage: Davius, who hates losing his bets, jumps into the arena and makes the designated player lose one turn.

Emperor dissatisfied: The player forces an opponent to reroll their dice after the initial roll result.

Emperor satisfied: Following your dice roll, you may, thanks to the emperor's favor, roll both of your dice again.

Gathering of groupies: A groupie mob swarms the track and follows you, preventing anyone from catching up or overtaking. Your opponents must remain in the space directly behind you as long as this ability is active.

Grappling Hook: You throw a grappling hook attached to a rope and latch onto an opponent's chariot. This card can be played at any time. You advance simultaneously with the grappled competitor and then resume your turn normally, regardless of their position on the track.

Intervention of the praetorian guard: The Praetorian Guard has been dispatched to inspect your chariot, causing the target to lose one turn.

Mud pit: Movement stops in the space where the mud pit is located, regardless of the dice result.

Sandstorm: A sandstorm significantly reduces visibility in the area. Navigating through this space necessitates two movements. If you have only one movement remaining, you will not be able to enter this zone.

Pisspot: A mixture of wolf urine and various predators has been spilled on the track. Any competitor landing on this space moves back two spaces due to the horses' panic.

We Don't Want It: Allows you to ignore an event card directed against you. Cards affecting all players are not canceled by this card.

Whip Strike: A whip strike targets another player in the same space or in an adjacent space. The affected player will be unable to use their aurige die for one turn.

Wind of Happiness: A wave of joy from the crowd energizes the racers, causing all players to advance one space and mud pits dry's out for one full lap turn.

SIMPLIFIED GAME RULES

FOR A SIMPLIFIED VERSION OF AURIGAE, HERE ARE THE PROPOSED RULES:



Before starting, players randomly draw 5 event cards, which can be used throughout the race.



Players use only the yellow dice during the race.

The player who goes first is the one with the highest sum on the yellow dice. Then, play proceeds clockwise.



Tokens on the offering spaces grant an additional card.



Faction ability cards and bonus or penalty cards are not used in this version of the game