

Wolfgang Riedesser

AVE CAESAR

Fast, Furious & Fascinating

Daring chariot races for fame and laurels - Find Rome's best charioteer!

For up to 6 players – Easy to learn, but challenging to play!

Live the thrill of AVE CAESAR! Feel the challenge for position and tactical advantages!

Whose chariot will cross the finish line after 3 dusty, nerve-racking laps?

No mercy in the fight for fame and glory. If you don't drive ruthlessly, you will never win the laurels.

So, force opponents off the racing line into outer curves and make them lose points, make them miss a turn by blocking them, and rise to stardom in the Roman Empire!

CONTENTS



**3 Double-sided half game boards and
2 Board connection pieces**

8 combinations of unique tracks.



6 Chariots and 6 Coins in 6 colours



21 Sesterces chips for Game Variant 7



8 Track cards



75 Point chips



6 Decks of 24 cards

6 different-coloured decks, each with 4 times values 1-6

Note: Each card deck has a total of 84 moving points to last for 3 laps.



18 Cards for Game Variant 6



20 Attack chips for Game Variant 2

set up

- ① Each player takes a **chariot**, a matching-coloured deck of 24 **cards** and the matching-coloured **coin**.



Return any remaining chariots, coins and cards to the game box.

Tip: Less than 6 players? We recommend the additional Variant 1, 'Team Gladiator Will Chase You!' (page 8).

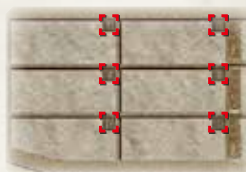
- ② For the first 4 races we recommend playing the tracks as shown on next page.

For all other games shuffle the 8 track cards and draw a card randomly to select the track.

- ③ Prepare the **race track** that you select by combining two game boards. Eight different tracks can be designed using 2 of the three double-sided game boards and connection pieces. The race is played clockwise on the selected track.

- ④ Place the **Point chips** near the racing track.

- ⑤ **To determine starting positions**, each player shuffles their deck and takes a card at random. The player with the highest card places their chariot on starting position I and starts first. Play continues to the left.



If there is a tie for the highest card, the tied players take another card from their decks until the tie is broken and a starting player can be determined. The cards are then reshuffled for the game and placed, face down, on the table.

- ⑥ Each player takes the **top three cards** from their deck and looks at them, while keeping them hidden from their opponents.



When everyone is ready, the starting player begins the race.



Eight Different Tracks

The tracks have different difficulty levels. If a chariot always takes the shortest possible route, a player will need 74 to 80 moving points to complete the race, depending on the track and the starting row.

This means that a player has either a comfortable 10 points or a meagre 4 points to spare. But be prepared to constantly adjust your strategy to the specific track and to any given racing situation.

⇒ Board 1:

- Front - Arena
- Back - Constantinople

⇒ Board 2:

- Front - Circus
- Back - Hippodrom

⇒ Board 3:

- Front - Carthago
- Back - Maximus

We recommend the following tracks for your first games:

RACE ORDER	RACE TRACK	RACE LENGTH in moving points	RESERVE spare points	MAX.POINTS to lose per lap	TRACK LEVEL
1	Arena-Carthago	74	10	4	easy
2	Hippodrom-Constantinople	77	7	10	difficult
3	Circus-Maximus	79	5	8	difficult
4	Hippodrom-Carthago	77	7	6	medium
5	Arena-Maximus	75	9	7	easy
6	Circus-Constantinople	78	6	9	difficult
7	Hippodrom-Maximus	78	6	9	difficult
8	Circus Carthago	78	6	5	medium

⇒ Race 1: Arena-Carthago



⇒ Race 2: Arena-Maximus



⇒ Race 3: Hippodrom-Carthago



⇒ Race 4: Circus-Constantinople



AIM OF THE GAME

The aim of the game is to win the racing series. Each race is 3 laps. The race continues until everyone has finished. The chariot which crosses the finish line after completing 3 laps first wins the race. When a race is finished, players get points according to their ranking. After 4 races the player who has the most points is the Champion.

GENERAL RULES

How to Move

The player with the chariot in the first starting position begins the race. Other players follow clockwise and in turn.

In your turn you **MUST** play a card if you can, and move the exact number of spaces indicated on the card, even if it's to your disadvantage. This may force you to take the long way round in the bends.

If it isn't possible to move the exact number of spaces indicated on any of the cards in your hand, you miss a turn. If the majority of other players don't believe you, they can ask to see your cards.

After playing a card, take the top card from your deck, so that you always have 3 cards on hand. Then it's the next player's turn.

Racing Rules

Only one chariot can occupy any single space at a time. Chariots can move forward only.



Example: Straight move two spaces

Changing Lanes

Chariots can change lanes by moving diagonally forward. Do not jump 2 lanes at a time or move sideways.

Tip: Study the race track carefully before moving because some spaces can turn into blockade traps. Experienced players are only waiting for such opportunities!!



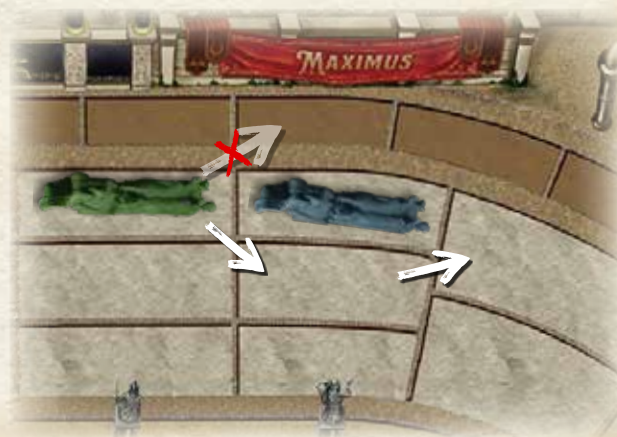
Example: Don't move sideways.

Track Divided By A Wall

Chariots can change lanes by moving diagonally right before or just after a wall but they cannot change lanes by jumping over the wall.



Example: Change lanes only before or after walls, if you wish.



Example: Diagonal move - don't jump walls

Chicanes

The track narrows to a single space - ideal for blocking opposing players and forcing them to miss a turn.

Blocked

You cannot jump over chariots of opponents. If you are blocked, skip a turn without playing a card.

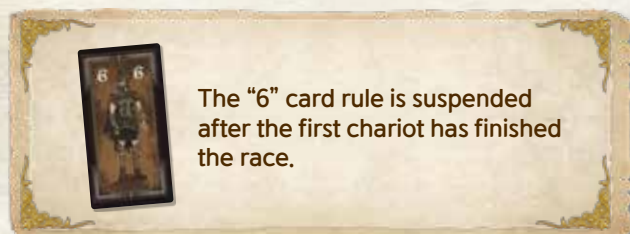
Can't Reach The finish?

If a player runs out of cards before reaching the finish line, his chariot is immediately removed from the track. If you don't finish the race, you don't win any points (see page 7).



Example: Brown chariot stopped in a chicane, blocking the chariots behind it.

"6" Card -Special Rules



Who's In The Lead?

IN THE BEND: The number of spaces to the end of the bend decides who's ahead.

EMPEROR'S BOX: The number of spaces to the exit of the Emperor's Box is compared to the number of spaces on the open track to the same spot to decide who's ahead.

No "6" Card At The Start

Players in the first row cannot start with a "6"!

No "6" Card In The Lead

If a player is in the lead, or joint lead, they cannot play a "6". If the leading player only has "6" on hand, they miss a turn until someone else takes the lead.



Example: Green and Blue are in the lead and cannot use their "6" cards.

Exceptions To The Rule

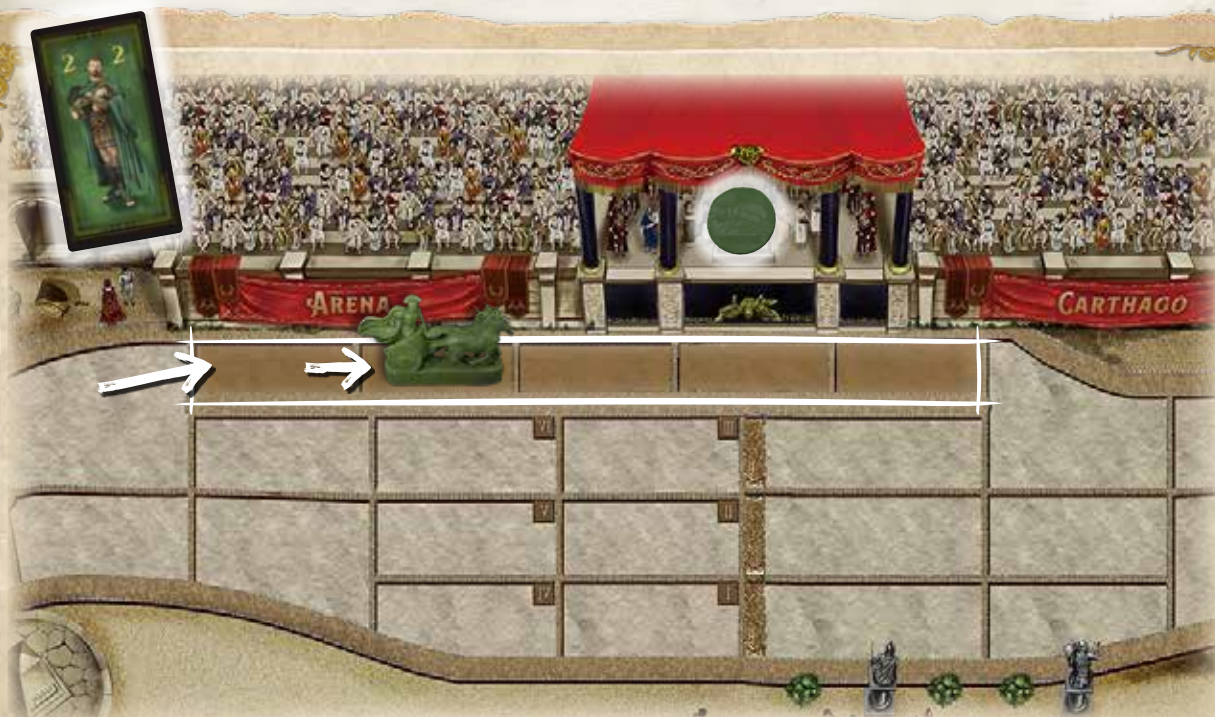
If the leading player only has "6's" on hand, they can still play a "6" in the following exceptional situations:

- ⇒ They are standing in a chicane and totally blocking the game.
- ⇒ They are blocking the track as joint leader with another player who, likewise, only has "6" on hand.



Example: If Green and Blue only have "6" cards on hand, whoever is first can still play their "6" card, so that the game can continue.

Emperor's Box



In the Emperor's Box salute the Emperor "Ave Caesar!"

Each player must drive their chariot through the Emperor's Box once in the game to salute the Emperor with the imperial greeting, (by yelling) "Ave Caesar!" This is done towards the end of the first or the second lap of the race. Each chariot must stop and pay their dues by placing the coin on the Emperor's Stand. The chariot can then return to the race in their next turn.

If a player fails to enter the Emperor's Box by the end of the second lap, they are disqualified and win no points.

Tip: Remember to drive your chariot into the Emperor's Box. Make sure that you can come to a halt with your cards.

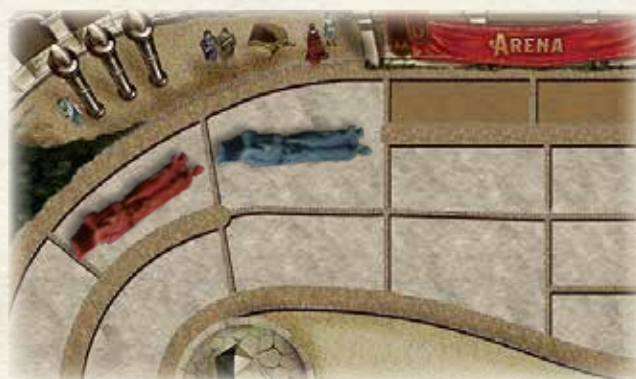
Even disqualified chariots stay in the race till the end. And, although they cannot win any points, they still hold a placing to the disadvantage of the following chariots.

No Overtaking In The Emperor's Box

Several chariots can occupy the Emperor's Box at the same time, but chariots cannot overtake because only one chariot can occupy any single space.

Entrance Blocked

If the entrance to the Emperor's Box is blocked by a chariot in the 2nd lap and another player wants to go in, he must pass on a turn until the entrance is free again



Example: Red wants to go into the Emperor's Box, but must skip their turn until Blue clears the entrance.

Tips for The Emperor's Box

Study the entrance path carefully before moving. Experienced players love to block the entrance spaces without intending to enter the Emperor's Box at all. They love to block the exit, too!

END OF THE RACE

The chariot which completes 3 laps and crosses the finish line first wins the race.

A race continues until all chariots have finished.

Win Point chips according to your ranking. Disqualified players are ranked but do not win any points, so that subsequent players do not move up in the standings.

The overall winner of the game is the player with the most points after 4 races. If there is a tie, the victory goes to the player who won the most races, second places, etc.

Scoring System

1 st	2 nd	3 rd	4 th	5 th	6 th	Non-Finish
8 pts	6 pts	4 pts	3 pts	2 pts	1 pt	0 pts

Next Race

1. Changing Seats

The finishing order of a race determines the new seating order in the next race. The winner always remains seated. All other players change seats according to the ranking (e.g. the player in second place sits to the left of the winner, and so on). Non-finishers are last. If there is more than one non-finisher, the shortest distance from the drop-out point to the finish line determines the starting order.

Important: The new seating order is automatically the correct starting and moving order for the next game.

2. New Race Track

As soon as players are in their new seating order, a new track card is drawn and the new race track is laid out. Always set aside race course cards you have already drawn.

3. Starting Position

The winner of the last race places their chariot on pole position. All other players follow in seating order.

4. Retrieve Your Coins

Each player takes their coin from the Emperor's stand and places it in front of them.

5. Shuffle Your Deck

Each player shuffles their card deck anew, places it face down on the table in front of them, and takes up the top 3 cards.

6. GO!



"MAXIMUS EDITION"

Optional Rules

The following optional rules are designed to enhance the game and are, with a few exceptions, mostly compatible with one another as well as with the Variants.

Option 1: Scoring Alternative

An alternative scoring system that depends on the number of players.

Players	1 st	2 nd	3 rd	4 th	5 th	6 th	Non-Finish
5-6	9 pts	6 pts	4 pts	3 pts	2 pts	1 pt	-1 pt
3-4	5 pts	3 pts	2 pts	1 pt	-	-	-1 pt
2	4 pts	3 pts	2 pts	1 pt	-	-	-1 pt

Return 1 Point chip to the supply when you receive -1 point. If you don't have any Point chips, take an Attack chip to represent the minus point.

Option 2: Mini-Series

The series is reduced to 2 or 3 races, instead of 4.

Option 3: Bypass The Blocked Entrance

If the entrance to the Emperor's Box is blocked by a chariot in the 2nd lap, the chariot must bypass the Emperor's Box instead of missing a turn. They will be disqualified right after the race, but up to then, charioteers watch out - Those players have nothing to lose!

Option 4: Surplus Moving Points

If you cannot move the exact number of spaces indicated on the card you played, you have to move your chariots as many spaces as possible. Drive your chariot into the route that can use up the most possible moving points. Surplus points are forfeited. Only chariots that are totally blocked can miss a turn. **But Beware!** If you use this option, the total no. of moving points may often not be enough to finish the race.



Example: The lowest value in Brown's cards is 4. Brown plays this card and advances 2 spaces. The remaining 2 moving points are forfeited.

Option 5: Not 3 But 4 Cards On Hand

AVE CAESAR can also be played with a hand of 4 cards instead of 3. The 4-cards option makes the game more tactical and less luck-based.

The 7 "BEST EVER" Game Variants

Variants for 2-5 players and advanced players. The game is enhanced by making it more strategic and tactical. While reducing the luck factor, these variants demand players' full concentration. They are, with a few exceptions, mostly compatible with each other, as well as with the Options.

Variant 1: Team Gladiator Will Chase You!

... nail-biting play fun for less than 6 players!

Team Gladiator Line Up

If less than 6 players compete, the chariot field is filled with the remaining unmanned chariots which then become Team Gladiator (TG). These gladiators act as substitutes for real players. That means that there are always 6 chariots at the start.

Set Up

TG is always played after the last player. For this reason, one of the remaining decks of cards and all the remaining coins are placed between the last and the first player as a reminder when it's TG's turn. The coins help to identify the chariots in TG.

Setup Example: 4 Players + 2 Chariots as TG (Blue & Yellow)



The TG's deck and coins are placed between the last and the first player.

⇒ Team Gladiator Rules

The last player in the starting order has the honour (and responsibility) to move TG because they are always the very last to move

Team Gladiator chariots are always moved to their own advantage, as well as to the disadvantage of the other players. If players disagree about the positioning of a TG chariot, the player that is in last position at this very moment decides.

⇒ Team Gladiator Start

TG's first turn is straight after all players have taken their first turn. For their first move, the last player in the starting order shuffles the TG's deck and takes a card at random and moves the first TG chariot accordingly.

The next card at random follows for the next TG chariot, etc. If a card is not playable, the matching TG chariot does not move. The TG card deck is then put aside until the start of the next race.

⇒ Team Gladiator 2-4-6 Rule In The Race

The moving rule is an effective and thrilling formula which helps sustain suspense by keeping the TG unpredictable - just like real opponents!

During the game the TG chariots are moved according to the 2-4-6 rules:

- **In The Lead = 2 Spaces** - Any TG chariot that is in the lead, or joint lead, is moved 2 spaces.
- **Mid-Field = 4 Spaces** - Any TG chariot that is not in the lead, but not in last position, is moved 4 spaces.
- **Last = 6 Spaces** - Any TG chariot that is in last position, or joint last position, is moved 6 spaces.
- **Can't Move? = Miss A Turn** - If a TG chariot cannot move the exact number of spaces as above, they do not move at all in this turn.

Move best-placed TG chariots first, then second best etc.

The positions among the TG chariots will keep changing, but it doesn't matter because the moving-order always stays the same – in TG's turn, move the best placed chariot first, then the second best etc. In bends, the number of spaces to the end of the bend decides who is ahead. If it's a tie, move the TG chariot on the inner lane first.

TG chariots do not enter the Emperor's Box at all.

⇒ Scoring

TG chariots do not win any points, but they still hold a placing - to the disadvantage of the other players.

🏆 Variant 2:

Ram Attack - The Ultimate Kick!

... as mean as Chariot Racing can get!

Everybody knows the famous ram attacks from the movies where two chariots are driving wheel to wheel while the charioteers try to whip, lash and push each other aside.

This game variant requires Attack chips. In the game a successful Ram Attack is the only opportunity for a player to win additional moving points (at the opponent's expense, of course!). Sometimes, it's even the last chance to see the finish line. Which Roman charioteer wouldn't grab this great opportunity, even though his opponents might hate him forever!

⇒ Ram Attack Spaces

All spaces without a separating wall are Ram Attack spaces.

The 2 requirements to launch a Ram Attack:

- Move your chariot to a space adjacent to an opponent's chariot.
- This space must have at least one free space ahead of it.

Then replenish your hand by taking the top card from your deck, as usual. Now you may attack your opponent by revealing your highest card on hand. If the attacked player has an equal or higher card on hand, they also show it to the other players. If they only have a lower card, they don't have to reveal it because they have already lost the fight.

The player who shows the **highest card wins** and moves their chariot one space forward without playing a card. As a reward, they also take an Attack chip from the supply. At the end of the race, they get an additional point for each chip.

The loser moves their chariot back one space and loses a moving point in doing so.

If both players tied on the first card, they show their second-highest card, etc. If all following cards are also identical, this Ram Attack ends in a draw. All cards used in a Ram Attack return to players' hands.



Example: Yellow moved up to Blue with a free space ahead and launches a Ram Attack.

If Yellow wins, Yellow moves one space forward and Blue one space back. If Blue wins, Blue moves one space forward and Yellow one space back.

⇒ Multiple Ram Attacks

If the attacker wins, moves their chariot one space further and lands beside another opponent's chariot on a Ram Attack space and has at least one free space in front of their chariot, they can attack again. It is still this player's turn and the whole procedure may be repeated.

⇒ Ram Attack Against A Team Gladiator Chariot

A player can also launch a Ram Attack against a TG chariot. The challenger wins by showing any card higher than "4", moves their chariot one space forward and the TG chariot one space back.

Note:

- A player can only launch a Ram Attack in their turn.
- Ram Attacks are not compulsory. A player can decide not to attack.
- If the attacker has a choice of chariots on both sides, they must decide which one of the opponents to attack.

Variant 3: Collect Deposited Card from Emperor's Box

... what an extra thrill!

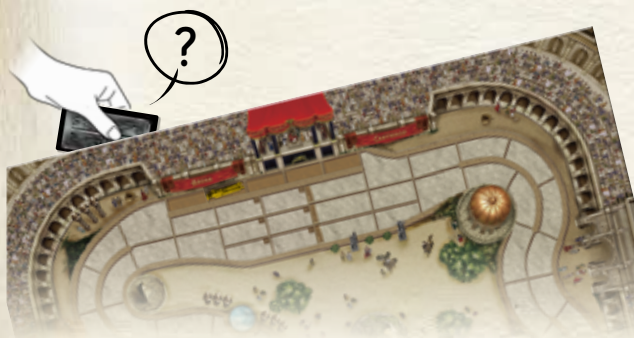
⇒ Set Up

The coins are not needed in this game variant. Before every race, each player shuffles their cards and places the top card (without looking at it) face down, in front of them, pushed halfway underneath the board. The rest of the deck is placed, face down, in front of them on the table.

⇒ Collect The Deposited Card

Every player who drives through the Emperor's Box collects the card they placed halfway underneath the board before the race. To collect the card the player's chariot must be brought to a halt on a space in the Emperor's Box. The played card is then replaced by this card and not one from the deck.

It is not compulsory to drive through the Emperor's Box and a player may choose not to collect this extra card at all (no disqualification in Variant 3).



Example: Yellow drives through the Emperor's Box during the race to collect the card that was placed halfway underneath the board before the race.

Tip: Yellow doesn't know the value of the collected card beforehand!

If it is a high value card, Yellow will be delighted to collect the card because otherwise Yellow would probably not have finished the race.

If it is a low value card, Yellow now knows it would have been better not to have driven through the Emperor's Box at all, just wasting points and risking being blocked at the exit.

Variant 4: 4 Stacks But Only 2 Cards On Hand

... for strategic minds!

Tip: For more tactical control try combining Variants 4+6

This variant requires even more tactics and concentration but also reduces the luck factor. Good strategists will have an advantage in the game, so if a player loses, they cannot simply blame it on hard luck - as we all love to! Here's why:

Before every race you divide your deck of cards into 4 different stacks. After every move you decide which stack you take a card from.

⇒ Dividing Cards Into 4 Stacks

After shuffling your racing cards, hold the deck, face down in one hand. Then take up each card individually and look at it first before assigning it to one of the 4 stacks you build. At the end you have 4 different stacks and you should have a fair idea which cards are on which stack. You cannot look at the cards again.

Example: The first stack could comprise of "1's" and "2's", the second perhaps only "3's", the third only "4's" and the fourth "5's" and "6's".

⇒ Only 2 Cards On Hand

As soon as all players have completed stacking, everyone chooses any 2 top cards from their own stacks to start with.

From now on a player can always choose which stack they replace the played card from. Players cannot look at any card first when drawing from the stack of their choice. But by remembering which card is where, all players should be able to plan their moves with even more precision.



Example: Red has 2 playing cards on hand. The cards were divided into 4 stacks. The stack furthest right represents the discarded pile.

Variant 5: Team Races for 2 Or 3 Players

...a real challenge for brainiacs!

⇒ Set Up

2 Players: Every player has a team of 3 Chariots

3 Players: Every player has a team of 2 Chariots

① Each player takes 2 or 3 chariots, the matching-coloured decks of 24 cards and the matching-coloured coins.

② To determine starting positions, each player shuffles their deck and takes a card at random. The player with the highest card places his chariots on starting positions I, II, or III, and starts first. Play continues to the left.

In the case of a tie for the highest card, the tied players take another card from their decks until the tie is broken and a starting player can be determined. Players then re-shuffle their cards.

③ Players take the top two cards from their 2 or 3 decks and look at them, while keeping them hidden from their opponents. The player whose chariot is in the starting position I begins the race.

Always 2 cards on hand for every chariot.

⇒ How To Move

You can tactically decide which chariot to play first. Play one of the 2 cards for your first chariot, face up, and move this chariot accordingly. Then take the top card from the deck of the chariot you moved so that you always have 2 cards on hand per chariot. Then play the second chariot (and the third chariot, if playing with 2 players). Play continues to the left.



Example: Team 1 has 3 chariots, Grey, Blue and Yellow, 3 decks in the same colour, and 2 cards per chariot on hand.

The player decides in every turn which chariot to move first, second and third.

In this example it would be best to first move 4 spaces with Blue - then 5 spaces with Grey - and finally 2 spaces with Yellow.

⇒ Scoring

The chariot which completes 3 laps and crosses the finish line first wins the race. The race continues until all chariots have finished. Each chariot

wins Point chips according to the result. The overall winner is the player with the most points after 4 races.

As usual, the finishing order in a race determines the seating order in the next race.

Variant 6: Choose Your Card Deck Speed

... yet another Highlight for Strategists!

Tip: For more tactical control, try combining Variants 6+4

This game variant requires 18 additional cards - 3 extra cards per card deck - each with the 3 values 6-6-5. This brings the total number of cards in all 6 decks to 162 (144 + 18).

Note: Card decks now consist of 27 cards instead of 24.

The additional 18 cards (3 per deck) have different numerical colours so they are easily distinguished from the other cards. **Don't forget to remove these cards when you are not playing this game variant!** A 27-card deck has 101 moving points instead of the usual 84 for a 3-lap race, which would upset the balance of the whole mathematical formula the game is based on.

⇒ Choose Your Own Card Deck Speed

Before every race each player uses the 27 cards to compile their own personal deck according to one of the alternatives below.

If a player makes a mistake when compiling their deck, they will be disqualified after the race when the deck is checked by the other players.

Standard Deck	Speedy Deck	Superspeed Deck
24 Cards and values	22 Cards and values	19 Cards and values
6 6 6 6 5 5 5 5 4 4 4 4 3 3 3 3 2 2 2 2 1 1 1 1	6 6 6 6 6 5 5 5 5 4 4 4 4 3 3 3 2 2 2 1 1 1	6 6 6 6 6 6 5 5 5 5 5 4 4 4 3 3 2 2 1
Card Deck Changes: Discard all 3 marked cards (2x6, 1x5)	Card Deck Changes: Discard 1x3, 1x2, 1x1. Include 1 additional 6 card.	Card Deck Changes: Discard 1x4, 2x3, 2x2, 3x1. Include all 3 additional cards.

AMAZINGLY: All card decks still have a total of 84 moving points despite different combinations to secure mathematically equal chances for all players!!

⇒ The Mathematical formula Of Variant 6

Because the game is round-based, a player with the Superspeed Deck of only 19 cards would have theoretically moved their chariot 84 spaces after 19 turns. A player with the Standard Deck of 24 cards would theoretically need 24 turns for the same 84 spaces.

Well, that's the theory. But practically, the player with the Superspeed Deck may have to miss turns more often, and take the long way around, because of the reduced number of low-value cards.

So all card variations have their advantages AND disadvantages depending on the different race tracks, levels of difficulty, and, of course, players' strategic powers!

Variant 7: Race for Cash!

... forget the laurels, brave 6 exciting laps for prize money!

This Race for Cash offers a special kick and can be played as a single race or tournament. The chariots chase the big prize money for 6 laps with winnings of up to 6,000 Sesterces per race.

⇒ Set up

In this variant the 6 coins and Point chips are replaced by Sesterces chips. Lay out the exact winnings in the Emperor's Box for easy access. It looks quite appealing, too!

⇒ Emperor's Box

No prize money in Emperor's Box!

⇒ How To Play

With each deck of cards you can only complete up to 3 of the 6 laps of the race. But when you drive through (and stop in) the Emperor's Box, reshuffle your cards and continue to play with a full deck. Players can do this as often as they wish, **but Watch Out!** Because you don't cross the finish line in this lap, you are not entitled to collect prize money for this lap, either.

Game Designer: **Wolfgang Riedesser**
Graphic Design: **Gahyun Lee**
Cover and Cards Illustration: **Samgu Kim**
Publisher: **DiceTree Games**



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www.boardpia.co.kr

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(10401) 806, 646-30 Hosu-ro, Ilsandong-gu, Goyang City, Gyeonggi-do, Republic of Korea
Tel. 031-813-9233

⇒ Collecting Prize Money

Prize money is paid out per lap. After crossing the finish line in laps 1-5 the first three chariots win cash. There's even more to win in the final lap.

• Each of the first 5 laps:

 **1st:** 400 Sesterces

 **2nd:** 200 Sesterces

 **3rd:** 100 Sesterces

• The final lap:

 **1st:** 900 Sesterces

 **4th:** 300 Sesterces

 **2nd:** 600 Sesterces

 **5th:** 200 Sesterces

 **3rd:** 400 Sesterces

 **6th:** 100 Sesterces

Chariots that fail to complete the race do not win any prize money in the final lap. All cash that's not collected during the race goes to the first chariot to cross the finish line at the end of the race. The player with the most sesterces is the winner.

