

CAESAR & CLEOPATRA

For 2 players – ages 10 and up

There is one of history's most famous stories: A bittersweet struggle between love and power. Caesar wants to expand Rome's influence over Egypt. Cleopatra fights for her country's independence. Who will win the loyalty of Rome's powerful patricians and determine the fate of Egypt?

For Klaus

WHAT'S THE GAME ABOUT?

As Caesar and Cleopatra, you take turns playing cards to increase your influence over the five groups of patricians. After each turn, there may be a vote of confidence in which a patrician will side with the leader who has the most influence over them. There are points for every patrician card that you win for your side, as well as for majorities and for completing secret missions. Whoever has the most points at the end wins the game.

GAME MATERIAL

47 Roman cards



37 influence cards
(7x the values 1 to 5 and 2x philosopher)

10 action cards

47 Egyptian cards



37 influence cards
(7x the values 1 to 5 and 2x philosopher)

10 action cards



7 coloured busts:
black, grey, white, yellow,
green, blue, pink

21 patrician cards in 5 groups (=colours)



8 mission cards



3 overview cards
(2x turn, 1x scoring)



5x Praetor
(Jurisprudence)



5x Quaestor
(State treasury)



5x Aedile
(Policing)



3x Consul
(Government)



3x Censor
(Public morality)

GAME SETUP



- 1 Sit opposite one another and place the **patrician cards** face up on the table. Make a column for each group (= colour).
- 2 Shuffle the eight **mission cards** and randomly assign two to each of you. Put the remaining four mission cards back in the box. Keep the missions secret from each other until the end of the game.
- 3 Put the seven coloured **busts** in the **bag** and place it next to the patrician cards.
- 4 Decide which of you would like to play Caesar and which of you would like to play Cleopatra and then take the **Roman or Egyptian influence cards** and **action cards** (recognisable by the / -symbol on the back).

Arrange a set of five **influence cards 1 to 5** and place **one card face down below each patrician group** of your choice in your half of the game.

- 5 Arrange another five **influence cards 1 to 5** and take them into your hand. Take one **veto card** from your action cards and also place it into your hand. You now each have an identical starting hand consisting of six cards.

Note: If you already know the game, choose **any** action card from your pile and put it into your starting hand.

- 6 Shuffle the remaining influence and action cards into **two separate piles** and place them face down in front of you.
- 7 Leave room for your **discard piles** at the edge of the playing area.
- 8 Place one **game overview card** in front of each of you and place the **scoring overview card** clearly visible on the edge of the playing area.

HOW TO PLAY

Cleopatra starts the first game. Thereafter, you take it in turns to play. In subsequent games, whoever lost the last game is the starting player. A turn consists of the following four steps A - D:

A) PLAY INFLUENCE CARDS

Play **one influence card face down** and **one influence card face up** from your hand.

Place them below one or two different patrician groups in your half of the game.

Exception: You can also decide to play one instead of two cards face down or face up. This is rarely to your tactical advantage.

Place the cards slightly offset on top of each other so that you can both always see how many cards, and of which values, are already in a patrician group.

Note: You may look at your own face down influence cards at any time.

Important: You may place a **maximum of five influence cards** below any single patrician group on your own side. If you have already placed five influence cards, you are not allowed to place another influence card below this group.



Cleopatra plays one influence card face up and one influence card face down.

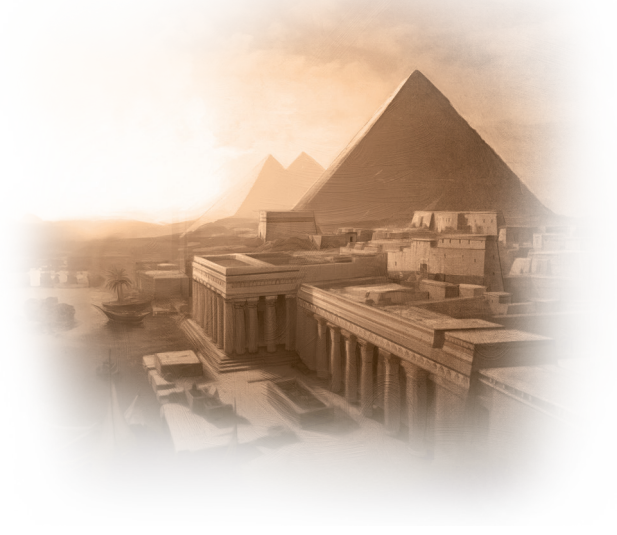


B) PLAY ONE ACTION CARD

Optional

Additionally, you may play exactly **one action card**. You can do this **before or after** playing the two influence cards (not in between).

If you want to play an action card, say out loud which one and how you want to use it. So, for example, Caesar does not just say “I will play an assassination card”, but “I will play an assassination card against this influence card”. This is important so that Cleopatra can decide whether she wants to use a veto card.



C) DRAW FROM THE BAG

Draw ONE bust from the bag.

• *Is it a **white, yellow, green, blue or pink** bust?*



Place the bust next to the patrician group with the corresponding colour. A **vote of confidence** immediately arises within this patrician group (see below).

• *Is it the **grey** bust?*



There is **no** vote of confidence. The bust is placed next to the bag.

• *Is it the **black** bust?*



There is **no** vote of confidence. Immediately collect **all** the busts and put them back in the bag along with the black bust.

Note: If later in the game a patrician group no longer has any cards left on the table, remove the bust of that colour from the game.

Important: Whoever started the game does **NOT** draw a bust from the bag on their very first turn.

A vote of confidence

- Reveal all influence cards on the patrician group whose bust was drawn. Add up the values of your influence cards. Whoever has the higher total value wins the top patrician card in this group and places it face up in front of them.
- Whoever has **won** must now remove their influence card with the **highest** value from this group and place it on the discard pile.

If you have **lost**, you must remove your influence card with the lowest value from this group and place it on the discard pile.

If a player has several cards with the highest or lowest value, only one of them is removed.

If there are any remaining influence cards in this group, they remain face up where they are.

- If there is a **tie**, no one wins the top patrician card. All influence cards remain face up until there is another vote of confidence.
- The drawn bust is placed with the corresponding patrician group. It only goes back into the bag once the black bust is drawn.

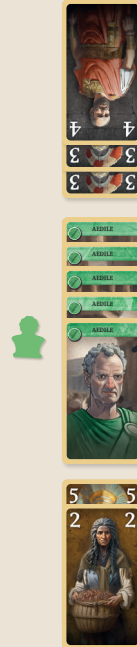
Example: Cleopatra drew the green bust from the bag. You both reveal your influence cards in the green group 'Aediles' and add up the values of your influence cards.

Caesar has cards worth two threes and a four, so a total value of ten.

Cleopatra has cards worth a five and a two, so a total value of seven.

Caesar wins and takes the top Aedile card. Caesar must place his number four card on his discard pile.

Cleopatra must place her number two card on her discard pile.



D) DRAW TO SIX HAND CARDS

Your turn ends with you drawing influence and action cards until you have six hand cards again. You draw the cards one at a time and can decide whether you draw from the influence card pile or from the action card pile.

Note: If you played a veto card on your opponent's turn, you immediately draw a new action or influence card so that you have six cards in your hand again at the start of your turn.

OTHER IMPORTANT RULES

Special vote of confidence

If a patrician group has **eight or more influence cards** at the end of a turn, a special vote of confidence immediately arises. It works in the same way as a 'normal' vote of confidence.

Important: Even after a special vote of confidence, a bust is pulled out of the bag. This can lead to another vote of confidence.

Is a patrician group empty?

- As soon as the first patrician group is emptied (i.e. all patricians in this group have been won from the table), you have a decision to make: You can only keep one of the two **mission cards** which you received at the beginning of the game. You now have to discard the other one face down.



- **Whenever** a patrician group is emptied: Remove any influence cards remaining there and place them on your discard piles. Immediately remove the bust of that colour from the game and return it to the box.

Philosophers



Philosophers reinterpret the outcome.

This special card is played to a patrician group like any normal influence card – face up or face down. If there is a vote of confidence and the group in question contains a philosopher card, the winner is not whoever has the higher total value of the influence cards, but whoever has the **lower** total value.

Important: Whoever has the higher total value (and thus loses the confidence vote) must still discard the influence card with the highest value in this group. Whoever has the lower total value (and therefore wins) discards the influence card with the lowest value. The philosopher is also placed on the discard pile. The philosopher only remains face up if there is a tie.

Special cases – Philosophers

- If there is one philosopher on each side of the same group, they cancel each other out. In this case, whoever has the higher total value wins.
- If there are two philosophers on one side and no philosophers on the other side, they do not cancel each other out. The two philosophers count as one in this case.
- If there are two philosophers on one side and only one on the other side, the philosopher's rule applies again: Whoever has the lower total value wins.
- If the only card on one side is one philosopher and there are normal influence cards on the other side, then the side on which the philosopher is placed counts as a total value of 0. So, whoever has the philosopher on their side wins.

THE END OF THE GAME

The game ends if all patrician cards have been won, i.e. there are no more patrician cards left in the centre of the table.

The game also ends if both players have **no more influence cards** left, meaning your draw piles are empty and you no longer have any influence cards in your hand. It doesn't matter whether you still have action cards.

Now you total your scores.

Important: If a player is no longer allowed to place influence cards because all remaining patrician groups already contain five cards on their side, the game also ends. In this case, no vote of confidence will be taken.

Patrician cards which are still in the centre of the table at the end of the game (i.e. not drawn by either player) remain there.

END SCORING

You receive:

- **1 point per patrician card** you have won.
- **1 point** if you have the **majority** in a **patrician group**.
- **1 point** if you have **all cards** in a **patrician group**.
- **2 points** if you complete your **mission card**.

Whoever has the most points wins.

If there is a tie, whoever has more patrician cards wins.

Note: If patricians remain because neither of you won them, you still count them when determining majorities.

Example: At the end of the game there are 3 Quaestors left. Cleopatra won the other 2 Quaestors. She receives 2 points for the 2 Quaestors. Since she has neither the majority (3 out of 5) nor all the Quaestors (5 out of 5), she receives no extra points for them.

Example:

Caesar



$$4 \text{ points} + 5 \text{ points} + 5 \text{ points} + 0 \text{ points} + 1 \text{ point} + 2 \text{ points} = 17 \text{ points}$$

Cleopatra



$$2 \text{ points} + 1 \text{ point} + 0 \text{ points} + 7 \text{ points} + 3 \text{ points} + 0 \text{ points} = 13 \text{ points}$$

IMPRINT

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Note: The number of patricians in each position in this game does not correspond to the historical reality in the Roman Republic. For example, there were only two consuls and censors each. We changed the number purely to improve gameplay.



Wolfgang Lüdtkke, born in the wild 60s, lives with his wife and their dog in Duisburg (Germany). He found that in collecting and evaluating games he started to develop his own game designs. He then turned his hobby into a career and became a board game editor. He prefers to play games where there is hardly any waiting time – like his timeless two-player classic that you are currently holding.

Caesar & Cleopatra was first published in 1997 and has since sold over 350,000 copies worldwide. The game was included in the 1998 “Spiel des Jahres” shortlist and took first place in the “À la carte” card game award in the same year.

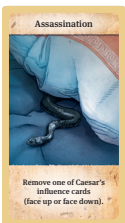
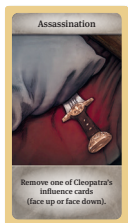
The designer and publisher would like to thank everyone involved in play testing and rule checking as well as in the implementation of this new edition.

Designer’s acknowledgments:

I would like to thank Kosmos and it’s international partner publishers for encouraging me to publish the game again after many years. A special thank you goes to Rüdiger Dorn, who encouraged me to rethink the game, and to Peter Neugebauer for valuable suggestions and countless test games. And finally, I would like to thank my wife Kirsten for always supporting me in my endeavours.

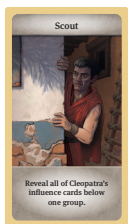
THE ACTION CARDS

Assassination (3x)



Remove one of your opponent's face-up or face-down influence cards and place it on the discard pile.

Scout (3x)



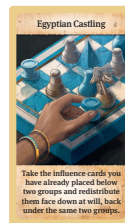
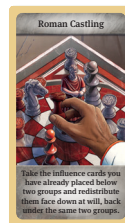
Reveal all of the opponent's face-down influence cards below a patrician group. The cards then remain face up.

Wrath of the Gods (1x)



Remove all influence cards, your opponent's and your own, from any patrician group and place them on the discard pile. You are also allowed to select a group for which you do not have any influence cards.

Roman/Egyptian Castling (1x)



Select 2 patrician groups and pick up all of your own influence cards that you placed below them. You can also choose groups where you haven't placed any influence cards. Now redistribute these cards

face down below these two patrician groups. It is also permitted to not assign any cards to one of the groups. *Don't forget: A patrician group can never have more than 5 influence cards per side.*

Caesar's/Cleopatra's Veto (2x)



If your opponent uses an action card, you may play this card immediately, i.e. on your opponent's turn. This prevents their action. Both action cards are then placed on the discard pile. You then draw a card from

the action or influence deck into your hand, so that you have 6 cards in your hand again.

Note: The veto card is the only card that is played during the opponent's turn!

You may not play a veto card against a veto card.

If you prevent the use of an action card with a veto card, your opponent is not allowed to play another action card this turn.