

PAX



A game of intrigue during the ascendancy of ancient Rome
for 1 – 4 players, ages 10 and up, time to play: 30 minutes
- with 2 copies of the game “PAX” up to 8 players -

Background and goal of the game

Enter Rome at the time of the slave uprisings under Spartacus!

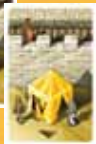
The escaped rebels have managed to gain influence and power. Rome is attempting to undermine the stronger armies of the slaves in order to restore PAX, or peace - but only for personal gain.

Will the Empire collapse under the strain, or will their promises to insurgents succeed in drawing them to their side?

The players play the part of the escaped slaves who try to increase their sphere of influence and undermine the Roman establishment. Using their cards, they expand their power in seven different categories. At the end of the game, each player tries to be stronger than Rome - and, of course, stronger than any opponent. Or, through intrigue, a player can join forces with Rome and thus share its victory over the slave revolt.

Components

- » 40 Aurei Cards (the Aureus was the currency of Rome) with values 1 and 2
- » 74 Influence Cards: 10 cards each of Wealth - *in floribus*, Fleet - *navis longa*, Armies - *legionarius*, Religion - *religio*, Senators and 12 cards each of Land - *praedium* and Intrigue - *conspiratio*
- » 5 Legion Cards (1st-5th Legion)
- » Starting Player Card - *Primus*
- » *Primus Conspiratus* Card
- » 4 Overview Cards
- » Game Rules



Preparation

Sort the Aurei Cards according to value and place together as the bank.
Shuffle the 74 Influence Cards and place in a face-down deck. With 2 players, draw 20 cards from the deck and place back in the box without looking at them. With 3 players, take 10 cards out of the deck. With 4 players, all cards are used. Use as many Legion Cards as the number of players **plus 1** in the game. Place them in a row in the middle of the table. Place any extra Legion Cards back in the box.

Draw 3 Influence Cards and place face-down **above** the Legion Cards. These - along with cards added here later - represent the strength of Rome.

Each player receives 5 Aurei from the bank and takes an Overview Card.

The player, who is most prepared to revolt, takes the Starting Player Card - *Primus* and places it in front of him. He then draws 2 Influence Cards from the deck and takes them into his hand. In a clockwise direction, the other players take turns drawing 1 card more than the previous player to add to their respective hands: the second player draws 3, the third player draws 4, and the fourth player draws 5 cards.

Each player looks at the cards in his hand, chooses **one** to keep, and slips the others under the deck. All cards (Influence and Money) are held in players' hands so that their opponents cannot see them.

Draw enough Influence Cards in order to place one below each Legion Card, face-up. The Starting Player begins the game.

Card description

Symbol(s) Special Function

Graphics

Value
Name



Gameplay

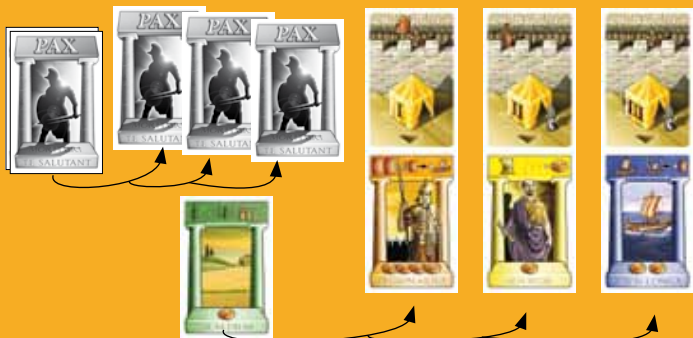
Players take turns in a clockwise order. When it is your turn, you take the following 3 actions:

» you **must** draw cards

» you **may** buy cards

» you **may** play cards in front of you and collect income

or you may pass on all of these actions and instead secretly look at Rome's 3 face-down Influence Cards, afterwards returning them to their place face-down. You also receive 2 Aurei, but take no further actions this turn.



Draw cards

Draw 3 Influence Cards from the deck **one at a time** and immediately decide for each card where you will place it after you have looked at it:

- » One card must be taken into your hand
- » One card must be placed below a Legion Card of your choice
- » One card must be slipped back under the deck.

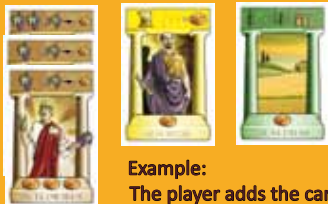
These can be done in any order.

Buy cards

Buy all Influence Cards under one of the Legion Cards. You must pay the value of the cards (the sum of the Aurei printed on the cards) to the bank. Then take the cards into your hand.

Example:

The player buys the 2 cards (Land and Intrigue). He has to pay 4 Aurei to the bank



Example:

The player adds the cards Wealth and Land to his display.

For that he has to pay 1 Aureus (first card is for free, second card 1 Aureus).

He collects an income of 3 Aurei (strongest category, where he added cards is Wealth)

Play cards + collect income

You must pay money to the bank to add cards from your hand to your display.

The first card does not cost anything, the second card costs 1 Aureus, the third card costs 2 Aurei, the fourth card costs 3 Aurei, and so on.

Organize the cards in your display according to their categories so that the number of symbols in the upper left corner of each card can be seen.

Then you collect income for the “strongest” category to which you just added one or more cards (the category with the most cards). You receive as many Aurei from the bank as the number of total cards **in that one category** (Exception: see » Senator and » Intrigue). That means if you play one card in a new category, you receive one Aureus. *Note: If, however, you did not add any cards to your display this turn, you still receive a base income of 2 Aurei.*

The Influence cards

Once cards have been added to your display, they have the following functions:

Land - *praedium*

The Land Cards allow as many Fleets **and** as many Armies in your display as the total number of Land symbols on the cards.



Intrigue - *conspiratio*

The Intrigue cards allow as many Fleets **and** as many Armies in your display as the total number of Intrigue symbols on the cards.

However, you receive **no income** if you have played at least one Intrigue Card this turn. The player with the most Intrigue symbols in his display adds the *Primus Conspiratus* Card to his Intrigue Cards. The card remains there until another player has played more Intrigue symbols, in which case the *Primus Conspiratus* Card changes the player immediately.

Land and Intrigues are not added together. The category in which you have more symbols determines how many Armies and Fleets are allowed. Example: 3 Land and 4 Intrigue symbols allows a maximum of 4 Armies and 4 Fleets



Religion - *religio*

If you have at least 3 Religion symbols in your display, during the “Draw Cards” phase, you draw your first two cards together instead of separately. You look at them, place one card either below a Legion Card or under the deck, and afterwards, draw your third card. Only then do you decide which card to keep in your hand. If you have at least 6 Religion symbols, you may draw all 3 cards at the same time before deciding where to place each one.

Senator

If you played at least one Senator Card this turn, your income is increased by one Aureus, no matter how many Senator Cards you have in your display. However, if a Senator Card is played together with one or more Intrigue Cards this turn, no income is collected (see Intrigue).



Wealth - *in floribus*

If you have at least 3 Wealth symbols in your display, each group of cards you buy costs 1 Aureus less. If you have at least 6 Wealth symbols, each group costs 2 Aurei less, and so on.



Fleet - *navis longa*

If you have at least 3 Fleet symbols in your display, you receive one bonus Army in the final scoring (see » Winner). If you have at least 6 Fleet symbols, you receive 2 bonus Armies, and so on. These bonus Armies are not restricted by the number of Land or Intrigue symbols you have!

Army (*legionarius*)

If you have at least 3 Army symbols in your display, you receive one bonus Fleet in the final scoring (see Winner). If you have at least 6 Army symbols, you receive 2 bonus Fleets, and so on. These bonus Fleets are not restricted by the number of Land or Intrigue symbols you have!



End of a Round

The round ends after each player has taken one turn. Then take the most valuable group of Influence Cards (largest sum of Aurei) that lie below a Legion Card, and add them to the other cards above the Legion Cards. Sort these according to category so that the symbols of each card are clearly visible. These cards - together with the 3 face-down ones - represent the strength of Rome. If there is a tie for the most valuable Influence Cards,

take the cards from the Legion Card with the lowest number printed on it (I, II, III...).
Note: Rome is not restricted by the need for Land or Intrigue Cards for its Armies and Fleets.

Example:
Here the card below Legion I (Army worth 4 Aurei) will be added to the strength of Rome (above the Legion cards)

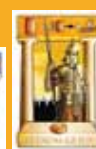


New Round

The player who has the *Primus Conspiratus* Card takes the Starting Player Card *primus* and is the starting player for the next round. If no player has yet played an Intrigue Card or if the *Primus Conspiratus* Card remained with the same player during the previous round, the starting player remains the same.



Rome



Livinia



Decimus

Example of scoring:

Rome is only stronger, or as strong as the players in 3 categories: Rome has 2 Senators, 5 Fleet (one bonus Fleet from Armies), and 4 Armies (one bonus Army from Fleet).

Livinia has more Religion, Wealth and Land and Decimus has more Intrigue, which means that the players win and each totals his points:

Livinia has 24 points: 5 categories (10 points), 3 Fleet (3 points), 2 Armies (Including a bonus Army: 2 points) and 3 categories stronger than Rome (Religion, Wealth and Land: 9 points).

Decimus has 22 points: 5 categories (10 points), 1 Fleet (bonus Fleet: 1 point), 3 Armies (3 points), is stronger than Rome in Intrigue (3 points) and has the *Primus Conspratus* card (1 point). We assume that he has the most money left (4 points).

If Rome had won, Decimus would have won due to having the most Intrigues

For each Legion Card that no longer has Influence Cards below it, draw one card from the deck and place it face-up below that Legion Card. The starting player begins the next round.

End of Game

When there are not enough Influence Cards from the deck to place below Legion Cards at the beginning of the round, the game ends immediately. If the Influence Card deck is exhausted during a round, players who are unable to draw **one card** instead take 2 Aurei from the bank and take their further actions (buy cards, play cards and collect income). The game ends as soon as all players have taken their turns.

Winner

Reveal the 3 Influence Cards that were placed face-down at the beginning of the game and add them to the remaining cards for Rome according to category. Then determine who has won: the players or Rome.

Rome wins when it has at least as many symbols on its cards in at least 4 categories as each player individually. In this case, the player with the *Primus Conspiratus* Card wins the game.

The players win when, in each of at least 4 categories, at least one player has more symbols in his display than Rome. In this case, the player with the most points wins:

- » 2 points for each category of cards you played
- » 3 points for each category, in which you are stronger (more symbols) than Rome
- » 1 point for each Army symbol, and 1 point for each Fleet symbol, including possible bonus armies and fleets.
- » 1 point if you have the *Primus Conspiratus* Card
- » 4 points if you have the largest sum of money remaining. Each influence card remaining in your hand is also worth one Aureus. In case of a tie, each tied player receives 4 points.

Note: the number of cards in a player's display is only important when earning income during the game. When scoring or for the special function of a card, the important thing is the symbol(s) in the upper left corner of each card.

The rules for 5-8 players using two copies of the game "PAX" can be downloaded at www.irongames.de/pax_e.php.

Solitaire Game

In the solitaire game, you try to win alone against Rome.

You start with 5 Aurei and 2 Influence Cards. You choose one card for your hand and slip the other under the deck. Lay out 3 Legion Cards in a row.

Draw 30 Influence Cards and place them to the side without looking at them.

Draw 3 more Influence Cards and place them face-down above the Legion Cards without looking at them (the strength of Rome).

In every game, you must have all 7 categories in your display at the end of the game.

In the first game, you must also be stronger than Rome in at least 3 categories.

In the second game you must also be stronger than Rome in at least 4 categories.

In the third game you must also be stronger than Rome in at least 5 categories. At the beginning, you draw 3 Influence Cards (instead of 2), play one of them onto your display, slip one card under the deck, and keep one card in your hand.

In the fourth game you must also be stronger than Rome in at least 6 categories. At the beginning, you draw 4 Influence Cards, play two of them onto your display, slip one card under the deck, and keep one card in your hand.

In the fifth and final game you must also be stronger than Rome in all 7 categories. At the beginning, you draw 5 Influence Cards, play 3 of them onto your display, slip one card under the deck, and keep one card in your hand.

Note: when playing cards to your display at the beginning of the game, you don't have to follow the limit on Fleets and Armies.

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