

Solo Play

The game plays using the normal rules, with the following exceptions. Note that some exceptions require you choosing a **difficulty level** - You can mix and match those difficulty levels as you want in order to get the difficulty level combination that is more adjusted to your skill.

You can also judge how well you've done in a particular difficulty level combination by counting the number of revealed Event cards - the less revealed cards, the better! (see *Event cards in Game Setup, below*).

Goal of the Game

You do not take a CURIA nor LIMITES goal card. Instead, you win at the end of your turn if:

- all wars are won, and
- there are no senators left in the Curia, and
- you have at least 1 coin.

You lose the game if:

- one the wars is lost, or
- a management track reaches the last space for games of **4 or less players**, or
- you have no coins left at the end of your turn.

Game Setup

1. Place the 9 senator meeples in the curia, each on a spot of their section
2. Shuffle the 6 LIMITES and the 6 CURIA goal cards together to form a single deck and place it face down - this is the **Event deck**
3. Draw the top 3 cards of the Forum deck and place them face up next to the deck
4. Decide the Treasury Capacity, depending on the **difficulty level** you want:
 - a. **Easy** Game: 8 coins
 - b. **Normal** Game: 6 Coins
 - c. **Hard** game: 4 Coins

Turn Sequence

New Phase - Event Phase

On each turn, except on the 1st, before doing the Fate Phase you have to do the Event Phase. In this phase, reveal the top card of the Event deck and apply its effects as it follows:

- LIMITES card: Depending on the **difficulty level** you want:
 - **Easy** Game: Choose one of the depicted wars and move down its corresponding marker 1 space. You can't choose a war that is already won
 - **Normal** Game: Lower both depicted wars 1 space

- **Hard** game: Choose one of the depicted wars and move down its corresponding marker 2 spaces. You can't choose a war that is already won
- CURIA card: Depending on the **section(s) depicted & difficulty level** you want:
 - If the card depicts a **single section**:
 - **Easy** Game: If that section is empty, add 1 senator to that section
 - **Normal** Game: Add 1 senator to that section. If none are available, do nothing
 - **Hard** game: Add 1 senator to that section. If none are available, add 1 senator to another section of your choice
 - If the card depicts a **two sections**:
 - **Easy** Game: Remove senators from the depicted section with more senators until there are as many as on the other depicted section. If both have the same number of senators, do nothing
 - **Normal** Game: Add senators to the depicted section with less senators until there are as many as on the other depicted section. If both have the same number of senators, do nothing
 - **Hard** game: Add senators to the depicted section with less senators until there are as many as on the other depicted section. If both have the same number of senators, add 1 senator to each depicted section (*where possible*)

Then, discard the Event card. The Event discard pile is face up. When you run out of cards in the Event deck, shuffle the Event discard pile to form a new deck.

Influence Phase - Employ Action

There's a slight change. When playing a solo game, and taking the Employ action, you can:

- draw the top card of the Forum deck (as usual), or
- select a card from among the 3 revealed Forum cards

Whenever you select a card from among the 3 revealed Forum cards, reveal the top card of the deck and place it with the other 2 revealed cards.

Forum Cards - Changes

Some Forum cards have a different effect when playing a solo game. Here's a list of the cards that change:

- **Vastator**: This card effect is the same as the Haruspex's
- **Vidua Nigra**: Use this card after you reveal an Event card. The effect of that card is cancelled and the card discarded
- **Tempter**: Look at the top 3 cards of the Event deck, and put them back in any order
- **Consul**: Place this card face-up in front of you. The first time that you take the Bribe action each turn, you may remove 1 senator in addition to the normal effect
- **Publicanus**: Place this card face-up on the Treasury. Increase the Treasury Capacity by 2 for the rest of the game (*do not add 2 coins to the Treasury, though!*)
- **Cleptes**: Use this card at the start of your Support or Influence phase. You may take three actions in this phase (*you can't take the same action thrice*)
- **Centurio**: Same effect, except that you don't need to reveal your LIMITES card