

# TRIUMVIRATE

*On the banks of the Rubicon a legionnaire's footstep brings Civil War and sets upon a course of events from which an emperor will emerge. How will you master the tribulations that are to come on the field, in the senate and through the streets of Rome?*

## CONTENTS:

27 Cards in 3 Colors (9 each red, yellow and black)  
9 Consul Markers (3 each red, yellow and black discs)  
Scoring Tableau  
3 Game Scoring Markers (purple discs)  
Dealer Marker (green disc)

## THE CARDS:

There are three suits of cards, each corresponding to one of the three Triumvirate members: Red for Caesar, Yellow for Pompey and Black for Crassus. Each suit contains 9 cards: one each of 0 through 8. Each suit has 3 types of cards: Legions (7,5,3), Senators (8,6,4,2,1) and the Mob (0). Legions and Senators are both for trick play; but only Legions are point cards for end game scoring. The Mob has a special function during trick play.



Senator Card



Legion Card



Mob Card

## OBJECTIVE:

Players represent the leaders of Roman noble houses, who through the course of the game will be maneuvering the political struggles that determine which of the triumvirs will be crowned as Emperor.

The player that has the highest total value of pledged Legion cards which match the elected Emperor (*the suit that won the game*) is the winner of that game. Before beginning play, the players should agree to the number of games (*recommended to play to the best 2 out of 3*). A game typically takes 10 minutes to play.



## SET UP:

Place the Scoring Tableau in the center of the table as shown above. Place the Consuls, and Game Scoring Markers adjacent to the Scoring Tableau. Shuffle the cards and give them to the dealer, who also receives the Dealer Marker.

## THE DEAL:

At the start of the game each player will be dealt eleven cards, the remaining 5 cards will be set aside. Deal alternates on each hand.

## GAME PLAY:

The non-dealer leads each hand and must play any one card as a lead. Players alternate, each playing one card with each trick consisting of two cards. Played cards remain face up and on the center of the table for the entire hand.

A player must follow suit where possible. If a player cannot follow suit then they may play any other card.

The highest card wins the trick (*except in the case of a trumped trick*), even if it is a different color from what is lead. In case of a tie the first card played wins the trick.

The Mob represents a civil disturbance; a trump card. It is the lowest rank card of its suit, but will beat any card of another suit. Leading the Mob card guarantees a win for the suit, because either the Mob loses to a ranked card of the same suit or trumps any card of another suit.

Place the winning card on top of the trick to serve as a reminder of the number of tricks won by that suit during the current hand.

The winner of each trick leads the following trick.

The hand is played until one suit has won three tricks. Winning a hand represents a Triumvirate member being elected as Consul. The winning triumvirs' Consul Marker is placed on the Scoring Tableau to indicate the victory.

A hand will comprise of 3-7 tricks.