



FAQ

Setting up the game – First Player

Who is the first player?

If you refer to the Rulebook, the player whose arena is immediately to the left [clockwise] of the Emperor is the first player. However, you may play with the following variants from the authors:

- The player whose arena is on the “3/4/5” mark of the board is the first player. The arena is next to the 40 space of the scoring track.
- The player immediately to the left of the player whose arena is clockwise nearest of the Emperor is the first player.

Phase 1 – Investing

By playing 2 Emperor Medals, a player can make a second investment during the investment phase. Is it possible to play 4 Emperor Medals in order to make a third investment?

Yes, you can play as many Emperor Medals as you want.

Phase 1 – Investing – Emperor’s Loge, Season Tickets

Is it possible to buy an Emperor’s Loge and/or Season Tickets in a small arena with only two parts (starting arena)?

In each arena, you can buy only one Emperor’s Loge but as many Season Tickets as you want. The size of the arena (its level) has no importance.

Phase 1 – Investing – Expanding your arena

Is it possible to expand an arena on a resting area?

Yes, this is allowed.

Phase 1 – Investing – Expanding your arena

Is it possible to expand an arena which has already been improved (Emperor’s Loge, Season Tickets, Podiums)?

Yes, this is allowed. You just have to move the different items onto the expanded arena.

Phase 1 – Investing – Buying a new Event Program

Is it possible to buy several Event Programs per turn?

No, you can only buy one Event Program per turn, unless you play two Emperor Medals or one “Additional Action” token.

Phase 1 – Investing – Buying a new Event Program

There are two stacks of new programs.

If a player wants to buy a new program, must he buy the first one, at the top of the stack, or may he choose any program in the stack? May he look for a program in the two stacks, or does he have to wait until all the small programs are sold out?

You may choose your program in either of the two stacks.

Phase 1 – Investing – Buying a new Event Program

When a player decides to buy a program, he must choose a program with a higher number than the previously produced one. Does this refer only to his last performance or to all the previously produced performances?

The rules say that the new program must have a higher number than the previous one you have produced.

As this rule has very little influence on the game, you should **ignore** it. A player who decides to buy a new program may choose any one of them, regardless of its number.

Phase 2 – Acquiring Event Assets Tokens

Rules say that a player may only buy 3 Event Asset Tokens (a batch on the market) per turn. Does it mean that a player can only buy 15 Event Asset Tokens in the whole game?

Yes, that is correct. When a player wins an auction, he can no longer participate in subsequent bidding rounds this turn.

However, there is a variant with more competition, which makes it possible to buy many more Event Asset Tokens. This variant changes the auctions as follows:

Every turn, each player may initiate a bid. This player is called the “active player”. If the active player does not win the bidding round that he has initiated, he may initiate another auction until he wins a batch of three Event Asset Tokens or until he decides to pass. If a player wins the bidding round initiated by the active player, this player can no longer participate in the other bidding rounds of the active player. However, he will be allowed to participate in the bidding rounds of subsequent active players. Here is an example with 3 players (A, B and C.)

A is the active player and initiates the first auction. B wins the auction.

A initiates a second auction. As B won the previous one, he is not allowed to participate. C wins the auction.

A initiates then a third auction (neither B nor C are allowed to participate). As A is alone, he pays 8 coins and takes his 3 Event Asset Tokens.

A has now finished his turn.

The three empty markets are now refilled and B becomes the active player. He initiates a new auction, in which every player can participate.

A wins the first auction of B. Then, B decides to pass.

The empty market is now refilled and C becomes the active player. He may initiate his first auction.

The following table shows the differences between the original and the variant:

	Original (max. 15 Tokens per game)	Variant (more competition)
Game length	faster	longer
Rich player – poor player	Players can only buy 15 Event Asset Tokens in the game, whether they are rich or not.	It is easier for richer players to buy more Event Asset Tokens.
Competition, interaction	Little	More
How to gather all the elements for the last performance	It is more difficult to gather all the elements for the last performance.	It is easier to gather all the elements for the last performance
Public	Better for the family	Better for experienced players
Asset donation	The first player is often hampered by the loss of one of his Event Asset Tokens.	The first player can often make up for the loss of one of his Event Asset Tokens.
Number of Tokens that the players can obtain	Players cannot buy a lot of Tokens and most of them stay in the bag.	Players obtain many more Tokens and have more possibilities.
Star Performer Awards	The Star Performer Awards rarely move from one player to another.	The Star Performer Awards often move from one player to another.
3 player game	Not that interesting	Even with only three players, there is a fierce competition!
Buy for 8 coins	Frequent	Rather rare
Event Programs	Players do not have a wide range of choice among the programs they want to produce.	Players have a wide range of choice among the programs they want to produce.
Money	There is too much money, which becomes superfluous.	Money is more important than in the original version.

Phase 2 – Acquiring Event Asset Tokens

If a player does not have enough money for a bidding round, is he allowed to participate if he has enough Emperor medals worth 6 coins each? When does he have to play these medals? As soon as the higher bid exceeds his total amount of coins, or only if he wins the bidding round?

A player is allowed to participate in a bidding round as long as the total amount of his coins and of his medals allows him to make higher bids. The medals are discarded along with the money only if he wins the bidding round.

Phase 3 – Trading Event Asset Tokens

During his trading turn, if a player obtains an Event Asset Token from another player, is he allowed to give it back to this player or to another one?

No, this is not allowed. He may not use this Event Asset Token again during his trading turn. However, he will be allowed to trade with this Token during the trading turns of the other players.

As a consequence, the following action is **not** allowed:

A has 4 Gladiators.

B has also 4 Gladiators, plus the Gladiator Star Performer Award.

C has one Gladiator.

A obtains the Gladiator from C. As a result, he also obtains the Gladiator Star Performer Award from B. Then, A gives back C his Gladiator ... but keeps the Star Performer Award!

Phase 4 – Producing an Event – Moving Senators, Consuls and the Emperor

How many Nobles can move? Only one, or all of them ?

A player that rolls one die may move **one** Noble of his choice.

If a player has an Emperor's Loge in his arena, he may roll two dice and move **one** Noble of his choice using the sum of both dice, or **two** Nobles of his choice, one for each die rolled.

Phase 4 – Producing an Event – Moving Senators, Consuls and the Emperor

Is it possible to move one Noble several times in the same step?

Yes. A player may move a Noble with the dice, and then with one or several Emperor Medals.

Phase 4 – Producing an Event – Moving Senators, Consuls and the Emperor

Is it possible to move several Nobles in the same step?

Yes. A player can move a Noble with the dice, and then other Nobles with one or several Emperor Medals. For each Noble activated this way, at least one Emperor Medal must be played. A player who rolls two dice may move one Noble of his choice using the sum of both dice or two Nobles of his choice, one for each die rolled.

Phase 4 – Producing an Event – Producing your Event

Does a player earn money if his scoring marker does not move forward, which happens when his performance does not bring as many spectators as it did during the previous turn?

Yes. Each player earns as many coins as spectators in his arena for this turn, regardless if there are more or less spectators than during the previous turn.

Phase 4 – Producing an Event – Producing your Event

When a player produces an event, is he allowed to not use all the Event Asset Tokens in his possession in order to avoid the first position on the scoring track, or to obtain the last position?

No. A performance has to be produced with as many Event Asset Tokens as possible.

Phase 5 – Closing ceremonies – Event Clean-Up

At the end of every turn, each player must discard one of the Event Asset Tokens used in their latest event. Where does the Token go? Do we have to put it back in the bag or remove it from the game? If removed from the game, do we have to place the Tokens face up, so that the players can see them (and have an idea of the number of Tokens of the same type are still in the bag) or do we have to lay these Tokens face down?

The discarded tokens have to be removed from the game. However, they have to be placed next to the board, face up, so that each player may have an idea of the number of tokens of the same type still in the bag.

Phase 5 – Closing ceremonies – Event Clean-Up

If a player did not produce an event this turn, does he have to discard one of his tokens?

No, in this case, he does not have to discard one of his token.
However, it is absurd not to produce an event in a turn.

Additional game information – Previous Events

A player has already produced two events (those programs have already been turned over) and produces a third one. If in his next turn, for some reason, he decides to produce one of his previous events, does he have to turn over his third program, and does it count for 5 additional spectators?

Yes, the third program has to be turned over and gives 5 more spectators. However, the program that he wants to produce this turn must also be turned over (face up) and no longer counts for 5 additional spectators.

Additional game information – Event Assets – Jokers

When the “Joker,, token is used in a performance, is it discarded? Is it possible to keep it and re-use it in other performances?

The “Joker“ token must **not** be discarded after a performance. When a player produces an event, he just has to say what the Joker represents.

Additional game information – Event Assets – Additional Actions

Is it possible to use the “Additional Action,, Token for each investment phase, or just one time?

The “Additional Action,, token can be used only one time. Then it is discarded.

Additional game information – Event Assets – Emperor Medals

Which actions can be done several times thanks to an Emperor Medal? Can these actions be different from one Medal to another?

An Emperor Medal allows a player to do only one additional action. If a player has several Emperor Medals, he can do as many additional actions as Emperor Medals. These actions can be different from one Medal to another.

Examples:

- A player discards three Emperor Medals during the investment phase. He exchanges the first one for 6 coins and uses the other two to make one additional investment.

- After the Nobles have moved, a player decides to discard two Emperor Medals and moves one Noble 6 squares forward to bring him into his arena. Doing that, he will have more spectators for his event.
- After the Nobles have moved, a player discards one Emperor Medal to move one Noble 3 squares forward to bring him in his arena. Then, he discards another Emperor Medal and moves another Noble backward to bring him into his arena, also.
- After having produced his last event during the last turn, a player decides to play 4 Medals to attract 12 more spectators.

Additional game information – Event Assets – Emperor Medals

Is a player allowed to discard an Emperor Medal that he has just obtained in order to again move a Noble that he has just moved?

Yes.

Additional game information – Event Assets – Emperor Medals

If a player uses an Emperor Medal to move a Noble onto a resting area, does he obtain an Emperor Medal?

No. A player earns an Emperor Medal only if he rolled the dice to bring the Noble in a resting area.