

OSTIA – Two Player Variant

Imagine a third player joins your game. He is named “Gaius”. All rules of the usual multi-player game apply unless mentioned as follows:

Game Preparation

Gaius gets a player board, but no storehouse. Each player including Gaius receives 70 Denarii.

Harbor Phase

Both you and your real life opponent draw 4 cards from the pile to your boat. Take one of these to your possession part of your cards. Choose another one and put it face down to the board of Gaius.

The starting player puts his remaining two boat cards on the table and fixes the price for buying the package – at least the minimum price of both cards in total. The other player decides whether he wants to buy these cards or to force the starting player to buy the cards by himself. The player who buys (must buy) the cards pays the full price fixed by the starting player to the bank and takes the cards into his possession. The other player receives from the bank half of the price (round down if necessary).

Now the other player puts his 2 boat cards on the table and fixes the price. The starting player decides whether he will buy the cards or wants the other one to keep the cards.

After that the full procedure starts again: draw 4 cards, put one to your possession and one to Gaius' board. Now the other player puts his boat cards on the table first, fixes the price and waits for the starting player who decides who will get the cards.

Office Phase

NO additional cards are revealed!

When both real life players have put their cards on their boards, face up Gaius' cards. Gaius is allowed to open up 4 different resource types! Gaius pays for his cards the full amount as shown on the cards as the minimum price. If Gaius has not enough money, all players including Gaius get 30 extra Denarii at once.

Notice: all of Gaius' cards are considered for both, the Forum and the Senate.

Forum

Gaius gets his income as the real life players do. All of Gaius' cards count for the price fixing. Gaius does not discard his cards.

Senate

Look at Gaius' cards and evaluate the value of his 4 cards in the Senate. Each player including Gaius receives the victory points as usual.

Now Gaius' cards are discarded - unless it is the fifth and final round. Gaius does not store any cards for the following round.

End of Game Scoring

Gaius receives Bonus-Points for his 4 resource cards of the Senate phase as they were stored from a real life player. In return Gaius must pay 10 Denarii for each Storehouse needed (when having 3 different types of cards, Gaius gets 3 VP and pays 30 Denarii). If Gaius cannot afford the necessary Storehouses, he only gets VP for the resource cards he can buy a storehouse for.

When granting VP for money, consider Gaius!

The winner is the one with the most victory points – this may also be Gaius.