

Asterix and the Romans



Ravensburger game Nr. 01 202 2
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Graphism : Studio Jean Pierre Legrain

Dice game for 2 to 6 players / Ages 8 to adult.

Content : 1 board, 6 characters (Asterix, Obelix, Agecanonix,
Cetautornatix, Ordralfabetix, Abraracourcix), 6 plastic clips,
48 cards (32 roman cards, 16 penalty cards),
1 white die (numbered from 1 to 4),
1 black die (numbered from 3 to 6), 1 rule set.

Once upon a time...

There is a celebration in the well-known Gallic village. All the inhabitants have made a bet: determine which warrior amongst them is the most valorous. To do this, they all decide to pay a little visit to the neighboring Roman fortified camp: Laudanum. The one who will beat-up the most Romans will be the pride of the Armorican village and will be declared the bravest warrior of all time. The trophies (that is, Roman helmets) they will bring back to the village will be considered as proof of their feat. Panoramix, the druid, will serve as a referee to the competition and will be in charge of counting helmets. In the heat of the battle, some Gauls may bring back other parts of the roman's uniform: sandals or shields for instance. You better get rid of these objects as soon as possible because only the helmets will earn points while the other items will take off points.

Goal

The one who will defeat the most Romans and bring back the most helmets to Panoramix will be declared the winner of the game and the village most valorous warrior.

Setup

Before playing for the first time, you will have to carefully detach the characters from their board and fix them on clips. Each player chooses 1 character and places it on the starting space: the roman camp at the upper left of the board. Next, shuffle all the cards. With 3 or 4 players, remove 10 cards from the deck. With 5 players, you remove 5 cards. You play with all the cards when there are 6 players. Each player receives 3 cards, keeping them secret from the other players. The remaining deck is placed, face down, beside the board.

Rules

Play proceeds in a clockwise direction. The youngest player starts the game. He chooses the die he wishes to play with - either the black or the white - and throws it. He moves his character the number of spaces indicated by the die. The turn passes to the next player. Each player chooses which die he wants to use. You can only use 1 die at a time.

The white die

It is numbered from 1 to 4. Choosing it means going slowly but surely.

The black die

It is numbered from 3 to 6. Choosing it means going rapidly but with all the inherent risks (see Exchange!).

The Gallic village

The Gallic village at the bottom right of the board is the goal of all our intrepid Gauls. It is there that Panoramix, the druid, collects all the battle trophies. As soon as a player reaches the village, (it doesn't have to be by an exact count), he shows his 3 cards by turning them over beside him. He then immediately brings his character back to the starting space and draws 3 new cards from the deck. When a player loses his 3 cards on his way to the Gallic village, he can immediately go back to the Roman camp and draw 3 new cards.

Path obstacles

On his way to the village, our friendly warriors can be confronted to various situations.

Exchange!

When a player chooses to roll the black die, the other players can shout "Exchange!". The first one to do so must exchange his hand (all his cards) with the player who rolled the die. You can shout "Exchange!" up until the player finishes moving his character. There can be only one Exchange by progression (a player's turn).

Hustle

When a player ends his move on a space already occupied by another player, they can hustle one another. One of them shouts "Hustle!" and the two players present their cards, face down. Each player chooses one card from the other player's hand.

When the player ends up on a space occupied by more than one player, he can choose with whom he wants to hustle. There can be only one hustle by progression (a player's turn).

Event spaces

The standing stone

When a player ends up on a standing stone space, he stumbles and loses one card. Another player randomly picks one card from the unlucky player and puts it under the deck. The card can be shown to all players.

Assurancetourix

When a player lands on the Assurancetourix space, his ears are offended by the singing of the bard. He steps back 3 spaces. If he then meets another player, there can naturally be a hustle.

Small roman troop

Here, you can gain additional roman helmets. The player draws the first card of the deck and adds it to his hand.

Actions

When more than one action occurs during one's turn, they are performed in the following order:

1. Exchange
2. Hustle
3. Event (called TRE in Gallic)

End of game

The game ends when the deck is exhausted. That is, when a player cannot draw any cards when he goes back to the roman camp or lands on the small roman troop space.

Scoring

You only count the face up cards revealed in the village. The player cards still in his hand don't count. Each player subtracts, to the number of helmets, the penalty points he gathered. He declares loud and clear his score hoping that he will be the one with the most points, win the game and thus prove he is the most valorous warrior of the little Gallic village.