

# PAX

## PAX for 5 – 8 Players



All rules from the original game for 2-4 players apply with the following changes:

### Preparation

All cards from one game are used, along with a number of randomly drawn Influence Cards from the second deck:

with 5 players, 15 additional cards

with 6 players, 30 additional cards

with 7 players, 45 additional cards

with 8 players, 60 additional cards

All cards are shuffled together to form the Influence Card deck.

- » The 5th to 8th players each draw 5 cards from the Influence Card deck and keep one card in his hand. The other 4 cards are placed back under the deck.
- » One Legion Card more than the number of players is placed in a row (for example, 8 Legion Cards for a 7-player game). Use the gray side of the Legion Cards from the second PAX game.
- » **6 Cards** are drawn from the Influence Card deck to represent the starting strength of Rome: 3 placed face-up, and 3 face-down.

### Gameplay

If the current player plays one or more Senator cards to his display, every other player may then, in clockwise order, play one Influence Card from his hand to his display at a cost of one Aureus:

- » no income is collected, however
- » the army and fleet limits must be upheld
- » if a player plays an Intrigue card and gains the majority, he takes the *Primus Conspiratus* card immediately

Then the next player takes his turn, as usual.

### New Round

The player who has the *Primus Conspiratus* card takes the Starting Player Card *Primus* and begins the next round.