

Circus Maximus Online

PLAYER MANUAL | VERSION 1.0.0

Eight chariots. Three laps. One victor. A separate multiplayer game for 2-8 human accounts, with computers filling the remaining starting grid.

Gather the grid.

Two to eight people join with separate Tronsoft accounts before the host starts. Computers fill empty chariots to make eight. A started race accepts only returning drivers.

Write one tablet per turn.

Choose speed 1-9, a lane no more than one away from your current lane, and a tactic. Your submitted choices are private until resolved; opponents see only whether you are ready. You can unseal while waiting. Once all active human drivers seal, the server resolves the turn. There is no automatic turn timer.

Manage pace.

Advance approximately twice your speed plus 0-3 units, minus 0.25 per outer lane. Speed 1-4 restores 7 stamina; faster speeds cost 2 stamina for each point above 4. Below 20 stamina your maximum speed is 5. The course has turning posts at 25 and 75 units each lap. Safe speed is 6 in lanes 1-3, 7 in lanes 4-6 and 8 in lanes 7-8. Crossing a post faster than that risks a skid: 18% per excess speed point, with 8-16 hull damage and a 4-10 unit delay.

Racecraft & reconnecting

Choose a tactic.

Steady has no modifier. Guard reduces travel by 2 and skid chance by 20 percentage points. Whip adds 3 travel, costs 9 extra stamina and 4 hull, and requires at least 12 stamina. Push requires an active rival within 12 track units and one lane: the attacker loses 2 hull and has a 40% chance to deal 8 hull to the target.

Win the Games.

Cover 300 units, or three laps. Finishers rank by crossing time within the resolution; exact ties use starting-grid order. A chariot at zero hull is wrecked and retires. After 80 turns the race ends and unfinished chariots rank by distance. You may watch after finishing; computers complete their race automatically if no active humans remain.

Reconnect.

Sign in with the same account and use Resume or Join with the same code. The seat is retained during the race. After 90 seconds without the host, a connected driver may take over hosting; the grid does not change. Inactive rooms expire after 24 hours. Keep chat respectful; messages are plain text, limited to 500 characters and one new message per second. The latest 100 messages are retained. Report abuse to the site administrator with the room code and timestamp.

Access and hosting

Requires the separate Tronsoft PHP/MySQL adapter from website update 21.10.22. Staff can test before approval. Normal players need an active subscription and administrator-approved registration. No Node.js process is required. Hosted acceptance, capacity races, phone layout and operational recovery must be checked on your server.