

REINER KNIZIA'S

# COLOSSAL<sup>TM</sup>

## ARENA

### INTRODUCTION

Welcome to the *Colossal Arena*! Today, for your amusement, eight fierce creatures will battle each other in a five round tournament. You have come to the arena to wager your hard-earned gold on these gladiators in the hopes of winning a fortune. Bet early and bet often to back your favorite creature, because wagers are worth less and less as the competitors are eliminated. In the end, only three creatures will survive...will they be the ones you backed?

In *Colossal Arena*, 2-5 players take on the role of fans at the colossal arena wagering on monstrous gladiators. The fan who leaves the arena with the most gold at the end of the tournament is the winner!

### Object of the Game

Win the most gold by betting on creatures that make it through the tournament. The earlier a bet is placed, the more valuable it is. Beware, however, for betting heavily on a creature early in the tournament increases the odds that it will be eliminated by your opponents. At the end of the game, the player whose bets are worth the most gold is the winner.



### GAME SETUP

1. Each player is assigned a color (red, green, blue, yellow, or white) and takes the 5 bet tokens of that color.
2. Select 8 of the 12 creature cards to be used this game (either by player consensus or randomly). Set the other 4 creature cards and their corresponding combat cards aside—they will not be used in this game.
3. Take the 8 chosen creature cards and lay them side by side in a single line, face-up. The order in which they are arranged does not matter.
4. Shuffle the remaining blue-backed combat, spectator, and referee cards together to form the draw deck. Deal 8 cards face down to each player to form their hands. A player may look at his hand. Place the rest of the deck face down off to one side of the playing area.
5. Randomly choose one player to be the starting player.



This is what the play area should look like at the start of the game

### GAME SUMMARY

### Components

- **Creature Cards:** These 12 red-backed cards represent the creatures that will fight in the tournament. Each creature has a **special power** that is activated whenever its **backer** (explained below) plays a combat card on the creature.
- **Combat Cards:** These 132 blue-backed cards are used to represent the battle between the creatures. Each of the 12 creatures has a set of 11 combat cards numbered 0-10. The number on a combat card is its **strength**.
- **Spectator Cards:** These 11 blue-backed cards represent crazed spectators who have leapt into the arena to fight for their favorite creature. Their strength ranges from 0-10, like combat cards, and they momentarily **void** the special powers of any creatures they are played on (as explained later in these rules).
- **Referee Cards:** These 3 blue-backed cards represent the tournament referees. They do various things when played, as explained later in these rules.
- **Bet Tokens:** These 25 round plastic tokens (5 in each of 5 colors) are used to place bets on the creatures fighting in the tournament. The earlier in the game a bet is placed, the more it is worth if the creature it's placed on makes it through the tournament.

### Rounds of Play

The game is divided into five **rounds**. Each round consists of one or more **turns** for each player. At the start of the first round, play begins with the starting player. After that, play continues clockwise. At the end of each round, one creature is eliminated from the tournament.

### Playing Cards

During each player's turn in a round, combat cards are played below their corresponding creature cards. These cards form a line called the **combat row**. New cards are placed so they cover up the old cards that have already been played in the current combat row below the same creature. The top card determines the creature's current **combat value**.

### Checking for Elimination

If, at the end of a player's turn, all remaining creatures have a combat or spectator card played on them in the current combat row, **and** if there is a creature with a *single* lowest combat value in that combat row, then this creature is eliminated from the tournament.

When a creature is eliminated, *turn the eliminated creature card face down*. Then begin a new combat row below the previous combat row and start a new round. At the end of the game, you will usually have a total of 6 rows of cards (the row of creature cards, and one row of combat cards for each of the 5 rounds of play below that. See the end of these rules for an example of what the playing area might look like at the end of a game.)



### Playing a Combat Card

When you play a combat card, place it in the current combat row in the same column as the creature depicted on the card. You may not play combat cards depicting eliminated creatures. If there is already a card in that position, cover it up completely with the new card—the old card is *overridden* and players may not look at it while it is covered by another card.

**Note:** Players can only play combat and spectator cards on creatures that have not yet been eliminated.



Additionally, when you play a combat card on a creature, **if you are that creature's backer**, you may immediately use the creature's special power. The creature powers are described in detail later on, but there are several rules that apply to all of them:

- The creatures' special powers break the rules. Any time a special power conflicts with a rule, the special power takes precedence.
- A creature's special power can only be used by its backer. No other player has access to it.
- A creature's backer can only activate its special power by playing a **combat card from his hand**. Spectator cards and combat cards moved around by other special powers do not activate a creature's special power.

### Playing a Spectator Card

When you play a spectator card, place it in the current combat row in the same column as any surviving creature of your choice (as if the spectator card were a combat card depicting that creature.) **However, playing a spectator card cannot activate a creature's special power.** In fact, a combat card that is played on a spectator card cannot activate a creature's special power either!

**Example:** Scott plays a spectator on the Magus, covering up its current combat card. On the next turn, Will (who is the Magus's backer) plays a Magus combat card on the Magus, covering up the spectator. Because the Magus combat card was used to cover a spectator, Will cannot activate the Magus's special power!



### Playing a Referee Card

When you play a referee card, follow the directions on the card and then place it in the discard pile. There are two kinds of referee cards: the two Prefects, and the Magister.

When you play the *Magister* card, choose a surviving creature. Any players who have made secret bets on that creature must *immediately* reveal their secret bets. This may result in the sudden change of the creature's backer. (Remember, revealed secret bets are worth 5 gold.)

When you play a *Prefect* card, you may pick up any *visible combat card* and put it in your hand. This includes any combat card that is on top of any pile in the current combat row or any combat row from a previous round.

### Passing

Your hand may sometimes consist of nothing but combat cards for creatures that have already been eliminated. If this happens, then none of your cards will be playable. In this case, you must show your hand to the other players to prove that you have no legal play and skip playing a card this turn. **However, you cannot pass if you have playable cards.**

### Phase 3: Discard and Draw Cards

During this phase, you may first discard up to 3 combat cards *depicting creatures that have been eliminated*. You may discard them in any order, but you **must show each card to the other players as you discard it** to prove that it belongs to a creature that has been eliminated.

After discarding, if you have fewer than 8 cards in your hand, draw cards from the draw deck one at a time until you once again have 8 cards in your hand.

If you draw the last card from the draw deck, the game ends *immediately*. Do not check to see if a creature is eliminated this turn. This is the only way the game can end with more than three creatures remaining.

### Phase 4: Check for Creature Elimination

As the last thing you do in your turn, check to see if a creature is eliminated. A creature is eliminated if it has the *single lowest combat value* in that combat row *and* all remaining creatures have a combat or spectator card played on them in the current combat row. If a creature is eliminated, this ends the current round.

### GAME END

The game ends **either** at the end of the 5th round of play **or** the moment that the last card is drawn from the draw deck. All players immediately reveal their secret bets and calculate the total value of the bets they placed on any creatures that have not been eliminated. The player whose bets are worth the most gold is the winner.

If there is a tie for the most gold, then the winner is the tied player who took the most recent turn.

### DEAL MAKING

Players are free to make deals with the other players, but these deals aren't binding. In addition, a player cannot show any of his cards to another player unless forced to by the rules, such as when discarding in phase 3 or through the use of a creature's special power.

