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Game: **COLOSSAL ARENA**
Pub: **Fantasy Flight Games (1997)**

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v1.1

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For best results, print on card, laminate and trim to size.

REINER KNIZIA'S

COLOSSAL[™]

ARENA

Setup

1. Each player takes 5 **betting tokens** of one colour.
2. Place a faceup row of 8 red-backed **creature cards** (choose or pick randomly). Set aside the other 4 creatures and their corresponding combat cards.
3. Shuffle the remaining blue-backed **combat, spectator and referee** cards, deal 8 to each player, and place the remaining cards facedown to form a draw pile.
4. Randomly determine the the **first player**.

Sequence of Play

1. Place a Bet

Place a bet, *or*

Make a secret bet (skip phase 2), *or*

Reveal a secret bet, *or*

Pass

2. Play a Card

Play a **Combat Strength card**, *or*

Play a **Spectator Strength card**, *or*

Play a **Referee card**, *or*

Pass (*you must play a card if you are able*)

3. Discard & Draw Cards

You may discard (showing other players) up to 3 combat cards of *eliminated* creatures. If you then have fewer than 8 cards, draw back up to 8.

4. Check for Creature Elimination

A creature is eliminated if it has the single lowest combat value in that combat row and all remaining creatures have a Strength card played on them in the row. The **round** ends when a creature is eliminated. Start a new row.

Bets

At the end of the game bets pay out if placed on a creature that survives all 5 rounds of combat.

Secret Bets

There may be any number of **secret bets** on a monster.

You may only play a secret bet in the first round of a game and each player may make only one per game. No more may be played once a creature has been eliminated.

You do not play a card on the turn you make a secret bet.

Choose a combat card depicting the creature and place it facedown with a token on it. This card is discarded and the token placed above the corresponding creature card if you later reveal your secret bet.

Secret bets that pay out at game end are worth 5 gold.

Visible Bets

There can only be one **visible bet** on a monster in each row.

To place a bet, place a token in your chosen creature's column, just above the current round's combat row.

Visible bets placed above the first row are worth 4 gold if they pay out at game end, the second row 3 gold, the third row 2 gold, and the fourth and final row of bets are worth 1 gold.

Playing a Strength Card

Play the card in the same column as the creature depicted on the card, covering an existing card if desired. You can only play cards on creatures that have not been eliminated.

Spectator cards are played on any surviving creature in the same way as a **Combat** card.

Referee cards are discarded once used.

Creature Powers

Each creature has a power that can be invoked, but only by its **backer** (the player with the highest total bet value on that creature, not including *unrevealed* secret bets), and only if he just played a **Combat Strength** card on that creature *from his hand*.

Spectator cards, or **Combat** cards played on a **Spectator** card, cannot activate a special power.

Deal Making

Players are free to make (non-binding) deals with other players. A player cannot show any of his cards to another player unless forced to by the rules, such as when discarding or through the use of a creature's special power.

Winning

The game ends after 5 rounds or *immediately* once the last card is drawn from the deck.

Reveal all secret bets and tally up all bets placed on creatures that have not been eliminated. **The player who won the greatest 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.

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COLOSSALTM

ARENA

Optional Endgame Rules

If the deck runs out, play short-handed. You must finish the full 5 rounds with the cards remaining in your hand.

A **stalemate** occurs when a round cannot end due to a lack of cards to fill the current combat row. This happens automatically when no player can make a legal play, or it can be declared by any player just before the player who started the round takes his turn, if no other players object.

All of the cards in the first round combat row are shuffled to make a new deck and each player draws one card.

Play continues with the player whose turn it was next. Players may only draw one card per turn from now on unless they use the **Amazon's** ability.

Should a stalemate occur again, use the cards from the second round combat row to make a new deck, etc.

Creature Power Summary

AMAZON *Scouting*

May draw 3 cards from the draw deck; no more, no less.

COLOSSUS *Endurance*

Retrieve one of your bet tokens as though you had never bet (even one placed on a creature that was eliminated, or a secret bet).

CYCLOPS *Stunning Blow*

Choose a player and randomly draw half (round up) of the cards in their hand, setting them facedown without looking at them.

He may not use those cards in any way on his next turn. They are returned after discarding cards but before drawing back to 8 cards.

DAIMON *Wealth*

Place one bet (not a secret bet) on any creature in any row that does not already have a bet, including previous rows.

ETTIN *Multiple Heads*

Play a second card as though you had an additional phase 2 this turn. You may not use this ability more than once per turn.

GORGON *Stone Gaze*

Pick any other player and name a not yet eliminated creature. That player must give you one combat card depicting that creature. If he does not have one, he must show you his hand to prove it.

The player cannot give you a card that has been placed facedown due to the Cyclops' special power, and does not show you the facedown cards.

MAGUS *Foresight*

Does not take effect until phase 3 of your turn, when you may discard combat cards depicting surviving creatures as well as those depicting eliminated creatures. You do not have to show each card to the other players, but may stack all of the cards you are discarding for the turn on top of each other and place the stack on top of the discard pile, faceup. You are still limited to discarding no more than 3 cards.

SERAPHIM *Clarion Call*

Choose another creature that has been eliminated this game and immediately activate its special power. If activating the Troll's ability, pick up a card depicting a Seraphim.

TITAN *Steal*

Draw 3 cards from another player's hand and look at them, keep one card of your choice, and return the other 2 to the player without showing them to anyone else. You may tell the other players what the cards were, but you cannot show them the cards. You cannot draw from cards that have been placed facedown due to the Cyclops' special power.

TROLL *Regeneration*

Pick up one visible combat card depicting the Troll from a previous combat row and add it to your hand.

UNICORN *Teleportation*

Swap any 2 visible combat cards depicting the same creature (even the Unicorn).

WYRM *Fiery Breath*

Discard any one visible combat or spectator card from any other creature in the current combat row. Any card revealed through the use of this ability is now the top card for that creature. Once you pick up a card to discard it, you cannot change your mind.

Counter Sheet: 6 counters to mark rounds and the amount of gold they bring in from bets.

