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Game: **COLOSSEUM**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Peter 'Universal Head' Gifford
The Esoteric Order of Gamers





COLOSSEUM

Setup

- Each player receives a **summary sheet**, a **scoring marker**, 2 matching **arena** pieces and **coins** worth 30.
- Place orange-backed **event asset tokens** into the bag.
Mix up the green-backed tokens and fill the 5 markets on the board with faceup tokens.
Players receive the remaining green-backed tokens faceup, as follows:
3 players: 8 each
4 players: 6 each
5 players: 5 each
In a 3 or 4 player game place the one remaining green-backed token facedown next to the board.
- Set up the arenas in their starting positions as shown in the rules, depending on the number of players.
- Place the **emperor**, 2 **consuls** and 3 **senators** on their starting positions.
- Mix the **event programs** 1 to 5 and hand one to each player, faceup; repeat with programs 6 to 10. Any remaining programs are removed from the game.
- Place the **game turn counter** on the first turn space, the event programs faceup in order in 2 stacks, and each scoring marker on the first position of the scoring track.
- The **first player** is the player whose arena is immediately to the left of the emperor. This player takes the **first player** token.

Game Turn

Each player completes a phase, with play proceeding clockwise. Each phase is optional.

- Investing**
- Acquiring asset event tokens**
- Trading asset event tokens**
- Producing an event**
- Closing ceremonies**

1. Investing

Each player may make **one** of the following investments:

Buy a new event program

Pay the cost of the program in coins to the bank to purchase it.

A newly purchased program must have a higher number than any previous program the player has produced.

Expand your arena

Pay 10 coins to purchase an arena expansion and expand your arena in either direction.

An arena can only be expanded once per turn (unless you spend 2 emperor medals to make a second investment).

Purchasing season tickets

Pay 10 coins and place the season ticket in your arena.

Multiple tickets may be added if they are available.

Constructing the emperor's loge

Pay 5 coins to add the emperor's loge to your arena.

An arena can have only 1 loge.

2. Acquiring asset event tokens

Players bid for a particular market of 3 tokens.

The starting player for this turn indicates the market they want and makes an **opening bid of 8 coins or more**.

Moving clockwise each player may make a higher bid until all but one of the players pass. A player passing may not rejoin the bidding for that market.

The winner pays their winning bid and places the 3 event asset tokens face up in front of them. **They can no longer participate in, or initiate, subsequent bidding rounds this turn.**

If the winner was not the active player, the active player may initiate another bid, and may keep doing so until they have won an auction or chosen to pass on initiating a bid. The opportunity to initiate a bid then passes to the next player clockwise.

New auctions are held until every player has had the chance to initiate a bidding round.

A player may pass on their opportunity to initiate a bid, but loses their opportunity to do so for the rest of this turn.

Refill

If the winner of the bid is the player who initiated the bidding (the **active player**), fill the empty market spaces before the next player initiates a bid.

Draw any remaining green-backed tokens first, then orange-backed tokens, from the bag.

If the winner of the bid is not the active player, the tokens are not replaced until the active player wins another bidding round this turn, or chooses to pass on their opportunity to initiate a bid.

3. Trading event asset tokens

Players may trade their unwanted event asset tokens. The starting player makes offers and resolves them, then other players, in clockwise order, may initiate trades.

Players may only trade with the active player, not with each other. Only money and event assets can be traded and all trades must be delivered immediately.

4. Producing an event

Beginning with the starting player that turn, players may produce an event by following these steps:

1. Moving senators, consuls and the emperor

Roll 2 dice if you have the emperor's loge, **1 die** if you do not.

For each die rolled move **1 noble** in a clockwise direction the number of squares shown. If 1-3 is rolled, the noble may be moved 1, 2 or 3 spaces.

If 2 dice are rolled the player may move 2 different nobles, or one the sum of both dice.

If the noble finishes its journey on a *resting area* the player earns **1 emperor's medal**. Nobles may share squares.

2. Producing your event

Announce the event you wish to produce (only one per turn) out of those in your possession and place it in front of you. Your arena must be large enough to accommodate the event.

Display the event asset tokens you have that are needed to produce the event. You must have the least amount listed on the program that still gives a score, and your score is reduced depending on how many tokens you are missing, as shown.

You may produce an event already presented in a previous turn, but you lose the bonus given for each previous produced event.

3. Counting spectators at your event

Count the number of spectators attracted by the event program, lowering your score according to the number of asset tokens you are missing.

Add 5 spectators for each previous event produced (turn them facedown).

Add 5 spectators for each season ticket in your arena.

Add 4 spectators for each star performer award you have as long as an asset token of the same type is used in the event.

Add 7 spectators if the emperor is in your arena.

Add 5 spectators for each consul in your arena.

Add 3 spectators for each senator in your arena.

Add 3 spectators for each podium earned earlier.

Add 3 spectators per emperor medal played and discarded.

If the total score is higher than any previous turn's scores, move the player's scoring marker to the new score. If it is lower or the same, the marker stays in place.

The player then receives coins from the bank equal to the number of spectators that attended the event.

5. Closing ceremonies

There is no closing ceremony after the final turn.

Podium

At the end of every turn except the last, the player with the highest overall score receives a podium to put in their arena. If there is a tie the richest player receives it, and if there is another tie roll the 2 dice for it.

Event clean-up

At the end of the turn each player must discard 1 event asset token used in their latest event and remove it from the game.

Asset donation

At the end of the turn the player with the lowest overall score may ask for one of the asset tokens (not special tokens) belonging to the player who just won the podium. If there is a tie the poorest player receives it, and if there is another tie roll the 2 dice for it.

Game End

The game ends when each player has had a chance to produce an event in the fifth and final turn of the game.

The winner is the player who has attracted the most spectators to one of their events during the game.

On a tie, the richest player wins. On a further tie, the player with the most star performer awards wins.

Special Event Asset Tokens

Jokers

Jokers can replace any standard asset token when the event is performed. A joker is not used as apart of the asset token count to determine if a player earns a star performer award.

Emperor

An emperor asset token is immediately replaced by an emperor medal. If there are none available the token is lost.

Additional actions

The special event tokens can either be used to make 2 investments instead of 1 during the investment phase, or they can be exchanged for an emperor medal at any time.

Star Performer Awards

The first player to collect 3 or more matching event asset tokens of gladiators, priests, comedians, musicians, lions, ships and horses (and has more of that type than any other player) is given the **star performer award** for that asset type.

A player keeps the award until:

- another player collects more of that particular asset (the star then goes to that player), or
- the number of tokens of that type held by the player drops to less than 3 (the star then goes to any other player that has 3 or more assets of that type and more than any other player. In the case of a tie, no player gets the star.

Awards may be given at the start of the game after the distribution of asset tokens if the above conditions are met.

Emperor Medals

Emperor medals are collected, as long as they are available, when:

- a noble ends its journey on a resting area, and
 - by exchanging a special event token for one
- If a player uses a medal to move a noble onto a resting area they do not collect a medal.

By playing 1 emperor medal a player may:

- add 3 spectators to an event when producing it
- move any noble 1,2 or 3 squares forward or backward after moving the nobles by dice roll
- receive 6 coins

There are no restrictions on the number of emperor medals that can be played. Once earned they may be used immediately that phase or kept to be used later.

By playing 2 emperor medals a player may instead make a second investment during the investment phase.

Variant: Intense Auctions

In **Phase 2: Acquiring Asset event tokens**, each player, in turn order, has a chance to initiate a bidding round.

Players who have already won one or more auctions may participate, once the player initiating the auction changes.

The opening bid must be 8 coins or higher. Moving clockwise each player may make a higher bid. A player who passes cannot rejoin the bidding for that market.

If the initiating player does not win the bidding round, and decides to restart another auction on a different market, the previous winner can no longer participate.

The market is not refilled until the initiating player wins a bidding round or decides to pass their turn.

If the winner of the bid is the initiating player, markets are refilled and the next player becomes the initiating player. All players can now bid again.

The phase ends when every player has had a chance to initiate a bidding round for that turn. Players may decide to pass on their chance to initiate biddings.

This variant places a premium on players managing their money more carefully to give themselves a better chance to win multiple biddings in the turn.