

# WELCOME, BRAVE WARRIORS, TO THE ARENA



## RULES SHEET

SINCE THE DAWN OF STEEL AND THE FIRST SWORD, WARRIORS HAVE ROAMED THE LAND IN SEARCH OF GOLD, GLORY AND POWER. AND THE BLOODTHIRSTY GODS OF WAR HAVE HELD GAMES TO CROWN THE FOREMOST CHAMPIONS OF FIGHTING.

DO YOU HAVE WHAT IT TAKES TO SURVIVE THE CLASH OF STEEL IN THE UNFORGIVING, BLOODSTAINED SAND OF THE ARENA?

## SETUP

THE PLAYER WHO STARTS THE GAME PUTS THE ARENA ADVENTURE CARD ON A FIELDS SPACE OF HIS CHOICE IN THE OUTER REGION. IF YOU ARE USING THE FAR OUTER REGION, THE ARENA CAN BE PLACED ON A FIELDS SPACE THERE AS WELL.

THE ARENA STAYS ON THE SPACE FOR THE DURATION OF THE GAME, OR UNTIL IT IS DESTROYED ACCORDING TO THE NORMAL RULES.

HOWEVER, IF A DIE ROLL IS MADE TO SEE IF IT IS DESTROYED, FOR EXAMPLE IF THE EARTHQUAKE IS DRAWN, THERE MUST BE TWO DIE ROLLS OF 1-2 FOR IT TO CRUMBLE, OTHERWISE IT REMAINS.

## ENTERING AND FIGHTING



A) WHEN A PLAYER LANDS ON THE ARENA HE MUST REMAIN THERE UNTIL HE HAS WON A COMBAT OR PSYCHIC COMBAT AGAINST AN ENEMY OR ANOTHER PLAYER. HE MAY SUMMON ANOTHER PLAYER AS THE ORIGINAL ARENA RULES STATES, FIGHT A PLAYER WHO IS ALREADY THERE, OR DRAW A CARD. SUMMONING ANOTHER PLAYER FROM OUTSIDE CAN ONLY BE DONE DIRECTLY WHEN HE LANDS THERE, NOT IF HE REMAINS FOR MORE TURNS. A PLAYER CAN BE SUMMONED FROM ONE ARENA TO THE OTHER, IF BOTH ARE IN PLAY.

B) WHEN PLAYERS FIGHT EACH OTHER, NORMAL COMBAT RULES APPLY, WITH THE FULL SET OF FOLLOWERS AND OBJECTS ET CETERA. SPELL RULES STILL WORKS AS DESCRIBED BELOW.

OR, THE ATTACKER CAN DECLARE ONE-ON-ONE COMBAT AS DESCRIBED BELOW. THE VICTOR CAN CLAIM HIS NORMAL REWARDS, AS WELL AS THE ARENA REWARDS, BUT IF IT WAS A ONE-ON-ONE, THE VICTOR CAN ONLY CHOOSE FROM THE MAXIMUM OF FOUR OBJECTS CARRIED INTO THE FIGHT BY THE OPPONENT.

C) WHEN PLAYERS FIGHT ENEMIES FROM THE ARENA CARD DECK, THEY MAY NOT USE ANY FOLLOWERS. IT IS ALWAYS ONE-ON-ONE COMBAT EXCEPT IF AN ARENA CARD SPECIFICALLY SAYS OTHERWISE. NO CHAMPION, NO MERCENARY, NO MAN-AT-ARMS, ET CETERA. ONLY YOU, AND UP TO FOUR OBJECTS OF YOUR CHOICE.

D) YOU CAN USE ANY FOUR OBJECTS, EXCEPT NONE THAT ALLOWS YOU TO USE FOLLOWERS OR OTHER HELPING HANDS, SUCH AS THE STAFF OF MASTERY. YOU MAY USE THE RING, MAGIC BELT, HOLY GRAIL AND SO ON, AS LONG AS THE OBJECT ONLY AFFECTS YOURSELF OR YOUR OPPONENT IN THE FIGHT. YOU MAY **NOT** USE A WARHORSE OR ANY OTHER ANIMAL EXCEPT IF YOU DRAW THE WARHORSE CARD IN THE ARENA DECK (THAT CARD COUNTS AS AN ENEMY-GLADIATOR) UNTIL A PLAYER WINS THE MOUNTED FIGHT). YOU MAY **NOT** USE AN OBJECT THAT WILL OR CAN GRANT YOU VICTORY AUTOMATICALLY, FOR EXAMPLE THE CROSS, ANCIENT ARTIFACT ET CETERA. YOU MAY **NOT** USE BOWS, OR OTHER DISTANCE WEAPONS. YOU MAY **NOT** USE THE BAG OF CARRYING, MULE OR ANY OTHER MEANS TO INCREASE THE NUMBER OF OBJECTS YOU CAN CARRY INTO COMBAT. FOUR OBJECTS ONLY! YOU CAN DECIDE BEFORE EACH COMBAT WHICH OBJECTS TO USE, YOU DONT HAVE TO USE THE SAME EVERY TIME.

D) AS LONG AS THE PLAYER DOES NOT LEAVE THE ARENA, HE MUST DRAW A CARD EACH TURN OR CHALLENGE ANOTHER PLAYER WHO IS ALSO IN THE ARENA.

E) ENEMIES THAT ARE NOT DEFEATED ARE SHUFFLED BACK INTO THE DECK TO FIGHT ANOTHER DAY.

DEFEATED ENEMIES CAN BE KEPT FOR EXCHANGE POINTS AS NORMAL, AND YOU GET ANY OTHER REWARD YOU ARE ENTITLED TO AFTER WINNING A FIGHT, AS WELL AS THE ARENA REWARDS, EXCEPT YOU CAN NOT USE A REWARD TO LEAVE. ALL OTHER ARENA CARDS ARE DISCARDED AT THE END OF THE PLAYERS TURN. SHOULD THE DECK RUN OUT OF CARDS, RESHUFFLE THEM AND SET THEM UP AGAIN.

F) IF A PLAYER IS KILLED IN THE ARENA (LOSES HIS LAST LIFE) ALL OF HIS BELONGINGS ARE PUT IN THE DISCARD PILE, EXCEPT FOR HIS GOLD AND A MAXIMUM OF 5 RANDOM OBJECTS THAT ARE PUT IN THE REWARD PILE FOR THE FIRST PLAYER THAT BECOMES THE GREAT GLADIATOR. IF A PLAYER HAS ALREADY BECOME THE GREAT GLADIATOR, ALL CARDS ARE DISCARDED. IF THE DEATH BLOW CAME FROM ANOTHER PLAYER, THAT PLAYER MAY TAKE 5 RANDOM CARDS FROM THE DECEASED; NO MATTER IF IT WAS A ONE-TO-ONE COMBAT OR OTHERWISE.

G) SPECIAL ABILITIES CAN, UNLESS A CARD SPECIFICALLY SAYS OTHERWISE, BE USED AS NORMAL, EXCEPT ONE THAT WOULD LET YOU EVADE AN ENEMY OR PLAYER. YOU CAN NEVER EVADE A FIGHT IN THE ARENA.

ALL OF THE ABOVE OBJECT RULES CONCERNS PSYCHIC COMBAT AS WELL.

### EVENTS AND SPELLS

A) PLAYERS WHO ARE IN THE ARENA ARE NOT AFFECTED BY ANY EVENTS FROM THE ADVENTURE CARD DECK, AND NOT BY SPELLS CAST BY OTHER PLAYERS OUTSIDE OF THE ARENA. LIKewise, A PLAYER IN THE ARENA CANNOT CAST SPELLS THAT AFFECT ANYTHING OUTSIDE THE ARENA. YOU CAN ONLY CAST SPELLS ON YOURSELF OR ANOTHER PLAYER THERE. YOU ARE NOT ALLOWED TO CAST A SPELL THAT STOPS A COMBAT, FOR EXAMPLE IMMOBILITY OR

INVISIBILITY, AND NOT THE FINGER OF DEATH. MAKE HOUSE RULES FOR OTHER SPELLS IF NECESSARY. THE GUIDELINE IS THAT ONLY SPELLS THAT ARE USEFUL IN COMBAT CAN BE CAST.

HEALING CAN BE USED AS NORMAL.

B) IF A PLAYER IS IN THE ARENA AS IT IS DESTROYED, FOR EXAMPLE BY THE EARTHQUAKE, HE LOSES 1 LIFE OR FOLLOWER.

### LEAVING

A) WHEN A PLAYER HAS DEFEATED ANOTHER PLAYER OR ENEMY-GLADIATOR IN COMBAT OR PSYCHIC COMBAT, HE IS ALLOWED TO LEAVE THE ARENA ON HIS NEXT TURN, WITH NORMAL MOVEMENT. IF THE PLAYER WISHES HE CAN STAY; THEN HE MUST WIN ANOTHER FIGHT TO BE ALLOWED TO LEAVE.

B) UPON A VICTORY, THE PLAYER IS REWARDED WITH EITHER 2 GOLD, HEALING A LIFE, OR A SWORD, AXE, TRIDENT, HELMET, SHIELD, ARMOUR OR MULE FROM THE PURCHASE DECK (THE MULE CAN ONLY BE CHOSEN ONCE PER GAME).

C) IF A PLAYER LEAVES THE ARENA FOR THE FIFTH TIME IN THIS MANNER (KEEP TRACK OF YOUR VISITS THERE), HE IS ALSO REWARDED WITH THE GREAT GLADIATOR MASTER CHARACTER, AND A TALISMAN, IF ONE IS AVAILABE. ONLY ONE PLAYER CAN ACHEIVE THIS, THEN IGNORE THIS RULE.

D) IT IS NOT POSSIBLE TO TELEPORT OUT OF THE ARENA OR USE ANY OTHER SNEAKY WAY OUT EXCEPT WINNING A COMBAT OR PSYCHIC COMBAT, OR BY USING THE FEW SPECIAL CARDS IN THE DECK THAT ALLOW YOU TO LEAVE. THE GODS OF WAR HAVE THEIR EYES ON YOU!

### MORE NOTES!!!

A) PLAYER MUST WIN 5 COMBATs OR PSYCHIC COMBATs AT THE SAME ARENA TO BECOME THE GREAT GLADIATOR. THUS, IF A PLAYER WINS SEPARATE TIMES IN THE ADVENTURE ARENA AND THE CITY ARENA, HE DOES NOT BECOME THE GREAT GLADIATOR. KEEP TRACK OF YOUR FIGHTS.

B) THE EXPRESSION "ARMOUR PIECE" REFERS TO THE OBJECTS ARMOUR, SHIELD AND HELMET.

C) AS STATED ABOVE, THE CITY ARENA IS TREATED THE SAME AS THE ADVENTURE ARENA. BUT ARENA CARDS THAT ARE DRAWN ONLY AFFECTS PLAYERS IN THE SPECIFIC ARENA WHERE IT WAS DRAWN. THE ONLY EXEPTION IS THE HEALER CARD.

D) THE ENEMY IN THE ENTERTAINMENT CARD DOES NOT COUNT AS A GLADIATOR FIGHT AND VICTORY DOES NOT PERMIT THE PLAYER TO LEAVE.