GLADIATOR PIT

Enter the gladiator pit and be the last gladiator standing. Think three moves ahead of your competitors, outwit and outlive to claim victory. Play as a free for all or as teams.

2-4 Players
Play time: 5-15 minutes

Contents of game

4 gladiator figures
4 miniature decks of gladiator action cards -
15 action cards each
12 action card holders
1 4x4 grid board (the lid of the box)
5 dice

Starting a game

Each player randomly selects a gladiator. Take one action card from each deck, mix them up and place them face down. Players select a card to determine their gladiator then take the matching deck the card belongs to.

Place each gladiator in a corner of the board and shuffle the deck. For a 3 player game, players roll a die. The lowest roll places their gladiator in the corner between the other two.

Players take a die and set the number 4 face up. This will be used to keep track of each gladiator's health: every time they are hit the number goes down. Upon reaching zero the gladiator is defeated and removed from the board.

Players take 3 card holders, used for selecting the 3 actions each turn.

Playing Turns

Players will draw from their deck until they have 4 cards in hand. If the deck is empty, stop drawing. Shuffle the deck at the start of the next turn.

From their hands, players will select 3 actions (moves and/or attacks) to play in sequence. To select an action, rotate a card so that it points the direction the action will be taken on the board then place it in the left-most card holder.

Once all players have selected 3 actions, players will reveal them by flipping forward the cards in the card holders so they are face up. The actions will be done from left to right simultaneously for all players (every player's first card, then every player's next card).

For each action, moves happen before attacks. If a player moves into a space that another player is attacking, the player has been hit and loses 1 health per attack that hits.

Repeat playing turns this way until there is only one gladiator standing. Repeat playing games this way - the first player to be the last gladiator standing 3 times is the winner.

Tie Scenarios

If players are moving into the same space, determine who moves into the space by rolling a spare die. The highest roll moves into the space.

If the last remaining players are attacking each other and would result in all players dying, each player rolls the spare die. The highest roll wins.
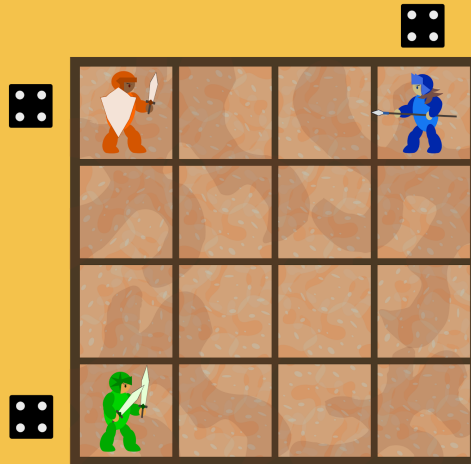
Playing with teams (4 player option)

To play as teams, play the game as normal but pair up with a partner for all rounds. Do not reveal your actions to your partner when selecting them. The win condition is the same.

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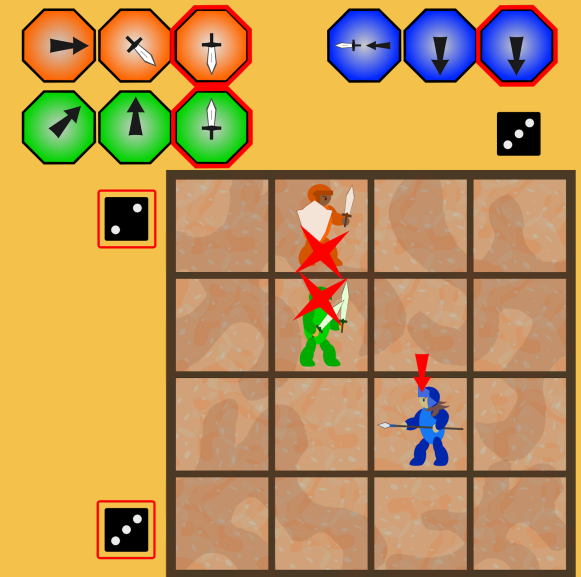DEVELOPMENT

Example Turn

This example starts from the first round.

Each player selects 3 cards from their hand to play, rotating them the direction they want each action to take.

The first action - orange moves into blue's move/attack combo. Green moves in.
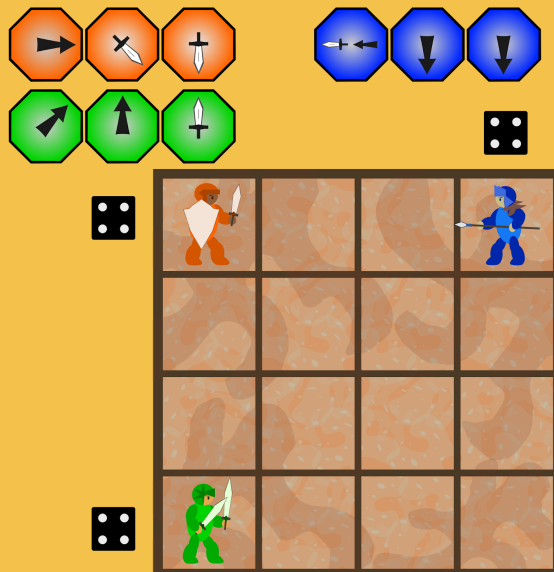
The second action - this time blue moves into orange's attack. Green moves up.

The third action - green and orange trade attacks. Blue moves down.
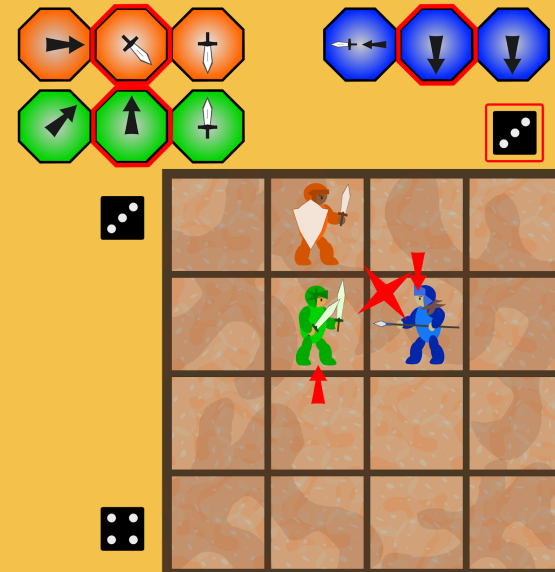
Players then draw up to 4 action cards in hand and repeat this process until there is one gladiator left on the board.

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