

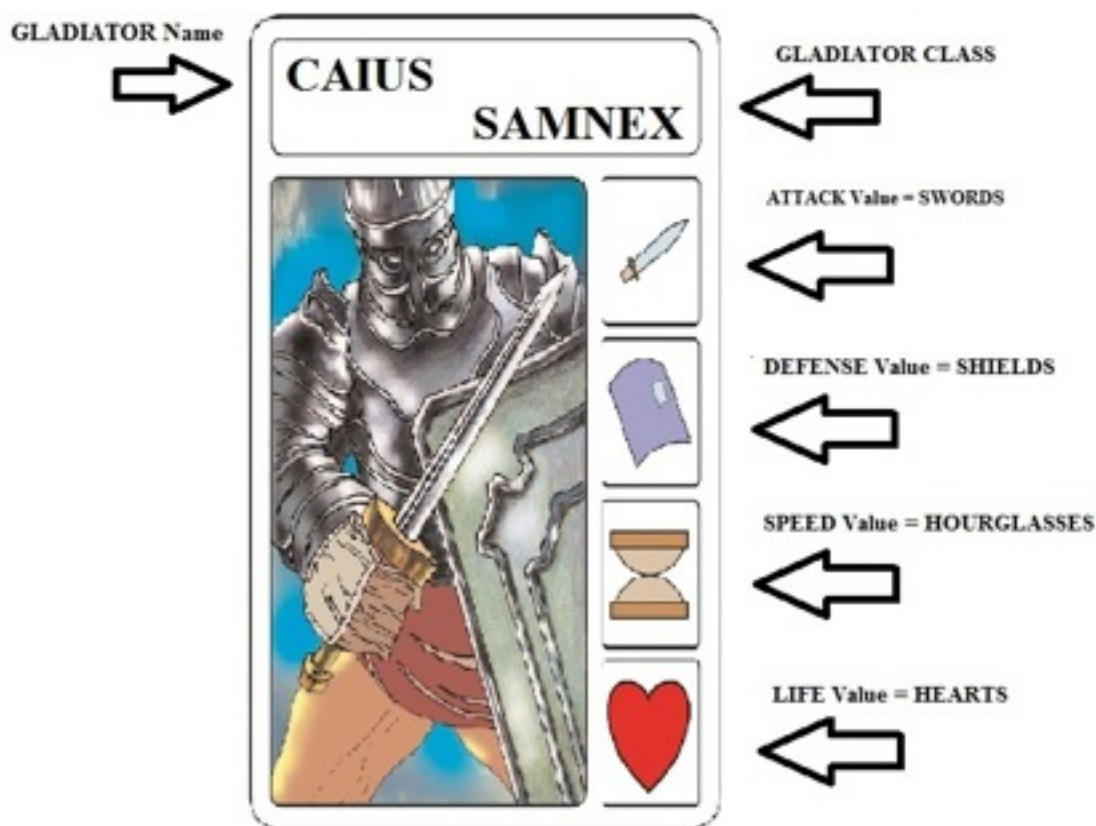
# GLADIATOIRES

## INTRODUCTION

The game has a 54 cards deck composed by:

- n. 2 series of 5 cards representing LUCK, their value is from 1 to 5 points (1 card per each player)
- n. 2 series of 4 cards representing HEART, (1 per each player). They correspond to the life point of the gladiator/player
- n. 20 cards representing advantages/benefits and disadvantages/handicaps (V/S) which form a common deck for both players
- n. 14 cards representing the Gladiators in a common deck for both players
- n. 2 cards representing *Pollice Verso/Recto* (thumbs up/down) to establish whether the defeated/loser gladiator should die.

## DESCRIPTION OF THE GLADIATOR CARD



## PLAYING THE GAME

The players select the gladiator cards, mix them and put the deck on the table.

At the same time they select the cards V/S, shuffle them and put the deck on the table.

Then they share the cards *Heart* and *Luck*, in equal number and kind between them.

## AIM OF THE GAME

To win three times the fights/challenges

## HOW TO PLAY

- Each player takes 1 gladiator card from the deck and show/expose it on the table. That's the gladiator that will fight for him.
- Each player puts as many cards *Hearts* as the number of *Hearts* on the card by his gladiator's side.
- Each player picks 3 cards from the deck V/S . They must be hidden to the other player.
- The gladiator who holds most of hourglasses on his gladiator's card will be the fastest and will be the first to attack. If both gladiators have the same number of hourglasses, the challenge will be composed of 2 subsequent attacks in which each gladiator is willing to attack. Only in this case the effects will occur for both at the same time.
- The player who attacks will choose a card V/S among those he holds. He puts it aside his gladiator without showing it to the challenger.
- The other player will do the same.
- Each player asks to the challenger to pick 1 card Luck from his own deck; then they will reveal it on the table each other.
- Now the attacking gladiator adds the value of the *Swords* and the value of his *Luck* card.
- The players unveil the 2 cards V/S aside their own gladiators, they will determine the variations in the total score of each player.
- Each player subtracts the total of the defender from the one of the challenger: if the amount is positive it corresponds to the number of *Hearts* lost by the defender.
- If the defender's gladiator loses all his *Hearts*, he falls and the challenge is over. If the defender holds still some *Hearts*, it swaps the role and he is the attacker.
- The players put again the card *Luck in the deck*. The card V/S are no longer valid, the players therefore pick another one to substitute it. The challenge starts again until one of the gladiators doesn't expire all his *Hearts* card.

## CARDS ADVANTAGE/BENEFIT AND DISADVANTAGES/HANDICAPS

This is the consequence of the cards V/S. It is valid only during a single fight:

- +1 **Heart** = the gladiator earns 1 *Heart* card, which means his life is longer
- +1 **Shield** = the gladiator earns 1 defense point
- 1 **Shield** = the opponent gladiator loses 1 defense point
- +1 **Sword** = the gladiator earns 1 attack point
- 1 **Sword** = the opponent gladiator loses 1 attack point

## END OF THE GAME

When a gladiator loses all his life points (*Hearts*), he remains on the ground without force but is not yet dead. His last hope is based on the Emperor's decision. Did He enjoy the challenge? And the people in the arena? In order to know his fate, the defeated gladiator can choose between 2 cards: *Thumbs up or down*. The winner shuffle the 2 cards and the defeated one chooses his fate.

This is the meaning of the cards:

**THUMBS UP:** the spectators and the Emperor enjoyed the challenge, they save his life. Glory to the winner but the defeated has saved his life.

**THUMBS DOWN:** the spectators and the Emperor do not save the defeated. The winner gladiator will kill him. The challenge is over and the arena is ready to assist to another challenge.

If one of the two players has reached 3 victories, the game is over.

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