

COLOSSEUM^{V1.1} “For the Glory of Grân, the God of Combat!”

PLAYERS: 2 TO 4

TIME: 5-10 MINUTES

ONLY A DECK OF 52 CARDS IS NEEDED TO PLAY. DO NOT USE THE JOKERS.

Consider: J=11; Q=12; K=13

RULES:

All Players buy 4 cards and place them on the table in front of them, these are your **LIFE**, if it ends, **YOU LOSE.**

Then, everyone buys 4 playing cards, this is your **HAND** to use in combat, IT HAS NO LIMIT.

ON YOUR TURN YOU WILL:

1. Draw two cards.
2. Do one or more of the following actions.

ATTACK ANY OPPONENT [ENTER COMBAT]

When attacking, you enter into combat with that Player, you can take Damage during your Attack.

SACRIFICE CARDS TO RETURN LIFE [PRAYER TO GRÂN]

Sacrifice two cards from your hand to receive one more life card from the deck, your life cannot go beyond 4.

You can attack more than one person on your turn and attack until your cards run out.

[NOT RECOMMENDED TO BE WITHOUT CARDS]

HOW COMBAT WORKS:

The player who is attacking **chooses one or more cards from your hand to attack and decides HIGHER or LOWER**, the defender **chooses one or more cards to defend against the attack, you can choose not to defend or take the top card from the deck without seeing it, they place the cards on the table without showing the points and reveal simultaneously.** Combat victory depends on whether the Attacker chose HIGHER or LOWER.

HIGHER: Whoever has the most Points wins. Cards played together will add.

LOWER: Whoever has the fewest Points wins. Cards played together will subtract.

Cards below 11(J) can be played together to **increase or decrease your Attack or Defense points.** Cards of **Equal Values** allow you to do **Multiple Attacks** instead of one, the rules for Defending against Multiple Attacks are as follows:

- your points are HIGHER that the Value of one of the Multi-Attack cards = **It takes no damage and deals 1 damage to the Attacker.**
- your points are the same Value of one of the Multi-Attack cards = **1 damage to you.**
- your points are LOWER that the Value of one of the Multi-Attack cards = **Takes all damage.**

P.S.: Multi-attacks are only allowed if the Attacker chooses HIGHER.

The **Ace** is the **Perfect Defense and Attack**, if you use this card in your Defense or Attack, you win the fight, inflicting damage on your opponent. If he also has an **Ace**, it's a draw and nobody takes damage.

If the points are **equals**, no one takes damage.

The Player who loses the Combat suffers **Damage according to the number of Attacks it has suffered**, so, **the Player draws from his Life the amount of Cards equal to the Damage he took.** The more damage you take, the more chances you have to fight!



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The game ends when one player remains alive, becoming the **Colosseum Champion!**
Grân is proud!

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