

COLOSSEUM

OUTLINE

COLOSSEUM is a card game pitting two players against one another after they each select their own character. Nine skill cards are freely used to inflict damage on the other player. The player who manages to reduce the health of the other player to zero first is the winner.

ITEMS INCLUDED IN THE BOX

■Cards

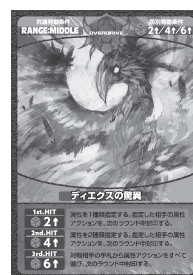
- Character cards: 6
- Skill cards: 16
- Skill cards (OVERDRIVE): 8
- Range-indication cards: 3



Character card



Skill card



Skill card
(OVERDRIVE)



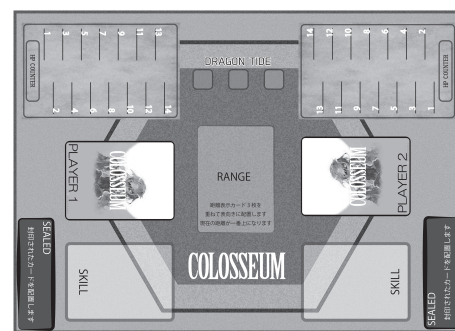
Range-indication card

■Other items

- Dragonic Tide dice: 3
- Play mat: 1
- Rule book: 1



Dragonic Tide dice



Play mat

INFORMATION DISPLAYED ON CARDS

Character cards

- ① **HP**
Indicates the health of the character.
- ② **Opening dice**
The outcome of a dice roll at the beginning of a game is adjusted by the value shown here.
- ③ **Basic correction value**
This is the value that is added to power when calculating damage for an attribute skill card.
- ④ **TIDE AURA**
A special ability that is invoked when the Dragonic Tide dice satisfy certain conditions.
- ⑤ **ABILITY**
A special ability that is invoked when a skill card to which a certain attribute is assigned generates a hit.



Skill cards

- ① **Basic power**
The offensive power assigned to this card.
- ② **Skill attribute**
Attribute assigned to this card (STR, DEX, or INT).
- ③ **Dice impact**
Indicates the value and attribute (STR, DEX, INT) of each die that is subject to adjustment at the time a hit is generated.
- ④ **Firing range**
Condition applicable to the distance of a generated hit.
- ⑤ **Dice power correction**
Indicates the correction value applicable to power that is obtained from rolling a given die.

Character cards

① Play condition (global)

Global condition for playing the skill card irrespective of the number of times the card has been played.

② Play condition (by stage)

Play condition that varies depending on the number of times the card has been played.

③ Effect

Effect that is invoked when all play conditions are satisfied. The effect will vary depending on the number of times the card has been played.



Skill cards

① Range indication

The current range is indicated.

② Effective skill

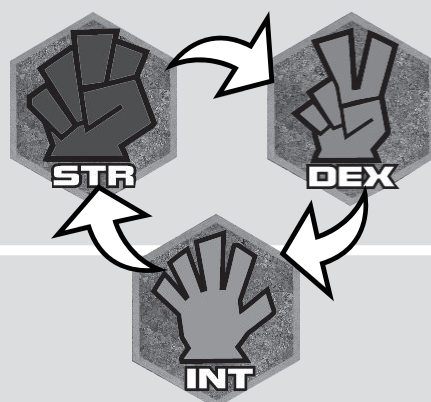
Indicates the skill card for which a hit is possible within the range indicated on this card.

TYPES AND ATTRIBUTES OF SKILL CARDS

An attribute has been configured for each skill card. The attribute determines compatibility with other skill cards and is an expression of the type of card to which the given skill card corresponds.

ATTRIBUTE ACTION

On a skill card, the compatibility-indicating attribute and its icon are referred to as an attribute action. The three types of attributes indicated by these icons are arranged in a 3-way deadlock. Each attribute can generate a unilateral effect (hit) against an attribute over which it naturally prevails.



*Hits are described in greater detail in a separate section.

MOVEMENT ACTION

This card is assigned a special attribute known as MOVE and is not compatible with other cards in the way that the attribute actions described above are. This card can change the indicated value on a range card to alter the play conditions of a card used by your opponent. A hit is generated if the effect of the card used by your opponent is nullified by the effect of your movement action card.



*Hits are described in greater detail in a separate section.

OVERDRIVE

A special skill card that can only be played when two types of conditions set according to the card are satisfied at the same time. An effect can be unilaterally invoked irrespective of compatibility only if this card is successfully played.



ITEMS INCLUDED IN THE BOX

1: Choose a character



2: Choose an OVERDRIVE card



Choose one card from among the 6 character cards available in this game. At this point in time, the same character cannot be chosen.

One of the three methods of dealing cards as presented below shall be selected as agreed upon by both players. After both players have chosen their own characters, their identities shall be promptly revealed.

Random

One card for each player shall be randomly dealt from among the 6 character cards.

Random draft

Three cards are distributed to each player. Each player shall then freely choose from among these three cards.

Free

An order shall be determined by an optional method and characters shall be chosen accordingly.

Choose an OVERDRIVE card from among the four types of OVERDRIVE cards that are available in this game. The chosen OVERDRIVE card should be added to your hand while remaining concealed from the view of your opponent.

3: Put down a range-indication card



4: Placement of Dragonic Tide dice and initial settings



5: Distributing cards (skill cards)



6: Health set

Stack three range-indication cards face-up and place this pile in between the characters on the mat. Once this pile has been positioned, make adjustments to ensure that the top range-indication card is set to MIDDLE.

Place all three types of Dragonic Tide dice with a 3 facing upwards at a location that can be seen by both players. Raise or lower the dice values according to the opening dice value inscribed in the upper-right corner of the character card chosen by each player.

Distribute the eight types of skill cards to both players. Make sure that the contents of these cards are the same for both players. Each player's hand will be comprised of nine cards: the eight distributed skill cards plus the previously chosen OVERDRIVE card.

Flip an unused card face-down and place it on the play mat in such a way that the value that is equivalent to the HP of your character is indicated.

PLAYING THE GAME



How to win

When either character's health reaches zero, the player whose character still has a positive health value is instantly the winner. Each character has a different health value.

Steps for playing the game

This game is designed to be played by repeating two phases. The following two phases are collectively referred to as a round.

1 Round

1: Placement phase



2: Battle phase

Choose one card from your hand. Place this card down while making sure that it is not revealed to your opponent.

Both players turn over their cards at the same time.
After a battle is fought (see below) to the end, proceed to the next round.

Fighting a battle

A battle is fought as described below. Make sure to complete a step before moving on to the next step.

Step 1 Range adjustment



If either player plays an attribute MOVE card, invoke the effect that is noted on the card and adjust the value indicated on the range-indication card.

Step 2
Play the OVERDRIVE card



Step 3
Play a skill card

If either player plays an OVERDRIVE card, check the play conditions. If two types of play conditions are satisfied, the effect is invoked. If the OVERDRIVE effect is successfully invoked, skip Step 3 in the next section.

The play conditions applicable to and the effect of an OVERDRIVE card change according to the number of times this card is played. However, a failed attempt to invoke the effect will not be included in the number of times this card is played. If there is a failed attempt to invoke the effect, go to step three as you otherwise would.

Check the conditions for playing a skill card. First, the players should determine whether the firing range noted on each other's skill card can cover the current range. If the conditions are satisfied, the compatibility of attributes should be checked. The skill card that prevails in terms of attribute compatibility generates a hit and inflicts damage on the opponent. The dice values are then adjusted according to the dice impact value (stated in the upper-right corner of the card).

What is a hit?

In the battle phase, a hit is generated when all conditions corresponding to a played skill card are satisfied. (The attribute MOVE card has special hit conditions.)

Condition 1 Compatibility

Check to see whether you prevail in a 3-way deadlock. You will automatically prevail if your opponent has selected an attribute MOVE action card or if your opponent's action fails to cover the given firing range or otherwise satisfy the given play conditions.

Condition 2 Firing range

Check to see whether the current range comes within the firing range indicated on the skill card.



Hit processing

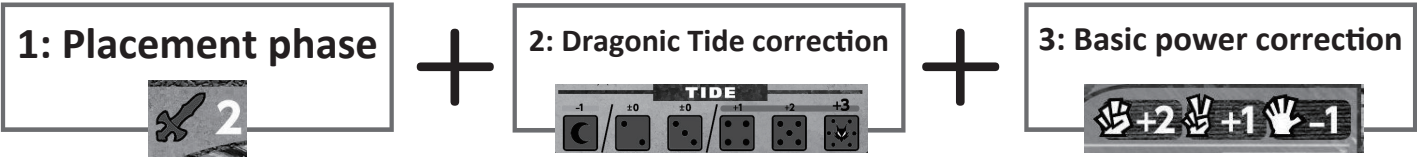
A hit is generated when the above two conditions are satisfied. After damage is caused according to the skill card, calculate the skill card damage and make dice adjustments accordingly.



Damage-calculation steps

When an action card generates a hit, calculate the damage that is inflicted according to the following steps:

Formula



This is the value that is indicated in the upper-left corner of each skill card. No power is assigned to an attribute MOVE card.

These are the correction values that are indicated at the bottom of each attribute skill card. Power is corrected according to the value of the type of Dragonic Tide die that is shown on the card.

Indicated on the character card. Power is corrected according to the attribute skill that is used.

IDENTICAL ATTRIBUTES

If skill cards are identical in terms of attribute compatibility, damage should be calculated for both and compared. The difference should be assigned as damage inflicted on the player with the lower value. Since no hit has been generated against either card in this scenario, however, no adjustment is made to the dice roll.

If both players indicate the same type of OVERDRIVE card, no effect shall be invoked by either side. If both players satisfy the applicable play conditions, this turn will be included in the number of times this card is played.

AN IN-DEPTH LOOK AT THE CHARACTER CARDS

Lucent the Fanatic

- **Opening dice**

STR 0 DEX 0 INT 0

- **Basic correction values**

STR -1 DEX -1 INT -1

- **TIDE AURA**

Condition for invoking: Any die yields a 1.

Lunar Eclipse / A correction value equal to total attribute value + X (which depends on the number of condition-satisfying dice) is obtained (1 die, X = 2; 2 dice, X = 3; 3 dice, X = 4).

- **ABILITY**

Condition for invoking: OVERDRIVE generates a hit.

Choose one die and change its value to 1.



HP:12

Terrence the Warlord

- **Opening dice**

STR +1 DEX 0 INT 0

- **Basic correction values**

STR +2 DEX +1 INT -1

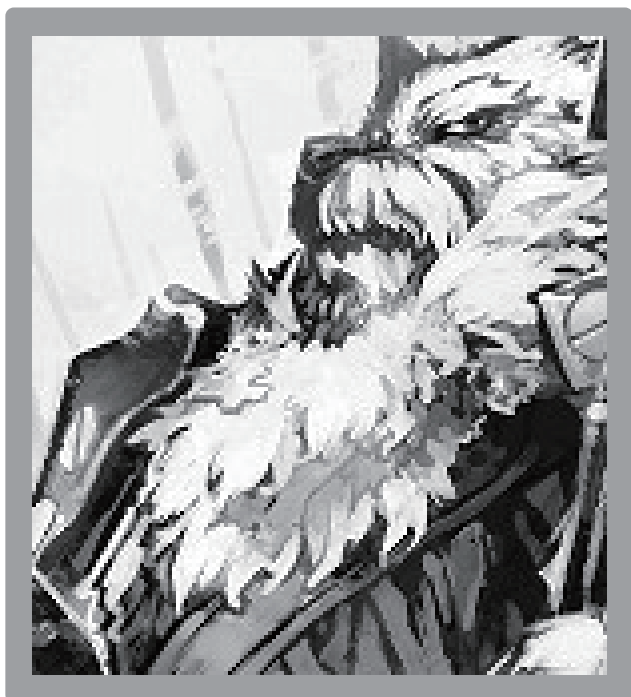
- **TIDE AURA**

Condition for invoking: The STR die yields a 6.

Unyielding-Body Tactic / If the STR attribute action is chosen while TIDE AURA is invoked, the damage corresponding to the action you chose after the damage is calculated will be inflicted on your opponent even if your opponent's action generates a hit. This damage will not be regarded as damage derived from a hit.

- **ABILITY**

Condition for invoking: The STR attribute action generates a hit. You can also change the range to SHORT.



HP:14



HP:12

William the Stargazer

- **Opening dice**

STR 0 DEX +1 INT 0

- **Basic correction values**

STR 0 DEX +2 INT +1

- **TIDE AURA**

Condition for invoking: The DEX die yields a 6.

Move Anticipation / When a round begins, choose and specify OVERDRIVE, STR, DEX, or INT. During the round, the action of your opponent will be neutralized if he or she has the chosen attribute.

- **ABILITY**

Condition for invoking:

The attribute action corresponding to DEX generates a hit.

If your opponent has chosen a MOVE attribute action card,
extra damage of 1 shall be assigned to your opponent.

Dorothy, Sage of the North End

- **Opening dice**

STR 0 DEX 0 INT +1

- **Basic correction values**

STR 0 DEX 0 INT +2

- **TIDE AURA**

Condition for invoking: The INT die yields a 6.

Double Activation Huginn & Muninn /

Apply a correction of +3 to the basic correction

value corresponding to INT and a correction

of +1 to the basic correction value corresponding
to STR or DEX.

- **ABILITY**

Condition for invoking:

The attribute action corresponding to INT generates a hit.

Extra damage (X) is caused to your opponent.

X is equal to the basic power of the hit-generating action.



HP:12

Elaine the Matterwalker

- **Opening dice**

STR +1 DEX +1 INT +1

- **Basic correction values**

STR +1 DEX +1 INT +1

- **TIDE AURA**

Condition for invoking:

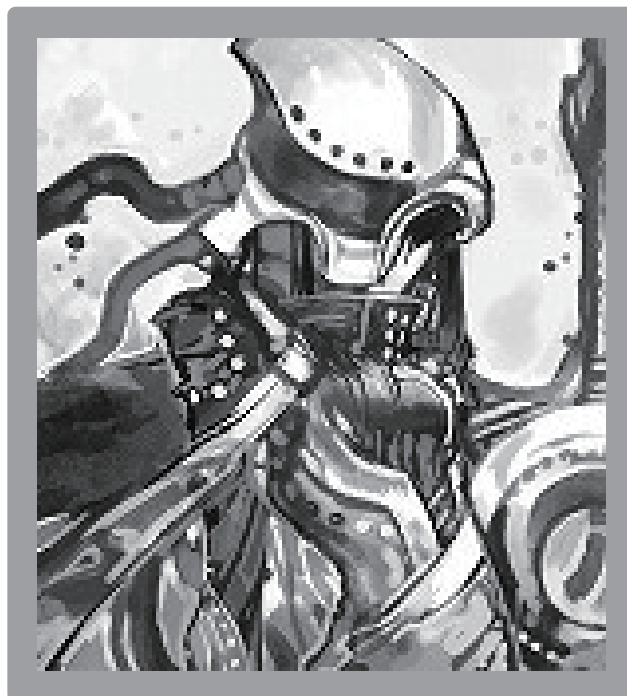
The sum of all dice rolled is 13 or higher.

Death Addiction / The basic correction value for all attributes is adjusted by +1. While this TIDE AURA is invoked, both players will neutralize any override effect. When a round begins, you will be able to change the range at your discretion.

- **ABILITY**

Condition for invoking: The attribute MOVE action generates a hit.

Two units of damage are inflicted on your opponent



HP:10



HP:12

Gaw the Inquisitor

- **Opening dice**

STR 0 DEX 0 INT 0

- **Basic correction values**

STR +1 DEX +1 INT +1

- **TIDE AURA**

Condition for invoking: Each die yields a 3.

The Saint of Sunshine / The basic power for the attribute action you use is tripled.

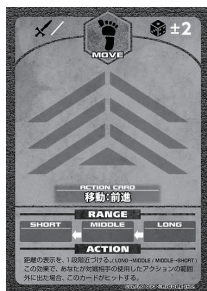
- **ABILITY**

Condition for invoking:

The attribute MOVE action generates a hit.

After carrying out the usual dice operations, you can choose one die and carry out operations with it by up to +-1.

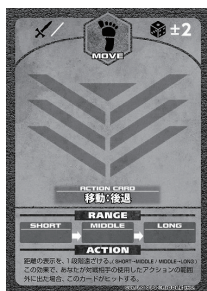
■MOVE



○Skill (attribute MOVE): Advance

The range is shortened by one gradation (LONG > MIDDLE or MIDDLE > SHORT).

If this allows you to take yourself outside the scope of an action card used by your opponent, this card will generate a hit.



○Skill (attribute MOVE): Retreat

The range is lengthened by one gradation (SHORT > MIDDLE or MIDDLE > LONG).

If this allows you to take yourself outside the scope of an action card used by your opponent, this card will generate a hit.

■OVERDRIVE

○The Tyranny of S.T.R

- **Global condition for invoking:** SHORT range
- **1st hit: condition for invoking:** The STR die yields a 2 or higher.
Apply +1 to the basic correction value for all attributes during the next round.
- **2nd hit: condition for invoking:** The STR die yields a 4 or higher.
Apply +3 to the basic correction value for all attributes during the next round.
- **3rd hit: condition for invoking:** The STR die yields a 6 or higher.
Apply +5 to the basic correction value for all attributes during the next round.



○The Prodigy of D.E.X

- **Global condition for invoking:** MIDDLE range
- **1st hit: condition for invoking:** The DEX die yields a 2 or higher.
Specify any one of STR, DEX, and INT for the attribute. Your opponent' s specified attribute action will be neutralized during the next round.
- **2nd hit: condition for invoking:** The DEX die yields a 4 or higher.
Specify any two of STR, DEX, and INT for the attribute. Your opponent' s specified attribute actions will be neutralized during the next round.
- **3rd hit: condition for invoking:** The DEX die yields a 6 or higher.
All of your opponent' s attribute actions – STR, DEX, and INT – will be neutralized during the next round.





○The Blessing of I.N.T

- **Global condition for invoking:** LONG range
- **1st hit: condition for invoking:** The INT die yields a 2 or higher.
You can carry out operations with all attribute dice by up to +-2 in total.
- **2nd hit: condition for invoking:** The INT die yields a 4 or higher.
You can choose two dice and carry out operations with each of them by up to +-2.
- **3rd hit: condition for invoking:** The INT die yields a 6 or higher.
Choose two dice and change their values to whatever values you wish.



○Mooncell Execution

- **Global condition for invoking:** Your opponent has chosen to invoke OVERDRIVE.
- **1st hit: condition for invoking:** none
Your opponent' s OVERDRIVE will be neutralized during the next round.
- **2nd hit: condition for invoking:** none
Your opponent' s OVERDRIVE and MOVE2 type will be neutralized during the next round.
- **3rd hit: condition for invoking:** none
Specify any one of STR, DEX, and INT for the attribute. Your opponent' s OVERDRIVE and MOVE2 type as well as specified attribute action will be neutralized during the next round.



#QA001: Movements and hits01

Q: Will a hit be generated if my opponent's destination comes within the range indicated on the skill card?

A: Yes.

#QA002: Movements and hits02

Q: When I advance and my opponent retreats, how does the game proceed? And is a hit generated in such a case?

A: The range, whatever it may be currently, does not change. Also, no hit is generated.

#QA003: Movements and hits03

Q: If the current range is LONG and my opponent and I both choose advance, how will the range be affected?

A: The range will change to SHORT.

#QA004: Movements and hits04

Q: If I choose retreat when the current range is LONG, how will the range be affected? Also, will a hit be generated if movement takes place outside the attack range of the card used by my opponent at this time?

A: The range will not be affected. A hit from movement will be generated if the movement effect (invoked at the location where your character was initially situated) leads to your escape from the firing range. If you move from a starting location outside the firing range to another location outside the firing range, no hit will be deemed to have been generated.

#QA005: Movements and OVERDRIVE01

Q: My opponent invoked OVERDRIVE (The Tyranny of S.T.R) and I chose to retreat when the range was SHORT. In this case, does the movement generate a hit?

A: Yes. Since the RANGE condition for invoking OVERDRIVE is treated like a firing range, a hit from movement is generated.

#QA006: Movements and OVERDRIVE02

Q: My opponent invoked Mooncell Execution and I chose to Retreat when the range was MIDDLE. My opponent failed to invoke Lunar Entombment and the range changed to SHORT. Does the movement generate a hit in this case?

A: No. Since Mooncell Execution is an OVERDRIVE effect that is not associated with a firing range, a player cannot escape from the firing range.

#QA007: Timing01

Q: My opponent successfully invoked The Prodigy of D.E.X at the same time that I, as William the Stargazer, invoked my TIDE AURA (Move Anticipation). When does the specification of an attribute in this case take effect?

A: With The Prodigy of D.E.X, an attribute is specified when The Prodigy of D.E.X is successfully invoked. With Move Anticipation, an attribute is specified at the start of the round. For this reason, effects are processed according to this sequence: The Prodigy of D.E.X > Move Anticipation.

#QA008: Timing02

Q: What is the sequence of processing that is applicable to multiple effects that are invoked at the same time?

A: Effects are processed according to this sequence: impact on your hand (neutralization) > impact on range (movement) > impact on dice.

#QA009: Timing03

Q: My character, William the Stargazer, and Elaine the Matterwalker both invoked TIDE AURA at the same time. Which ability, invoked at the beginning of the round, will be processed first?

A: William the Stargazer's TIDE AURA will be invoked first in accordance with the processing outlined in QA008

#QA010: Invoking OVERDRIVE

Q: I managed to invoke my fourth OVERDRIVE. Which effect should I apply?

A: Your third effect will be invoked.

#QA011: Timing04

Q: When are TIDE AURA and ABILITY effects invoked?

A: They are invoked after damage processing and dice operations are completed.

#QA012: Neutralization

Q: Do I need to reveal any cards of mine that are neutralized? Also, should an OVERDRIVE card that has not yet been revealed be neutralized with the card shown face-up?

A: Yes, cards that are neutralized are revealed. Any OVERDRIVE card that has not yet been revealed will also be neutralized with the card shown face-up.

#QA013: Dice operations01

Q: Do I always need to carry out dice operations fully up to the designated value?

A: No. You can freely carry out dice operations either partially or fully up to the designated value.

SPECIAL TERMINOLOGY

■ Basic correction value

Correction value assigned to a character card.

■ Basic power

Power assigned to a skill card.

■ Dice power correction

(Dragonic Tide correction)

Correction value obtained with a skill card according to the roll of the applicable type of die.

■ Attribute

Attribute assigned to a skill card
(STR, DEX, INT, MOVE, or OVERDRIVE).

■ Attribute action

Effect of using a skill card to which any of the three basic attributes (STR, DEX, INT) has been assigned.

■ Hit

Term used to describe the moment when a skill card satisfies all conditions for invoking an effect.

ERRATA

Printing errors appear on some cards in Version 1.0 of the Japanese edition of this game. If you purchased this version, we respectfully ask that you check the following elements before commencing play:



#William the Stargazer

Error: 6 with the shooting die

Correct: 6 with the DEX die



#Modern Cast (INT)

Error: Dice 5 correction [-1]

Correct: Dice 5 correction [+1]