

2-6

8+

30min

MAXIME RAMBOURG

PAUL MAFAYON

# ARENA™

FOR THE GODS!



RULES

iello™

# WELCOME TO THE ARENA OF THE ALL-POWERFUL,

where only the greatest mythological heroes fight to please the gods. Give your life to receive favors from the gods and equip yourself the best you can for this ultimate combat. Be cunning and hit hard, since only one of you will be known as the Champion of the gods.

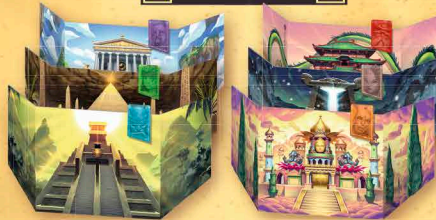
Enter the Arena and let the battle begin!

## CONTENTS

6 Hero figurines  
and their plastic stands



6 screens



1 Arena  
game board



130 Life  
Point cubes



7 dice



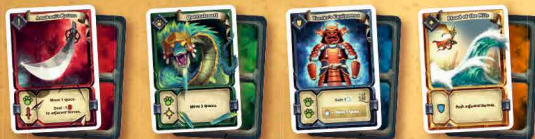
10 Protection tokens



14 Exhaustion tokens



48 Equipment cards



12 Weapon  
cards

12 Mount  
cards

12 Armor  
cards

12 Spell  
cards

7 Pillars  
to assemble



7 Arena tiles



Trap


Fountain of Life


Reserve



# OVERVIEW AND GOAL OF THE GAME

The gods recognized your feats on Earth and have chosen you: you'll be pitted against the best in a clash of champions!

To avoid having the event turn into a massacre, the game ends as soon as a Hero turns in his weapons (as soon as he has no more life points ).

The Hero who put on the best show (who has the most ) wins the game. He receives the ultimate prize: the title of Champion of the gods.



## GAME ELEMENTS

### HEROES

You each play as a mythological Hero during the game. They have no specific starting attributes and each is affixed to a plastic base.



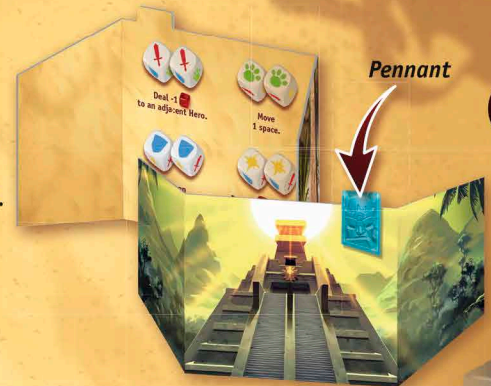
### THE ARENA

The game board represents the Arena in which the Heroes battle to honor the gods.





### SCREENS

The screens represent sacred places taken from the six mythologies present in the game. The color of the pennant helps you match each Hero to his corresponding screen.



### LIFE POINTS

The cubes represent the life point () of the Heroes in the Arena. Each  is worth 1 life point.



## DICE

All the dice have the same faces with these different symbols:



These symbols let you take different actions during combat or activate certain Equipment cards.

## PILLARS

Pillars let you modify the shape and layout of the Arena according to the chosen scenario.



Pillar

☐ **NOTE** ☐ Before your first game, assemble the Pillars like so:



## ARENA TILES

Spaces covered by Arena tiles give a bonus or penalty when Heroes move onto or cross them.



Trap



Fountain of Life

## EQUIPMENT CARDS

Cards come in four categories: Weapon , Mount , Armor , and Spell . Each type has a different card back. You will find these different elements on each Equipment card:



## PROTECTION TOKENS

Protection tokens () are gained by activating certain Armor cards. Put them on your Hero if you gain them.



## EXHAUSTION TOKENS

Exhaustion tokens () are used with certain Equipment cards. Put them on your screen if you receive them.



## RESERVE

This lets you easily gather the , , and nearby.



# SETUP

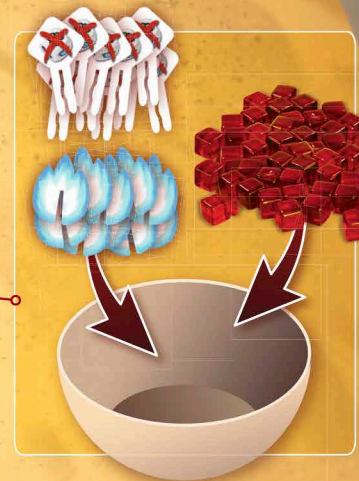
**1** Place the **Arena** in the middle of the table.

**2** According to the number of players and the playtime you want, choose a scenario (pages 14 to 16) and place the **Arena tiles** and **Pillars** in the Arena as shown in the scenario.

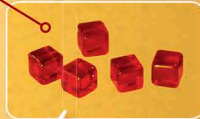
## NOTE

Once you are familiar with the game, you can create your own scenarios as you see fit.

**3** Fill the Reserve with ,  with a red X, and  with a red dot, and place it near the Arena.

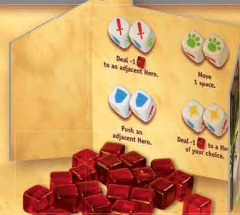



**4** Place 5  on each **Fountain of Life** in the Arena.



**5**

**5** Each player chooses a **Hero**. Put your Hero's figurine and **screen** in front of you.



**6** Take 20  and put them behind your screen.



# GAMEPLAY

THE GAME PLAYS OVER TWO MAIN PHASES:

**THE EQUIPMENT PHASE** where you try to gather the best Equipment offered by the gods to prepare for combat.

**THE COMBAT PHASE** where you fight the other Heroes in the Arena.

**A**s soon as you arrive in the wings of the Arena, you must face your opponents! Show your determination to the gods to gain the best Equipment. Your devotion and sacrifice will be rewarded!

6

## EQUIPMENT PHASE


Choosing your Equipment happens in four phases: choose your **Weapon**, choose your **Mount**, choose your **Armor**, then choose the **Spell** with which you will enter the Arena.

To choose each of these types of Equipment, repeat the following steps:

- ☐ **Reveal the Equipment**
- ☐ **Gain your Equipment**



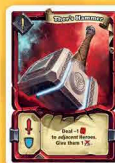
### REVEAL THE EQUIPMENT

To choose a Weapon, take all the Weapon cards  and shuffle them. Draw as many Weapons as there are players and place them face-up in the middle of the table. **Put the remaining cards back in the box. They will not be used in this game.**


## FIRST GAME?



For your first battle, we recommend that you skip the **EQUIPMENT PHASE**. The **INSTANT COMBAT** variant is ideal for learning how to evaluate the Equipment in the Arena. This variant is explained on page 19. You can then keep reading the rules for the **COMBAT PHASE** (page 8).

### EXAMPLE OF A 4-PLAYER GAME







## GAIN YOUR EQUIPMENT

Each player secretly bids a certain number of  in his hand. When everyone is ready, simultaneously reveal your bids.

The player who bid the most  chooses a Weapon first. The player who bid the second-most  chooses from the remaining Weapon cards, and so on until each player has a Weapon in front of him.

All  bid are spent and returned to the Reserve.

## EXAMPLE OF A 4-PLAYER GAME

Mafaya bid the most  and returns the 5  she bid back in the Reserve. She chooses a Weapon card that she places in front of her. Then, it goes to Tzi-Xican, who bid 3  to choose a Weapon from the remaining cards, and so on until Cleo, who bid the fewest , takes the last available Weapon card.



MAFAYA



First



TZI-XICAN



Second



NAKAMURA




Third







CLEO

Last

## IN CASE OF TIE

If more than one player bids the same number of , there are two solutions:

-  All tied players discuss, and each takes the card he wants.
-  Tied players agree on the Equipment cards they want most. Shuffle and deal them randomly to the tied players.

 **NOTE**  In the rare case where you cannot agree on the Equipment cards to randomly deal out, shuffle all remaining Equipment cards in the auction. Each tied player is dealt one randomly.

## REPEAT FOR EACH TYPE OF EQUIPMENT

Repeat the two previous steps to equip your Mount, Armor, and Spell. The Equipment cards must be distributed in this order:



The player who wins the Spell auction becomes the **First Player for the Combat Phase**. If there's a tie, randomly choose between the tied players.

At the end of the Equipment Phase, everyone must have an Equipment card of each type **face-up** in front of his screen. **Now you're ready for Combat!**

**Y**ou now carry the best Equipment possible. It is time to enter the Arena and prove you have what it takes.



## COMBAT PHASE

### ENTER THE ARENA

Starting with the First Player and going clockwise, each player places his Hero on the board. **Your Hero must be placed on an empty space (without an Arena tile, Pillar, or another Hero) on the edge of the Arena.**

In certain scenarios, a line of Pillars can artificially reduce the size of the Arena. This line isn't considered to be an edge of the Arena and no Hero may be placed in the gray zone depicted in the scenario.



8

When all players have placed their Heroes in the Arena, combat can begin.

### BEGIN COMBAT!

Combat happens over several turns that repeat until one Hero loses all of his . During the game, you can gain and/or via certain Equipment cards.

Starting with the First Player and going clockwise, each player takes turns following these three steps:

- ▣ Prepare your turn
- ▣ Roll the dice
- ▣ Take your Actions

▣ **PREPARE YOUR TURN:** Take 7 dice minus the number of you have on your screen. Then return your and to the Reserve.

▣ **NOTE** ▣ In the extreme case where a Hero has 7 or more , he passes his turn and returns all of his to the Reserve.

### EXAMPLE

You received 2 during other players' turns. At the beginning of your turn, you take all 7 dice and set two aside. You then return your 2 to the Reserve. You have no on your Hero, so your preparation is over.





📄 **ROLL THE DICE:** Roll all the dice that are available to you after preparation.

If you want, you can reroll the dice of your choice **once (and only once)**.

### EXAMPLE

You roll your 5 dice (7 dice minus the 2 dice set aside for the 🗡️ you had). You choose to reroll 3 dice you didn't like once. Your dice rolling is now complete.

📄 **TAKE YOUR ACTIONS:** Use the dice to take actions that let you move, protect yourself, and fight in the Arena. **Each die can only be used once per turn.** You can take your actions in any order and repeat the same action as many times as you'd like, but you must finish one action before you begin another one.

The most common action is activating an Equipment card. To do this action, place dice on an Equipment card that corresponds to its activation cost. Immediately apply the effects of this card.



### CLARIFICATIONS ON ACTIVATING EQUIPMENT

- 📄 When activated, you must apply all effects of an Equipment card (or as much as possible). If multiple effects are applied, you must resolve them in the order of the text.
- 📄 If a card effect involves movement and/or loss of 🗡️, these effects are applied before any other action is taken or any 💧 is triggered.
- 📄 Equipment effects override any rules in this book.
- 📄 You receive 💧 by activating certain Armor cards. They don't have an immediate effect, but are triggered when you lose 🗡️ during other Heroes' turns.

You may also use **two identical dice to take the following actions:**



Deal -1 🗡️ to an *adjacent* Hero



Move 1 space




Push an *adjacent* Hero




Deal -1 🗡️ to a Hero of your choice

**You are not required to use all your dice.** If you don't want to or cannot take any other actions, your turn is over. Give the 7 dice to the next player who begins a new turn, starting with **PREPARE YOUR TURN.**

# END OF THE GAME


After completely resolving the effects of an action or card, if a Hero has no , the game immediately ends.

The player who has the most  at the end of the game is declared the Champion of the gods. If there's a tie, the Heroes share the victory.

# MOVEMENT RULES

10

▣ Movement must be taken **in its entirety** (exact number of spaces indicated on the card), respecting the rules for each of the spaces crossed.

If a Hero cannot move the total distance, the extra movement is ignored and the player loses 1 , no matter what the situation is or how many extra spaces there are.

▣ Each space a Hero moves to **must be adjacent** to the space he leaves.




▣ A Hero must always move onto a valid space:



- You **cannot** move a Hero to a **space with a Pillar**.
- You **cannot** move a Hero to a **space that already has another Hero**.
- You **cannot** move a Hero **outside the limits of the Arena** (a Hero can never move into the gray area of the scenario). Any other space is a valid space.



During movement, as soon as a Hero crosses or stops on an Arena tile, **you must immediately apply the effect:**



▶ **Fountain of Life:** take 1  from the Fountain of Life and add it to your total , behind your screen. If there are no more  on the Fountain of Life, nothing happens.

▣ **NOTE** ▣ *If a Hero loses his last , then gains 1  by visiting a Fountain of Life while resolving the same Equipment card, the end of the game is not triggered.*





▶ **Trap :** return 1  to the Reserve.

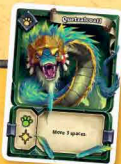
The Arena tile effects are only applied when a Hero crosses or stops on these tiles.

▣ **NOTE** ▣ *When you move another player's Hero, apply the movement rules as if you were moving your own Hero.*

## EXAMPLE



You activate Quetzalcoatl and move your Hero three spaces.

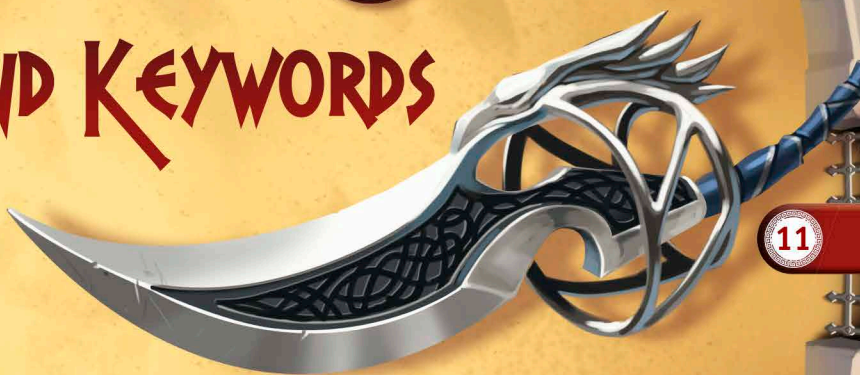
- 1 You enter a Fountain of Life for the first time, and gain 1 .
- 2 You leave the Fountain of Life.
- 3 You re-enter the Fountain of Life and stop on it. You gain a second .



# SYMBOLS AND KEYWORDS

## LIFE POINT

The  represent your life points. When you gain/lose , take them from or return them to the Reserve (unless you gain it from a Fountain of Life).



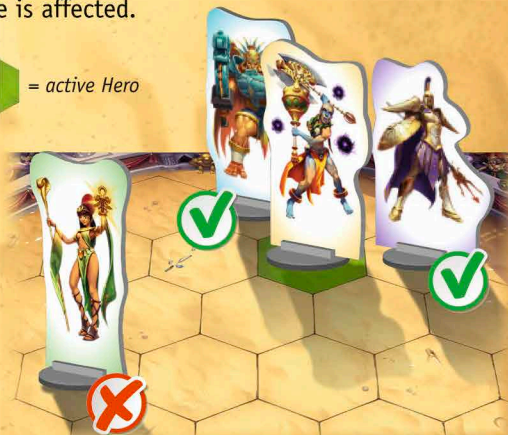
11

## ADJACENT

Two Heroes are *adjacent* if they occupy spaces sharing a common border.



When an effect impacts *adjacent* Heroes, each Hero occupying a space sharing a common border with your space is affected.



## FARAWAY

A Hero is considered to be *faraway* from your Hero if he fulfills two conditions:

- ▣ The targeted Hero is not *adjacent* to your Hero.
- ▣ The targeted Hero is within line of sight of your Hero.

### LINE OF SIGHT

Your Hero has line of sight of all spaces he can move to in a straight line. Line of sight can be interrupted by another Hero or Pillar: you cannot "see" behind them.

As long as these conditions are respected, a Hero is considered to be *faraway* from your Hero no matter how many spaces separate them.



## OF YOUR CHOICE

When an effect targets a Hero *of your choice*, you can apply the effect to any Hero (including your own), regardless of adjacency or line of sight.

## PROTECTION TOKEN



When you activate an Armor card that gives you a Protection token () , take one from the Reserve and place it on your Hero. A is triggered **when your Hero loses one (or more) during another Hero's turn**: you **must** apply the effect indicated on your Armor card. If you have multiple , the effect is applied multiple times.

The is only triggered after the last action or current effect is completely resolved. You can only trigger a once before the active Hero takes his next action.

### EXAMPLE

Cleo activates Shiva's Necklace once during her turn; she therefore has 1 . Tzi-Xican is adjacent and activates Susanoo's Storm. Cleo loses 1 , takes 1 and is pushed. Cleo then triggers Shiva's Necklace and deals -2 to Maximus who is now adjacent to her (Tzi-Xican is no longer adjacent).



## EXAMPLE

Cleo and Siggie are adjacent. They activate Shiva's Necklace and Imperial Shield on their respective turns. They each have 1 🔥.

- 1 Nakamura deals -1 📊 to Siggie with Zeus's Thunderbolt.



- 2 Siggie triggers her 🔥, applies the effect of the Imperial Shield, and deals -1 📊 to Cleo.



- 3 Cleo triggers her 🔥 and deals -2 📊 to Siggie with Shiva's Necklace.



- 4 Siggie cannot retrigger her 🔥 (since Nakamura hasn't taken any actions since the first time she triggered her 🔥).

All 🔥 stay on your Hero until the beginning of your next turn when you return them to the Reserve.

**NOTE** If a 🔥 is triggered when your Hero loses his last 📊, the game ends and the effect of the 🔥 is not applied.

## EXHAUSTION TOKEN

You may receive Exhaustion tokens (🗑️) from certain Equipment cards. Slide them onto your screen. During your preparation step, take one fewer die for each 🗑️ on your screen. Then return them to the Reserve.



## REROLL

When you reroll, you can choose as many of your unused dice as you want and roll them another time (you can choose not to reroll any).

## PUSH

When you push a Hero in the Arena, always move him in a straight line one space away from your Hero.



If the pushed Hero is blocked by a Pillar or the edge of the Arena, he does not move and loses 1 📊. If the Hero is blocked by another Hero, neither one moves and they each lose 1 📊.

# SCENARIOS

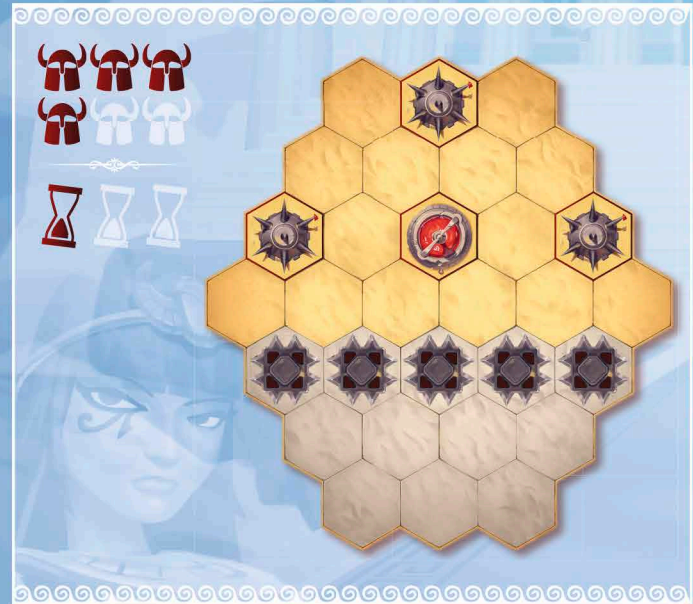
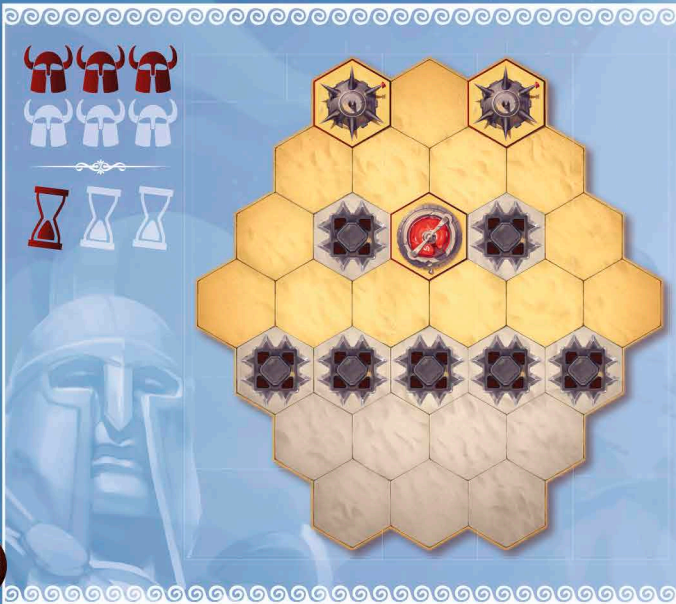


Number of players



Playtime

14



# SCENARIOS




Number of players



Playtime





# SCENARIOS

 Number of players

 Playtime




Scenario 1: 6 Bulls, 3 Hourglasses.

Scenario 2: 6 Bulls, 3 Hourglasses.


Scenario 3: 6 Bulls, 3 Hourglasses.

Scenario 4: 6 Bulls, 3 Hourglasses.



# VARIANTS

## TEAM COMBAT

Make teams to have a balanced distribution:

- ▣ 2 teams of 2 Heroes,
- ▣ 2 teams of 3 Heroes,
- ▣ Or 3 teams of 2 Heroes.




Sit around the table alternating teams.

### EXAMPLE

*In a game with 2 teams of 2 people, sit around the table as shown in the diagram below.*




The game plays like a standard game, following the rules explained previously. You can deal damage to members of your own team, voluntarily or not.

**When a Hero reaches 0** , each team adds up the  of their surviving members. The team with the most  wins.


## TWO-PLAYER MODE

In a two-player game, each player takes two Heroes and their corresponding screens.

### SETUP

On your left, place your first Hero and screen, and on your right, place your second Hero and screen. Place 20  behind each screen.




### GAMEPLAY

**For the Equipment Phase**, place your  bid in each of your hands: your first Hero in your left hand and your second Hero in your right hand.

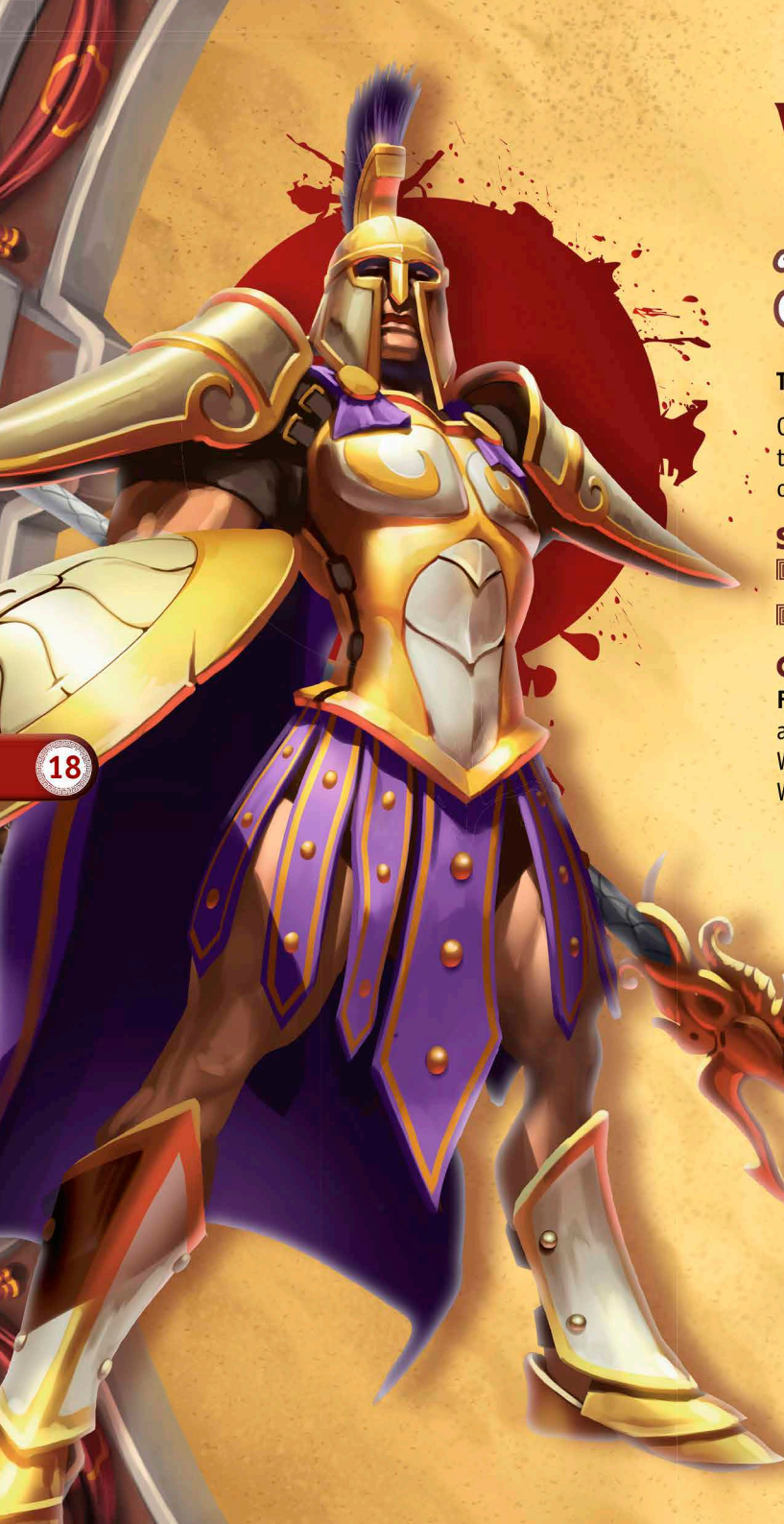
**For the Combat Phase**, take turns activating your Heroes, like in the Team Combat variant. Starting with the First Player, each player takes the actions of their first Hero, then each player takes the actions of their second Hero.

### EXAMPLE

*In a two-player game, you take the actions of your first Hero. Next, your opponent takes the actions of his first Hero. You take the actions of your second Hero, then your opponent takes the actions of his second Hero, and so on.*

As soon as a Hero loses his last , add the  of your two Heroes. The player with the greater number of  wins the game.

▣ **NOTE** ▣ *The two-player variant has more complex strategy. It is not recommended for your first game.*



# VARIANTS

## “DOWN WITH THE TITAN!” (ALL AGAINST 1)

This variant is designed for 4 or 5 players.

Choose a player who will battle alone against all other players: that player is the Titan. The other players make up the team of Assailants.

### SETUP


- ▣ The Assailants each place 10  behind their screens.
- ▣ The Titan places 10  per Assailant behind his screen.


### GAMEPLAY


**For the Equipment Phase**, the Titan draws as many Weapons as there are players. He chooses one, then puts the remaining Weapons face-up on the table. The Assailants each choose a Weapon from what’s available, reaching an agreement together.

Follow the same steps for the Mount, Armor, and Spell cards.

**For the Combat Phase**, the Titan is the First Player. Each time it becomes his turn, he takes 2 consecutive turns. Then, the Assailants take turns going clockwise.

If the Titan has  at the beginning of either of his turns, they are applied then returned to the Reserve during his preparation step.

Remember that  gained during the first turn are lost during the preparation step of the second turn!

**The Titan wins the game if he eliminates all the Assailants. The Assailants win the game if the Titan loses his last .**

# VARIANTS




## INSTANT COMBAT

In this variant, we provide sets of pre-established Equipment cards.

These give each Hero a unique combat style and balanced Equipment.

### SETUP

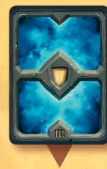
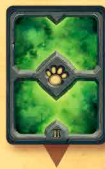
- ☑ Randomly determine **First Player**.
- ☑ Starting with the First Player and going clockwise, take a Hero and corresponding screen.
- ☑ Put 12  behind your screen.












### GAMEPLAY

For the **Equipment Phase**, take the 4 Equipment cards that correspond to your Hero, as listed in the Table of Heroes below. Place them in front of your screen **face-up**.

**Begin the Combat Phase (page 8).** After this point, everything plays like a standard game.

## TABLE OF HEROES



	<b>CLEO</b>	Anubis's Ankh 	Sleipnir 	Skin of the Nemean Lion 	Seth's Fury 
	<b>SIGGY</b>	Thor's Hammer 	Quetzalcoatl 	Yasuke's Equipment 	Vishnu's Curse 
	<b>MAXIMUS</b>	Odin's Spear 	Cerberus 	Athena's Armor 	Sacrifice to Tlaloc 
	<b>MAFAYA</b>	Ganesh's Axe 	Paravani 	Shiva's Necklace 	Sekhmet's Healing 
	<b>TZI-XICAN</b>	Xiuhcoatl 	Ryujin 	Tutankhamun's Mask 	Freyja's Blessing 
	<b>NAKAMURA</b>	Cupid's Bow 	Ammit 	Thor's Iron Gloves 	Loki's Illusion 

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