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The game consists of:

1. Game board (hex, 5 to a side)
2. Gladiator meeples - 6
3. Counter tokens - 6
4. Lion meeple
5. Dice
 - a. Lion - red - 1
 - b. Move - green - 6
 - c. Gold - yellow - 6
6. Rule sheet

INITIAL SETUP

1. Place the lion meeple in the center of the board.
2. Place the players' meeples symmetrically in opposing corners of the board (diameter for 2 players, equilateral triangle for 3, rectangle for 4).
3. 6 Gold dice go to centers of sides of the 3-wide hexagon centered on the lion.

4. Place the gold counters - one per player - at the start of each player's gold track next to their starting corner.
5. For the 1st round, the pool of dice consists of the red Lion die and four Move dice (for 2 or 4 players) or six Move dice (for 3 or 6 players).
6. The player who last saw a live lion starts the game.

Note that it doesn't matter which side the Gold dice are up when on the board, they still represent one gold coin each.

ROUND PROGRESSION

At the beginning of the round, the starting player takes all the in-game dice (Lion, Move, and possibly Gold - those that are not on the board) and casts them.

Next, they and subsequently other players take turns by picking one of the dice and performing the action corresponding to its color and number:

- 1) Move:
 - The player may take up to X (throw result) steps in a single direction, without turning or changing it.

- Entering the hex that is immediately adjacent to an opponent or the lion costs one extra step per adjacent obstacle (so, a hex with a lion and two other players next to it cannot be entered, as it would require 4 movement points, while the maximum on the die is 3).
- If the player finishes his move on a hex with a Gold die in it, they move their gold counter one place to the right, and remove the die off the board, adding it to the pool for the next round.

2) Lion:

- The player must move the Lion in a single direction by exactly the number of steps indicated on the die.
- If the Lion walks through or stops on a hex with a Gold die, that die is removed from the board and added to the pool for the next round (nobody gets to move their token), even if the lion continues his movement.
- The Lion will not walk into walls (therefore, moves in the direction of walls that are too close are forbidden).
- The only reason why the Lion may and will stop early is entering a hex next to one occupied by a Gladiator or several.

3) Gold:

- The player takes that die and puts it on the board exactly X steps away from the current position of the Lion.
- The die cannot be put outside the arena.
- The die cannot be put on a non-empty hex (occupied by a Gladiator or another Gold die).

When selecting a die from the pool, a player may NOT pick a die that they cannot use to make a permitted move.

If none of the dice available to a player on their turn provide them a permitted move, they are forced to skip the turn. They are still allowed to attempt the next turn in the same round if enough dice remain.

A player is allowed to skip a turn voluntarily as well (and is allowed to pick again on the next turn if any dice remain).

If none of the players can execute a permitted move with the available dice, or all players have consecutively passed, the player sitting next to the one who made the actual last move starts the next round.

The player to first get their gold counter to position 7 wins the game.