

Colosseum Offcuts



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Summary

Bit of a boardgame design challenge here. Can I make a game using thrown away bits of another game? Number of Players: 2-5

Type of game: Abstract strategy tile laying

Rules

Pieces

- 20 square counters from the centres of the Colosseum arena pieces which consist of:
 - two blank counters with a light and dark side in 5 colours
 - two arena stand counters with a light and dark side in 5 colours

Glossary

Board Piece (**BP**) - A blank counter of your colour.

Fortification (**F**)- An arena stand counter of your colour.

Mobile mode - A counter that is light side up.

Attack mode - A counter that is darker side up.

Touching - An edge to edge laying of counters.

Flipping - Changing the mode of a counter by turning it over.

Setup

Each player takes four counters of the same colour - two **Board Pieces** and two **Fortifications**.

Note: All pieces initially placed are done so in **Mobile mode**.

1. Placing **Board Pieces**

1. One player places their first (**BP**)
2. Each other player places one (**BP**) such that it touches one other player's (**BP**) - but does not touch any other player's (**BP**).
3. Each player then places their second (**BP**) such that it touches their previous (**BP**) but no other player's (**BP**).

2. Placing **Fortifications**

1. Each player places their first (**F**) such that it touches one of their (**BP**)s but no other player's (**BP**).

2. Each player places their second (**F**) such that it touches one of their (**BP**)s or the previous (**F**) but no other player's (**BP**) or (**F**).

Playing

Each turn consists of a player making two actions. The two actions made can be any combination of-

- Moving a **Mobile** Board piece or Fortification
- Moving an **Attack** Board piece or Fortification
- Flipping a Board piece or Fortification

Moving

Mobile Mode

- If moving the counter will not disconnect any other counters (i.e. it will still be possible to trace a path from any counter to any other counter through touching edges)
- If the counter you wish to touch has at least two exposed edges.
- If the counter you wish to touch is not fully enclosed by other counters.

Move the counter and any other counters on top of it to touch the other counter.

- A counter in Mobile Mode cannot move on top of another counter, but can carry other counters.

Attack Mode

- If the counter has no other counters on top of it.
- If moving the counter will not disconnect any other counters (i.e. it will still be possible to trace a path from any counter to any other counter through touching edges)

Move it to touch a counter next to it or move it on top of a counter it is already touching.

- It can move only 1 space.
- It can move on top of another counter.
- If it is a Fortification piece and you are moving it on top of another Fortification piece belonging to a different player - you capture that piece.
- Moving a Fortification piece onto a stack of other counters will only effect the top most counter, and only then if it is a Fortification piece.

Flipping

- If the counter has no other counters on top of it.
- If the counter had no other counters beneath it.

Turn the counter to its other side.

- It stays in its current position.

Ending the Game

The game ends when only one player has any Fortification pieces left.



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