



How to Play Teaching Guides:

#21 Colosseum

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #21 of The How to Play Podcast available at www.howtoplaypodcast.com

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The Hook - What the Game is About

"Welcome to Colosseum. In this game you play the role of a Roman Impresario seeking to put on the greatest spectacle the world has ever seen. The game will take place over 5 turns and each turn you will stage an event trying to draw the most possible spectators.

Each turn you will spend your money to make an investment in your colosseum, and then bid on one of five sets of resource tiles to help you preform the events. Each turn your Colosseum will grow and your events will become more exciting. the first few years you will be performing events to build up your income to be able to afford greater events make more investments and acquire more resources to put on even larger events.

At the end of the fifth turn of the game, players will probably be able to stage their biggest event yet. And at the end of the game the player who has put on the one event that has drawn the most spectators will be hailed for all time as the winner of the game!"

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The Meat - How to Play the Game

How to stage a Colossal Roman Event

1. Heart of the game is trying to run the best events
2. Look at a event program #1
 - 2.1 Upper Left Program #
 - 2.2 Center is tiles needed for completion (2 gladiators, 1 flower pot)
 - 2.3 Lower left - Laurels - how many spectators if you have all the tiles
 - 2.4 Bottom shows spectators if missing one or more tiles

3. Look at event guide (back of player aid)
 - 3.1 Key to bigger events that you could possibly stage
 - 3.2 Program # Column- Identifier
 - 3.3 Cost Column
 - 3.4 Total possible Spectators
 - 3.5 Required size of Colosseum
 - 3.5.1 Blue 11-20 - require one expansion
 - 3.5.2 Red 21-30 - require two expansions
 - 3.6 Bottom Row - Tiles in Game
4. Trying to make your Event as well attended as possible
 - 4.1 Why?
 - 4.1.1 Each spectator earns you 1 money at the end of each round
 - 4.1.2 Earning money will help you get more investments and tiles and put on bigger and bigger events
 - 4.1.3 Your Score is the number of spectators of your biggest event
 - 4.1.4 Usually, but not always, your number of spectators in the fifth round
 - 4.1.5 Score does not accumulate or add each round, your score is only the highest you have scored in any one round.
 - 4.2 How do you to make your event the largest and win the game?
 - 4.2.1 Having all of the required tiles
 - 4.2.2 Each other event you have hosted is +5
 - 4.2.3 Can buy season tickets +5
 - 4.2.4 Can get bonuses from nobles visiting your Colosseum or from medals earned from the nobles
 - 4.2.5 Can have a Star Performer for having the most of a tile type
5. At the end of the fifth turn whoever had the best event with the most spectators wins, SO how do you actually play a turn?



The Five Phases of a game turn

1. Make an investment in your Colosseum;
 - 1.1 Buy ONE item of these choices
 - 1.1.1 Event Program - Cost on tile
 - 1.1.2 Expand Arena - Cost 10 - Allows for bigger events
 - 1.1.3 Season Ticket - Cost 10 - +5 for every future event
 - 1.1.4 Emperor's Loge - Cost 5 - Allows an extra die for nobles
 - 1.2 First turn is recommended to purchase a season ticket or loge
2. Acquire Event Asset tokens
 - 2.1 Bids start at 8 with starting player
 - 2.2 If start player wins the auction, refill markets and player to his left begins the next auction
3. Trade Event tokens
 - 3.1 In turn order, starting with the start player, each player has a turn to initiate trades with other players. 3-way trades are not allowed.
 - 3.2 Alternatively, allow open free-for-all trading
 - 3.3 Trades may involve money or tiles
4. Producing Events
 - 4.1 Each player in turn order runs an event
 - 4.2 First roll a die and move a noble clockwise (2 dice/moves with loge)
 - 4.2.1 Look at special die
 - 4.2.2 Get nobles in your colosseum
 - 4.2.3 Out of other player's colosseums
 - 4.2.4 Land on medals
 - 4.3 Choose an Event and add up how many spectators attend
 - 4.3.1 Value of program, based on tiles
 - 4.3.2 Bonuses for all the things listed on your player aid; previous events (5), season tickets (5), star performers (4), nobles (7, 5, 3) and two things we will talk about more in a minute
 - 4.3.3 Go down the list and add them up
 - 4.4 Take money = # of spectators
 - 4.5 Adjust scoreboard only if total is higher than previous event

5. Closing Ceremony

- 5.1 Current leader on the scoreboard gets to take a podium - +3
- 5.2 Every player secretly decides simultaneously on one asset token they used this turn to discard
- 5.3 Current loser gets to steal one asset token from the current leader
- 5.4 Move game turn counter
- 5.5 Pass start player token to player on the left.
- 5.6 Repeat five times whichever player puts on the event with the highest attended single event wins



Medals, Special Tiles, & Star Performers

1. Emperors Medals - Choose one of four functions to use anytime

- 1.1 +3 spectators to an event - often used at end of game
- 1.2 Move a noble 1-3 spaces either direction
- 1.3 Take 6 money (allows you to overbid your cash on hand in auction)
- 1.4 Use 2 medals to get two buys in one investment phase

2. Special tiles - may come out after the first round

- 2.1 Joker - wild - cannot be stolen
- 2.2 Medal - take a medal immediately and remove tile from game
- 2.3 Extra Action/Medal - allows two purchases in investment phase OR trade in for medal - cannot be stolen

3. Star Performers

- 3.1 Must have at least 3 to get Star Performer
- 3.2 An opponent must exceed your number to get Star Performer
- 3.3 Joker's dont count toward Star Performer
- 3.4 Only Star Performers for "living things"

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The Hamster - How to Win the Game

1. All about building towards the fifth turn
 - 1.1 Without any extra buys you only get 5 buys
 - 1.2 Two buys must expand, probably two buys for larger programs
 - 1.3 Plan ahead by end of second turn have a decent idea about which of the larger events you are going for. Pay attention to available lots
 - 1.4 Save medals for final turn
 - 1.5 Try to get nobles near you for the final turn
 - 1.6 Money means almost nothing at the end of the game (tiebreaker)
2. Put on shows good enough to make at least enough money for an investment and to buy a set of tiles (18)
3. Be wary of being the leader/loser at the end of a round
4. Keep in mind it takes two buys to put on the next level of event
5. Be very careful in your trading
 - 5.1 Star Performers are very important - protect them - get them
 - 5.2 Only makes trades that will help you, and evaluate how important the trade is for your opponent
6. Do what the other players aren't doing!
 - 6.1 Early on look for tiles types other players are ignoring
 - 6.2 Make SURE someone isnt shooting for the same final program as you!
7. Good Luck and Have Fun!

Credits:

Game Design: Wolfgang Kramer and Markus Lubke

Game Publisher: Days of Wonder

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Teaching outline based upon How to Play Podcast Episode #21

Podcast Website: www.howtoplaypodcast.com

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Discussion Forum: <http://www.boardgamegeek.com/guild/746>

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