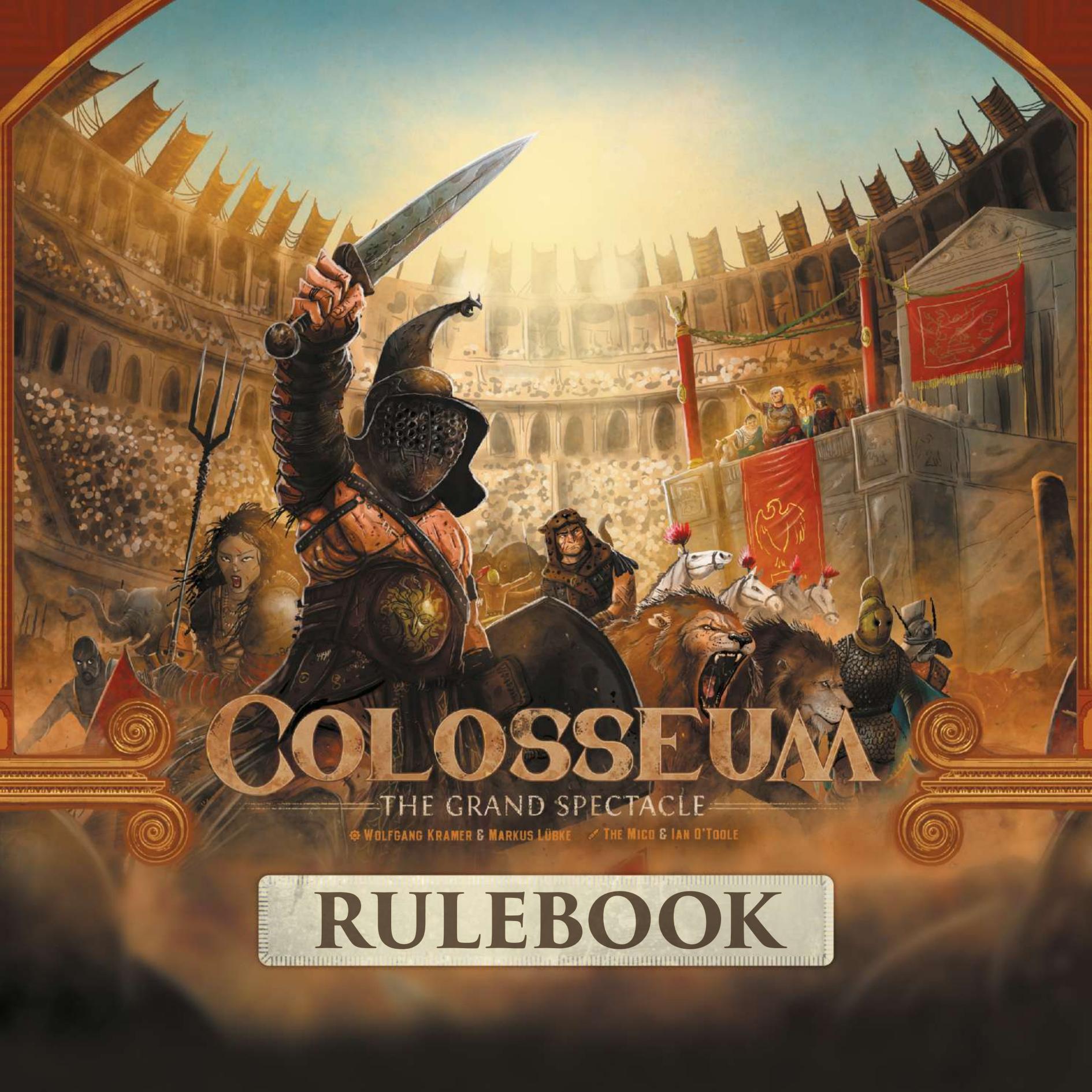




COLOSSEUM

THE GRAND SPECTACLE

WOLFGANG KRAMER & MARKUS LÜBKE THE MICO & IAN O'TOOLE

RULEBOOK

OVERVIEW

In **Colosseum**, you are a Roman *impresario*, producing great spectacles at the legendary *Amphitheatrum Flavium*. Over four rounds, you compete for Acclaim and riches, invest in Promoters, expand your troupe of Performers, and put on ever-more ambitious events. Through canny trading and careful planning, you will attract influential Nobles and win the Emperor's Gifts, further cementing your reputation and power.

Earn the most Acclaim, and you will be named *Grand Impresario*! Tales of your extraordinary spectacles shall spread across the Empire... and into eternity.

THEMATIC SETTING

Amphitheatra were an integral part of Roman urban landscapes, dating back to the earliest days of the Republic. These open air, multistory circular structures hosted both spectaculum (shows) and munera (public works), ranging from gladiatorial fights to mythological dramas – the most popular entertainments of the Roman era.

The greatest of all was Rome's Flavian Amphitheater – the Colosseum. Built in the waning years of the first century A.D. at the base of the Palatine Hill, the Colosseum was an architectural and technological marvel. Its massive limestone stands could host up to 80,000 spectators, while its wood-floored arena hid a multistory underground network of tunnels, elevators, cages, and machinery capable of delivering animals, fighters, scenery, and even the emperor directly to the arena floor.

Around the Colosseum sprang up an entire industry dedicated to producing new and dazzling spectacles. Animal stables, gladiator schools, smithies, armories, auction houses, and banks furnished and financed entrepreneurs, producers and dreamers hoping to make a name for themselves in the biggest venue in the empire.

In Colosseum: The Grand Spectacle, players take the role of these up-and-coming impresarios as they strive to entertain the masses. While their names and the events they produced are lost to time, we have drawn inspiration from Roman history, culture, and legend to approximate what might have been shown in the days of the Roman Empire's zenith.

DESIGNER INTRODUCTION



Wolfgang Kramer has been a game designer for over 50 years, first for 15 years as a hobby and then for 35 years as his main profession. He was the first German to work as a freelance game designer. He has published over 300 games and received numerous awards both in Germany and abroad. He has won the coveted "Game of the Year" award in Germany five times—more than any other game designer. His total print run exceeds 10 million copies.

Markus Lübke has been a freelance TV producer and cameraman since 1989, currently working for ARD. In 2001, he entered the world of game design and had the good fortune to collaborate with Wolfgang Kramer on his first and, to date, most elaborate game, Colosseum. This was followed by numerous board games, particularly for children. Colosseum has remained a constant companion for him, now for 25 years.



COMPONENTS



1 GAME BOARD



2 SUPPLY BOARDS



6 IMPRESARIO BOARDS
1 PER PLAYER



34 SPECTACLE TILES
12 SMALL | 10 MEDIUM | 12 LARGE



1 MERCURY
PAWN



6 NOBLE PAWNS
3 BRONZE SENATORS | 2 BLUE
CONSULS | 1 RED EMPEROR



12 STAR PERFORMER MEEPLES



12 PROMOTER
MEEPLES



80 COINS
20 × 1-VALUE | 15 × 3-VALUE | 15 × 5-VALUE
| 15 × 10-VALUE | 15 × 20-VALUE



FIRST PLAYER
MARKER
GLADIATOR



172 PERFORMER TILES



Only used in the
Classic Game,
described on page 18.

PLAYER COMPONENTS



6 PILLARS
1 IN EACH PLAYER COLOR



6 TEMPLES OF FORTUNA
1 IN EACH PLAYER COLOR



6 ACCLAIM MARKERS
1 IN EACH PLAYER COLOR



24 GATES
4 IN EACH PLAYER COLOR



2 DICE



4 GIFT TOKENS



18 AQUILA
TOKENS



1 CLOTH BAG



7 PLAYER AIDS
6 FOR THE STANDARD GAME,
1 FOR THE CLASSIC GAME

SETUP

- A Noble track
- B Colosseum
- C Bank
- D Slim Supply board
Spectacle display
- E Wide Supply board
Spectacle display
- F Acclaim track
- G Spectacles
- H Player area



Tutorial video



- 1 Place the **game board** on the table with the red banners face up.
- 2 Place a **Noble pawn** in each of the corresponding starting spaces of the Noble track (Senators in the bronze spaces, Consuls in the blue spaces, and the Emperor in the red space). Place the Mercury pawn in the center of the Colosseum.
- 3 Place **3 Gift tokens** next to the game board.
- 4 Set the **two supply boards** on opposite sides of the game board. Set the slimmer board with the side showing the red center and "7" coins. Place the **Star Performers** and **coins** on the wider supply board, and the **coins**, **Aquila tokens**, and **Promoters** on the slimmer supply board. The coins on the Supply boards are referred to as the **bank**.

- 5 Separate the **Spectacle tiles** according to the number or icon in the middle of the tile, on the back side:

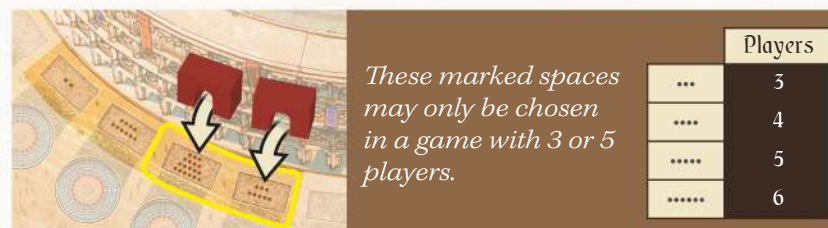
- A Set aside all the small tiles with an icon (no number). These will be used in Setup Step 10.
- B Create a Spectacle display by placing the medium tiles numbered 1–10 face down next to the wider supply board, and the large tiles numbered 11–22 face down next to the slimmer supply board.



- 6 The player who most recently visited a large arena is the **first player**, or choose a player at random. This player takes the First Player marker.

- 7 **Each Player:** Choose an **Impresario board** (showing the side with the statue with the red and golden shield) and take the **Pillar**, **Temple of Fortuna**, **Acclaim marker**, and **4 Gates** in that player color; and a total value of **30 coins** from the bank.

- 8 In reverse player order, take turns choosing two adjacent starting Gate spaces showing a number of dots corresponding to the game's player count. Place two of your **Gates** in these adjacent spaces.



- 9 **Each Player:** Place your **Acclaim marker** on the 0 space of the Acclaim track. Set your **Pillar**, **Temple of Fortuna**, and two remaining **Gates** next to your **Impresario board**.

- 10 Find the small **Spectacles** set aside in Step 5. Separate these into three piles, based on the icon in the center of the back side.

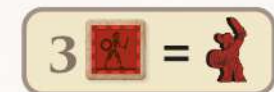
Shuffle each pile. Deal one tile to each player from the first (6-tile) pile. Then deal each player a second tile based on the icon on the tile they just received.

Each Player: Place both Spectacles you receive face down below your Impresario board.

Return any leftover Spectacles from these three piles to the game box. They will not be used in this game.

- 11 Locate the starting Performer tiles (with dark back), put them in the bag, and shuffle them. Each player draws a number of these tiles based on the player count.

If a player draws 3 or more of a single Performer type *and* has more of that type than any other player, that player also takes the corresponding Star Performer meeple from the supply board (see Star Performers, page 9).



- 12 Add the remaining Performer tiles (with light back) into the bag and shuffle thoroughly. Draw tiles to fill each of the five markets in the Colosseum with 3 face-up tiles per market.



- 13 Place the bag and dice next to the board within reach of all players.

Stack setup		
6 tiles	3 tiles	3 tiles

Distribute Spectacles	
Each Player	
1x	
1x	

Players	Tiles
3	8
4	7
5	6
6	5

Starter Tile	
Performer Tile	

WINNING THE GAME

In **Colosseum**, you produce Spectacles to earn money and win the Acclaim of the crowd. Recruit and trade Performers, secure top-tier Star Performers, plan and execute ever more thrilling Spectacles, and attract influential Nobles to your section to best your rivals and potentially receive Gifts from the Emperor himself. After four rounds, the Impresario with the highest Acclaim wins the game!

PLAYING THE GAME

Colosseum is played over four rounds, each broken up into five phases:

Phase 1: Make Investments

Phase 2: Hire Performers

Phase 3: Trade Performers

Phase 4: Perform a Spectacle

Phase 5: Closing Ceremonies

In each phase, players take turns in clockwise order from the first player. You may always skip your turn during any of the first four phases if you wish.

At the close of the fourth round, the player with the highest Acclaim wins the game!

PHASE 1: MAKE INVESTMENTS

At the beginning of each round, players invest in their troupe by purchasing new Spectacles to produce, hiring Promoters, expanding their seating, and paying homage to Fortuna.

On your turn, you may make **two** investments from the following options, paying the cost in coins from your Impresario board to the bank:



Build a Temple of Fortuna
7 coins



Hire a Promoter
7 coins



Buy a Gate
10 coins each



Plan a Spectacle
cost varies

You may make each type of investment only once per turn (e.g., you may not hire two Promoters, or buy two Gates in the same turn).

All investments are component-limited: if there are no more of the component you want, you may not make that investment. For example, once you have bought both of your additional Gates, you may not invest in any more Gates.



BUILD A TEMPLE OF FORTUNA 7 COINS

By paying tribute to Fortuna, the goddess of chance, you may benefit from the whims of fate. Pay 7 coins to the bank, then place your Temple of Fortuna in the space closest to your Gates on the game board.

When your Temple of Fortuna is on the game board, you may treat your dice rolls when moving Nobles as a **range** rather than a set number (e.g. a result of 3 is treated as 1–3, rather than exactly 3). This gives you far greater control over how Nobles move when you Perform a Spectacle (see page 12).



HIRE A PROMOTER 7 COINS EACH

By hiring Promoters, you increase the Acclaim you earn each round. Pay 7 coins to the supply board, then take one Promoter meeple from the supply board and place it on the Promoter space of your Impresario board.

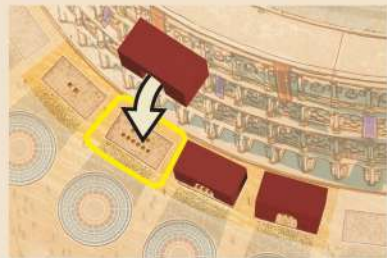
Each Promoter grants you +5 Acclaim when you perform a Spectacle (see page 13).



BUY A GATE 10 COINS EACH

By purchasing additional Gates, you increase your footprint in the Colosseum. Pay 10 coins to the bank, then take an available Gate from beside your Impresario board and place it in an empty space adjacent to one of your existing Gates.

With more Gates, you may perform larger Spectacles (see page 13). You also increase the chance that Nobles will visit your section.



PLAN A SPECTACLE COST VARIES

By investing in new Spectacles, you create new ways to win Acclaim during Phase 4. Choose a Spectacle from the display around either supply board, pay its cost in coins to the bank (the number in the gold coin in the lower right), and place the Spectacle face down below your Impresario board.



Important: You will need a total of three Gates to perform a medium Spectacle (numbered 1–10), and a total of four Gates to perform a large Spectacle (numbered 11–22). Plan accordingly!

2	Small Spectacle
3	Medium Spectacle
4	Large Spectacle



Title

Required Gates



Required Performers

Acclaim Reward

Investment Cost

Spectacle Number

PHASE 2: HIRE PERFORMERS

In this phase, players hire groups of Performers to enact their grand Spectacles — gladiators, comedians, fire eaters, charioteers... even lions and ships!

Starting with the first player and proceeding clockwise, players take turns running auctions and bidding for lots of Performer tiles.

BID OR PASS

On your turn, choose whether to conduct or forgo an auction.



Conduct an Auction

If you conduct an auction, take the Mercury pawn and become the **active player**.

Place the Mercury pawn next to a market containing 3 Performer tiles. This becomes the **active lot**.



Bid

Make an opening bid of **8 or more** coins for the active lot.

Then, in clockwise order, each player with a Pillar in their play area chooses whether to raise the bid or pass. A player with their Pillar in a market or who cannot raise must pass. A player who has passed may not bid again on this lot.

Bidding continues until all but one player has passed, then the winner pays their bid to the bank, collects the active lot, and places their Pillar in the emptied market.

WINNING A BID - ACTIVE PLAYER

If, as the active player, you won the lot, your turn ends.

Return the Mercury pawn to the center of the Colosseum, and refill each empty market with 3 tiles drawn from the bag. If you run out of tiles during the game, return all previously discarded tiles to the bag, shuffle them, then continue drawing.

After you have returned the Mercury pawn and refilled all markets, each player collects their Pillar. Refill all empty markets. Play then continues with the next player in clockwise order.

Performer Tile placement

Place all Performer tiles you collect in the corresponding space above your Impresario board. The Performer tiles you have are public information.

If at any time you have 3 Performers of one type **and** you have the most of that Performer type, immediately collect the corresponding Star Performer meeple (see page 9).

Once all players have completed their turns (i.e., once each player has had an opportunity to be the active player), proceed to Phase 3.



BIDDING WITH AQUILA TOKENS

Important: Your Aquila tokens are considered to have a value of 6 coins when opening or raising a bid to hire Performers. In essence, an Aquila token is treated as 6 coins in “credit” when bidding. Aquila tokens used as credit for bidding are not spent, though if you win an auction and do not have sufficient coins in your supply, you must spend Aquila tokens for coins in order to pay for the lot.

When bidding

1 Aquila token = 5 coins + 1 coin

Forgo an Auction

If you forgo an auction, all players collect their Pillars. Refill all empty markets. Play then continues with the next player in clockwise order.

STAR PERFORMERS

As you collect Performers, you will eventually attract the new stars of the Colosseum.

Gaining a Star Performer

Whenever you have **at least 3 Performer tiles of one type—and you have more of that type than any other player** — immediately take the matching Star Performer meeple (either from the supply board or an opponent). Star Performers typically change ownership when players gain Performer tiles in Phases 2 and 3, or lose Performer tiles in Phase 5.

3 Performer tiles = 1 Star Performer meeple

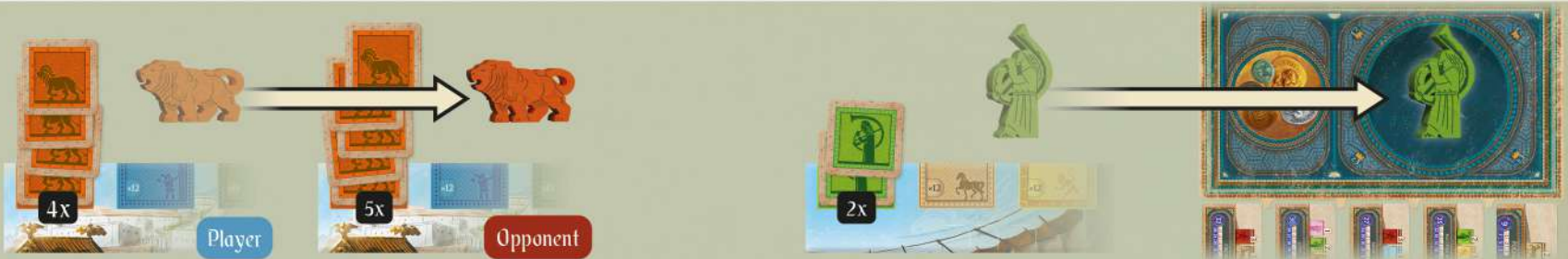
Losing a Star Performer

You lose a Star Performer as soon as an opponent has more Performer tiles than you have of that type (either because they gain tiles or you lose tiles).

A Star Performer earns you +4 Acclaim when you perform a Spectacle that includes that Performer type (see page 13).

BALATRO PERFORMERS

Balatro Performers have no effect on Star Performers, and there is no Star Performer for having the most Balatro tiles.



For example, if you have 4 Lions, you lose the Lion Star Performer as soon as an opponent has 5 or more Lion tiles. Give the Star Performer to the player who now holds the majority of that Performer type. If two or more players are tied for this new majority, return the Star Performer to the supply board instead.

If at any point you have a Star Performer and 2 or fewer Performers of the corresponding type, and no other player has 3 or more Performers **and** the majority of that type, immediately return that Star Performer to the supply board.

Performer Tile													Performer Tile
Star Performer													Star Performer
	Gladiator	Comedian	Musician	Horse	Fire Eater	Priest	Shipmaster	Lion	Artisan	Decorator	Charioteer	Elephant	

Auction Tips

Tiles

There are 24 Gladiator tiles, 4 Balatro tiles (wild Performers), and 12 of each other Performer tile. These totals are printed on your Impresario board for reference.

Saving Money

Missing an opportunity to hire Performers severely hampers your ability to trade Performers and perform a Spectacle later in the round. Aspire to always have 8 or more coins at the beginning of this phase.

Bidding

It is common to conduct more than one auction on your turn, particularly when your opponents are wealthy. Leaving your most desired lots for later auctions may help you secure those tiles at a lower price when there are fewer bidders.

Spending Money

Try not to spend all your money on your own turn. You have more chances to win auctions during opponents' turns than your own, and saving some coins for those opportunities can really help you build your troupe.

Performers

Having more Performer tiles than you need is useful, since you can trade them to other players later (in Phase 3). In a 6-player game, it is possible for an active player to lose all five lots. In this case, the player will have to forgo their turn, without winning any lot.



Example of a Hire Performers Phase

Becky (16 coins), **Kat** (9 coins), and **Larissa** (12 coins) begin the Hire Performers phase.

Market A

Becky is the first player. She chooses to conduct an auction for the lot of tiles in market A. She moves the Mercury pawn next to market A, making it the active lot, and announces an opening bid of 8 coins.

Kat chooses to **pass**, preventing her from making further bids on this lot.

Larissa raises the bid to 12, and **Becky** passes.

Larissa wins the lot. She pays 12 coins to the bank, collects all 3 tiles from market A, and places her Pillar in the now-empty market. She may not bid on further lots until everyone collects their Pillars at the end of **Becky's** turn.

Market B

Next, **Becky** conducts a second auction, making Market B the new active lot. She makes an opening bid of 9 coins because she knows she will not be opposed.

Kat cannot raise the bid to 10 or more, so she must pass.

Larissa does not have her Pillar, so she cannot bid either.

Becky wins the auction, then pays 9 coins to the bank and collects the 3 tiles from market B.

Since **Becky** was the active player, winning this lot also ends her turn. She returns the Mercury pawn to the center of the Colosseum, and all players collect their Pillars. Then she refills markets A and B with new tiles from the bag.

Market C

Kat then becomes the active player. She chooses to conduct an auction, places the Mercury pawn next to market C, and makes an opening bid of 8 coins.

Larissa is out of coins, so she must **pass**.

Becky only has 7 coins left, so she must **pass** as well.

Kat wins the lot, returns the Mercury pawn to the center of the Colosseum, and refills market C.

Larissa becomes the active player but does not have the 8 coins required to make an opening bid, so she must forgo conducting an auction and ends her turn.

Now all players have had a turn, so Phase 2 ends.

PHASE 3: TRADE PERFORMERS

In this phase, players cut deals with one another, swapping Performers, money, and Aquila tokens to execute their grand plans.

Starting with the first player and proceeding clockwise, players take turns trading with each other.

On your turn, take the Mercury pawn and place it in front of you to indicate that you are the active player. At this point, you may freely negotiate deals with other players, subject to the following rules:

The active player directs all trades.

They may solicit or receive offers of trade, include or exclude any opponents they wish, and choose when to cease negotiation and attempt to close a deal.

All trades must include the active player.

Opponents may not conduct "side deals" that do not involve the active player.

Players may only trade Performer tiles, coins and Aquila tokens.

Acclaim and other components, such as Spectacles, Gift tokens, Star Performers, and Promoter meeples, may never be traded.

Only trades executed during your turn are binding.

Promises of future actions or "loans" to be repaid in future turns could be offered, but do not have to be honored!

Players are not forced to trade.

All parties must agree to the terms before a deal is closed and components are exchanged.

You may end your turn as the active player at any time you like. This may include ending your turn without making any trades at all.

Add all the Performer tiles, coins, and Aquila tokens you gain to your Impresario board, and confirm whether any Star Performers need to change ownership. Then the next player in clockwise order takes their turn as the active player.

Once all players have completed a turn as the active player, proceed to Phase 4.

Trading Tips

Keep it short

Do not drag out this phase. In most cases, a minute or two per player is enough time to reach any potential deals.

Have fun!

Trading is as much about social interaction as it is about math. Table talk, haggling, and deduction are all part of the process, so speak up and have fun!

Aquila tokens

While tiles are often the focus, trades for money or Aquila tokens can prepare you for future rounds.

Star Performers

Do not forget that Star Performers can move from player to player when Performer tiles are traded. Reminding a potential trade partner that your offer of a tile can also gain them a Star Performer is a shrewd negotiating tactic.

Being civilized

While deals may not be equitable, you should always be fair to the other players. Try not to speak over or dismiss your opponents, keep side talk to a minimum, and invite new and shy players into negotiations on their own terms. No one wants to deal with a bully!

PHASE 4: PERFORM A SPECTACLE

In this phase, players choose and Perform a Spectacle for the arena's plebeians and Nobles, winning money and Acclaim from the bloody sands of the Colosseum.

Starting with the first player and proceeding clockwise, each player may perform **one** of their Spectacles. Each player must complete all of the following steps before the next player in clockwise order does so.

Step 1: Move Nobles

Step 2: Choose a Spectacle

Step 3: Perform a Spectacle & Win Acclaim

STEP 1: MOVE NOBLES

On each player's turn, one or two Nobles (Senators, Consuls, and the Emperor) may move clockwise around the Colosseum, along the Noble track.



Senator Consul Emperor

First, roll the dice and choose one of these options:

- Move one Noble pawn the result of one die, and a different Noble pawn the result of the other die. For example, if you roll 2 and 6, you may move one Noble 2 spaces and a different Noble 6 spaces.
- Move a single Noble pawn the sum of both dice. For example, if you roll 2 and 6, you may move a single Noble 8 spaces.
- If you built a Temple of Fortuna, you may treat each number as a range of 1 up to the result. For example, if you roll 2 and 6, you may choose to move one Noble 1–2 spaces and another Noble 1–6 spaces, or you may move a single Noble 2–8 spaces.

Nobles must move clockwise. Spaces occupied by Noble pawns are skipped and **do not** count against a pawn's movement.



When a Noble **ends its movement** on an Aquila space, gain an Aquila token from the supply board.

After moving Nobles with dice, you may spend 1 or more Aquila tokens to move a Noble up to 3 spaces clockwise **or counter-clockwise** per token spent. If you spend an Aquila token to move a Noble into an Aquila space, do not collect an Aquila token. You may move any number of Nobles in this way during your turn, but you may not move more than one with a single Aquila token.

A Noble that ends its movement at one of your Gates will earn you additional Acclaim for your Spectacle, depending on the Noble's importance (see Step 3, page 13).



Example of Moving Nobles

Kat rolls the dice and gets 3 and 5. She sees the Emperor is just 4 spaces away from her Gates. She uses the 5 to move the Emperor to her second Gate. She would have preferred to move the Emperor to her first Gate to stymie other players from moving the Emperor further around the track, away from her Gates, and potentially to other players' Gates. But alas, **Kat** has not yet built her Temple of Fortuna, so this is not an option.

With no way to use the 3 to get another Noble to her Gates, **Kat** instead uses it to move a Senator away from **Becky's** Gates, denying her the chance to benefit from that Noble later in the game.



STEP 2: CHOOSE A SPECTACLE



Choose one of your Spectacles to perform. This Spectacle may be face up or face down.

2		Small Spectacle
3		Medium Spectacle
4		Large Spectacle

You may only choose a Spectacle for which you have the minimum required Gates and Performers.



Place the chosen Spectacle **face up** on the left side of your Impresario board, then proceed to Step 3.

Example of Choosing a Spectacle

Neptune's Fury, a large Spectacle, requires a total of 13 Performers. You may perform this Spectacle so long as you have all 4 Gates and at least 7 of the 13 Performer tiles shown on the tile.

13 performers - 6 = a minimum of 7 performers is needed.



You need 4 Gates to perform this Spectacle.

STEP 3: PERFORM A SPECTACLE & WIN ACCLAIM

Finally, perform your chosen Spectacle to earn money and Acclaim. Calculate your winnings by following the scoring icons shown on your Impresario board in order from left to right:

Perform a Spectacle



A Spectacle

Confirm whether you meet the full Performer requirements. If so, you gain the large Acclaim reward shown in the laurel wreath.

Fewer Performers

If you cannot meet the full Performer requirements, gain the Acclaim corresponding to the number of Performers you are missing. For example, if you are 3 Performers short, gain the Acclaim shown under "-3" on the Acclaim reward banner.

Win Acclaim



B Previous Performances

Gain +5 Acclaim for each face-up Spectacle beneath your Impresario board. These are the Spectacles you performed in previous rounds. You gain no Acclaim from face-down Spectacles below your board.



C Star Performers

Gain +4 Acclaim for each Star Performer you have, **matching a Performer type in your Spectacle**. You gain no Acclaim from Star Performers whose Performer type is not used in this Spectacle.



D Nobles

Gain bonus Acclaim for each Noble at one of your Gates:
+7 for the Emperor
+5 for each Consul
+3 for each Senator



E Promoters

Gain +5 Acclaim for each Promoter meeple on your Impresario board.



F Gifts

Gain +3 Acclaim for each Gift token on your Impresario board.



G Spend Aquila tokens (optional): You may spend any number of Aquila tokens, gaining +3 Acclaim for each token spent. ►

If the Acclaim you score is higher than your marker's current position on the Acclaim track, move your marker to the new, higher position.

Keep the Spectacle you just performed on your Impresario board until Phase 5.

If your Acclaim marker moves to an occupied space on the track, **stack your marker on top** of any other markers in that space. This is important for breaking ties (see page 15). Finally, **gain money from the bank equal to the Acclaim you generated this turn**. Once you collect your money, the next player in clockwise order takes their turn, moving Nobles, choosing a Spectacle, and then performing it.

GAIN GIFTS

Once all players have taken a turn or passed, **the player who is furthest along on the Acclaim track gains a Gift token** from those available and adds it to their Impresario board. In the event of a tie for highest Acclaim, the tied player with the **bottommost** Acclaim marker gains the Gift.

If there are no Gift tokens left to take, the game ends instead (see page 15). Otherwise, proceed to Phase 5.

Example of Performing a Spectacle & Winning Acclaim

It is **Becky's** turn to perform a Spectacle. She has 3 Spectacles: The Ships of Triton, Amphitryon (which she performed last round), and Satyricon of Momus. She has the following Performer tiles: 4 Comedians, 1 Fire Eater, 1 Priest and 1 Decorator, plus the Comedian Star Performer.

First, she moves Nobles. She rolls the dice, getting a 3 and another 3. As she has built her Temple of Fortuna, she may either move one Noble 1–3 spaces and another 1–3 spaces, or move a single Noble 2–6 spaces. She chooses the first option, moving a Consul 3 spaces to end at one of her Gates, and moving a Senator 2 spaces to end on an Aquila space. She collects an Aquila token from the supply board.

Next, she chooses a Spectacle to perform. She doesn't have any tiles needed for The Ships of Triton. She could perform Amphitryon again, but she would not gain bonus Acclaim for having performed it before. Fortunately, she has built 3 Gates, so she can perform Satyricon of Momus.

Note: Your Acclaim marker will never move backward (i.e., if you generated less Acclaim than your current position on the track, it remains where it is).



WINNING ACCLAIM

Performance

9 Becky assesses the Satyricon. She has 2 of 2 Comedians, 1 of 2 Fire Eaters, 1 of 2 Priests, and the Decorator, though she lacks the Artisan. With no Balatro tiles available, she is 3 tiles short of the full requirements. According to the Spectacle's Acclaim banner, she starts with 9 Acclaim.

Star Performer

4 Since the Satyricon includes Comedians, Becky gains 4 more Acclaim for having the Comedian Star Performer.

Aquila

3 She chooses to spend the Aquila she just earned to gain 3 more Acclaim.

26 Totalling her Acclaim, **Becky** earns 9 + 5 + 4 + 5 + 0 + 3, for a grand total of 26 Acclaim. Her marker is at 7 on the Acclaim track; now she moves it up to 26.

Nobles

5 A Consul is at one of her Gates, so she gains another 5 Acclaim.

Promoters & Gifts

0 Becky has no Promoters or Gifts, so she gains no bonuses from them.

Previous Performance

5 Becky previously performed Amphitryon, so she gains 5 more Acclaim.



PHASE 5: CLOSING CEREMONIES

With the day's games finished, the Emperor blesses the most successful Impresario, and the players manage their troupes before starting the next round.

STEP 1: RETIRE A PERFORMER & WRAP SPECTACLE

In turn order, **each player who performed a Spectacle this round** chooses 1 Performer tile used in the Spectacle and discards it.

After this choice, **move the Spectacle you just performed** below your Impresario board, keeping it face up. This Spectacle will grant 5 additional Acclaim when you perform other Spectacles in future rounds.

Do not forget that discarding Performers may also change ownership of Star Performers (see page 9).



STEP 2: LEAST ACCLAIMED STEALS A PERFORMER

The player who is **farthest back on the Acclaim track** steals a Performer tile from the player who is **farthest forward on the Acclaim track**. The stolen tile may be of any type, including a Balatro. Remember that this may cause a Star Performer to change ownership as well (see page 9).

Only one player may be the "least Acclaimed." If multiple players share this position on the Acclaim track, the tied player with the **topmost** Acclaim marker is considered the least Acclaimed.

STEP 3: LEAST ACCLAIMED CHOOSES FIRST PLAYER

The least Acclaimed player also chooses which player will be the first player for the next round. They may choose themselves. The chosen player gets the First Player marker.

BEGIN THE NEXT ROUND

Finally, the first player begins Phase 1 of the next round.



END OF THE GAME

The game ends after four rounds (when no player can take a Gift at the end of Phase 4). All players with Aquila tokens remaining immediately discard them to the supply board, gaining 3 Acclaim per token returned.

Compare positions on the Acclaim track. **The player with the most Acclaim is declared the Great Impresario and wins the game!**

In case of a tie, the tied player with the **most money wins**. If there is still a tie, the tied player with the **most Star Performers** wins. If a tie still remains, the tied players share the win.



REFERENCE

PERFORMER TILES & STAR PERFORMERS

These are the 13 Performer types used in the base game, plus the Aquila tile:

						
24 Gladiators	12 Comedians	12 Musicians	12 Horses	4 Balatro tiles		
						
12 Fire Eaters	12 Priests	12 Shipmasters	12 Lions	8 Aquila tiles		
				Immediately discard this tile and collect an Aquila token instead (see page 17).		
12 Artisans	12 Decorators	12 Charioteers	12 Elephants			



BALATRO TILES

These special Performer tiles are “wild” and can be used in place of **any** Performer type when performing a Spectacle (see page 13).

However, as jacks-of-all-trades, Balatro tiles have no associated Star Performer and are not wild for any other purpose. For example, you may not include your Balatro tiles when determining if you may claim a Star Performer meeple.

STAR PERFORMERS



Gain a Star Performer

Whenever you have **at least 3 Performer tiles of one type**—and **you have more of that type than any other player**—immediately take the matching Star Performer meeple (either from the supply board or an opponent).

Star Performers typically change ownership when players gain Performer tiles in Phases 2 and 3, or lose Performer tiles in Phase 5.

Losing a Star Performer

You lose a Star Performer as soon as an opponent has more Performer tiles than you have of that type (either because they gain tiles or you lose tiles).

For example, if you have 4 Lions, you lose the Lion Star Performer as soon as an opponent has 5 or more Lion tiles. Give the Star Performer to the player who now holds the majority of that Performer type. If two or more players are tied for this new majority, return the Star Performer to the supply board instead.

Retiring a Star Performer

If at any point you have a Star Performer and 2 or fewer Performers of the corresponding type, and no other player has 3 or more Performers **and** the majority of that type, immediately return that Star Performer to the supply board.

A Star Performer earns you +4 Acclaim when you perform a Spectacle that includes that Performer type (see page 13).



AQUILA TOKENS

Aquila tokens (eagles) are multi-use tokens you may spend for bonuses at several points in the game.

YOU MAY GAIN AQUILA TOKENS IN:

- Phase 2** By purchasing a lot including an Aquila tile (see page 8)
When you gain an Aquila tile in Phase 2, immediately discard the tile and take an Aquila token from the supply board.
- Phase 3** By trading for them with an opponent (see page 11)
- Phase 4** By landing on an Aquila space while moving Nobles (see page 12)

YOU MAY SPEND AN AQUILA:

- Phase 1/2** When making investments in Phase 1, or after winning an auction in Phase 2, to gain 6 coins
- Phase 4** When moving a Noble in Phase 4, to move any Noble up to 3 spaces clockwise **or counter-clockwise** on the track
- Phase 4** When performing a Spectacle in Phase 4, to gain 3 additional Acclaim
- Game end** At the end of the game, to gain 3 additional Acclaim

Your Aquila tokens are considered to have a value of 6 coins when opening or raising the bid to hire Performers (see page 8). In essence, an Aquila token is treated as 6 coins in “credit” when bidding. Aquila tokens used as credit for bidding are not spent, though if you win an auction and do not have sufficient coins in your supply, you must spend Aquila tokens for coins in order to pay for the lot.

Return all spent Aquila tokens to the supply board. The supply of Aquila tokens is unlimited; if you run out, use a suitable substitute.



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! You may only play the Classic Game with 3 to 5 players.

THE CLASSIC GAME

Colosseum: The Grand Spectacle includes several changes and updates compared to the original Colosseum released in 2007. We have included additional components and instructions for players who wish to play the “classic” version of Colosseum instead.

COMPONENT CHANGES

REMOVE THESE COMPONENTS WHEN PLAYING THE CLASSIC GAME

2x

Pugnae Bestiae

3x, 2x

The Ships of Triton

4x

4x Gladiators

1x

1x Priest

1x

1x Shipmaster

2x

2x Lions

2x

2x Artisans

2x

2x Decorators

2x

2x Charioteers

2x

2x Elephants

4x

4x Aquila tiles

1x

Fire Eater

1x

Artisan

1x

Decorator

1x

Charioteer

1x

Elephant

All 2-player and solo components

Remove only the tiles with a light coloured back.



ADD THESE COMPONENTS WHEN PLAYING THE CLASSIC GAME



The fourth Gift token



4 Construction tiles

You cannot use the following when playing the Classic Game:



Lion on the Loose



Promoter tiles



Aquila Monument



Aquila Cards

SETUP

Set up the game as normal, with the following changes.

1 Place the game board on the table with the blue banners face up.



3 You will play five rounds rather than four, so include the fourth Gift token.

4 Set the slimmer board with the side showing the blue center and “10” coins.

5 10 Separate the small Spectacle tiles into two groups, one with the , and another with the , and deal one tile from each group to each player.

7 Choose an Impresario board (showing the side with the statue with the gray shield).



11 Place the following tiles in the bag (with light backs) and shuffle them.

10x

5x

4x

6x

10x Gladiators

5x Comedians

4x Musicians

6x Horses

1x

1x

2x

2x

1x Fire Eater

1x Priest

2x Shipmasters

2x Lions

4x

3x

1x

1x

4x Artisans

3x Decorator

1x Charioteer

1x Elephant

Each player draws a number of these tiles based on the player count.

Players	Tiles
3	8
4	6
5	5

Fill the markets with the tiles still in the bag. Any remaining tile is left face down on the side; it will be used to fill the first empty market (along with two random tiles from the bag).

12 Add the remaining light-backed tiles, all the dark-backed tiles, and the 4 Construction tiles to the bag, then shuffle thoroughly.

Give the First Player marker to the player whose Gates are closest clockwise to the Emperor Noble's starting space.

GAMEPLAY

Play the game as normal, with the following exceptions.

Phase 1 MAKE INVESTMENTS

You may typically make only **one** investment. You may make additional investments by either spending 2 Aquila tokens or discarding one Construction tile from the game per additional investment.

This additional investment may be of the same type. For example, you may hire two Promoters or buy two Gates in the same turn.



Build a Temple of Fortuna
5 coins



Hire a Promoter
10 coins



Buy a Gate
10 coins each



Plan a Spectacle
cost varies

Phase 2 HIRE PERFORMERS

Long-time Colosseum fans may notice that we elected not to implement the Phase 2 auctions from the 2007 first edition. This is because the “intense auctions” variant added to later printings is the designers’ preferred version, and the basis for the second printing’s system.

If you wish to play with the original 2007 auction system, make these changes to Phase 2.

Conduct an auction

You may not conduct an auction unless your Pillar is in your play area at the beginning of your turn.

Pillar Placement after wining a bid

Do not collect your Pillar at the end of a turn in which you won a bid. Instead, move your Pillar from the market to the center of the Colosseum. This will prevent you from bidding in any further auctions during the phase.

Win only one auction

Players whose Pillars are in the center of the Colosseum collect them only at the end of the phase. This means you can only win a single auction during Phase 2—either on your turn, or on an opponent’s turn.

Phase 3 TRADE PERFORMERS

Players may **not trade Aquila tokens** (i.e., they may only trade Performer tiles and coins).



Phase 4 PERFORM A SPECTACLE

Step 1: Move Nobles

- ▶ When moving Nobles, roll only **one** die. By default, you may only move one Noble.
- ▶ If you have built your Temple of Fortuna, roll two dice instead. You may then move one Noble, the result of one die and a different Noble, the result of the other die, or move a single Noble, the sum of both dice.
- ▶ When moving, count spaces occupied by other Nobles, and you may end a Noble's movement in an occupied space. Any number of Nobles may occupy a single space.

Phase 5 CLOSING CEREMONIES

- ▶ The least Acclaimed player may not steal Balatro or Construction tiles.
- ▶ Before starting a new round, the current first player passes the First Player marker to the player on their left.



END OF THE GAME

- ▶ The game ends after the fifth round, rather than the fourth.
- ▶ Players do not discard Aquila tokens for +3 Acclaim per token discarded—they are discarded without benefit. Therefore, the last chance for each player to spend Aquila tokens for +3 Acclaim is when they perform their fifth Spectacle in the final round.



CLASSIC GAME PERFORMER REFERENCE

The Classic Game includes a different mixture of Performer tiles and Star Performers, as follows:

20 Gladiators	12 Comedians	12 Musicians	12 Horses	4 Balatro tiles	4 Construction tiles
					Discard to collect an Aquila token or make an additional investment in Phase 1 (see page 18).
12 Fire Eaters	11 Priests	11 Shipmasters	10 Lions	4 Aquila tiles	
				Immediately discard this tile and collect an Aquila token instead (see page 17).	
10 Artisans	10 Decorators	10 Charioteers	10 Elephants		