

REINER KNIZIA'S
COLOSSALTM
ARENA

OFFICIAL FAQ AND CLARIFICATIONS 1.0

WELCOME!

The following are frequently asked questions and clarifications for **Colossal Arena**. Also included by popular request are the original rules for stalemates from **Titan: the Arena**.

FREQUENTLY ASKED QUESTIONS

Q: The rules say that there can't be two identical bets in the same combat row. Surely this can't apply to secret bets, can it?

A: No. There may be any number of secret bets on a monster.

Q: When using the Seraphim's ability (use the special ability of any eliminated creature) what happens if the Troll has been eliminated and I choose to use its power (pick up one combat card depicting the Troll and add it to your hand)?

A: When using the Seraphim's *Clarion Call* special power on the Troll, you retrieve a visible combat card depicting the **Seraphim**, not the **Troll**. While a strict reading of the cards would imply that the Seraphim's ability would still pick up a Troll card, this would be a useless move and was not the intended interaction.

OPTIONAL RULES

Original Stalemate Rules

Here are the original stalemate rules from **Titan: the Arena**. These rules ensure that the game always goes a full 5 rounds, leaving only 3 creatures at the end.

Running Out of Cards

If the deck runs out, play short-handed. You must finish the game with the cards remaining in your hand (unless a **stalemate** occurs, see below).

Stalemates

A stalemate situation occurs when a round cannot end due to a lack of cards to fill the current combat row. This happens automatically when no player can make a legal play, or it can be declared by any player just before the player who started the round takes his turn. If none of the other players object, a stalemate occurs.

Once a stalemate occurs, all of the cards in the **first round combat row** are shuffled to make a new deck and each player draws 1 card. Play then continues with the player whose turn it was next. **Players may only draw 1 card per turn from now on unless they use the Amazon's ability.** The game continues until only 3 monsters remain. Should a stalemate occur again, use the cards from the **second round combat row** to make a new deck, etc.

Note: the original stalemate rules call for a combat card auction to determine the next player after a stalemate occurs, but since we removed the original combat card auction from the start of the game, I felt it best not to use it here, either.