



Central City Shopping Centre
2089 -10153 King George HWY
Surrey, British Columbia
V3T 2W1

ARENA MAXIMUS – QUICK NOTES

OBJECT: 2 TO 5 PLAYERS

The chariot that moved furthest past the finish line after the round wins.

SET-UP:

- Each Player:
 - ✧ Randomly assign chariot tile (unbroken wheel side up).
 - ✧ Chariot marker of that appropriate colour.
 - ✧ 7 cards.
- Track placement:
 - ✧ Place Start/Finish line tile.
 - ✧ Shuffle rest of the stack – 2 stacks (curves and straights).
 - ✧ Take 6 Straight Tiles and place them **face down** in a row next to the Start tile.
 - ✧ Take 9 Curve Tiles and place them after the straight tiles, **face down**.
 - ✧ Take 7 Straight Tiles, place them **face down**.
 - ✧ Take 9 Curve Tiles, place them **face down**.
 - ✧ Turn over the first 3 tiles.
- Randomly choose a first player then go clockwise.
 - ✧ Place chariots at the Start Line beige side up.
 - ✧ First player is next to the inside track.
 - ✧ Each chariot is placed below of the first player in order of play.

KINGMAKING

- It is possible to be in a position where you **cannot win this round**, but can choose which of two or more other players will win by interacting with those players.
- If you are in this “Kingmaking” position, you may not ram, block, attack, or otherwise interact with any of those player’s chariots.

TILE EFFECT:

- **Rocks:**
 - Discard a number of Rein Cards equal to the rock rating.
 - Take 1 damage for each rein card you are short.
- **Jump:**
 - Must have at least as many cards in your speed pool.
 - Take 1 damage for each card you are short.
- **Hazard:**
 - Discard appropriate skill icon(s).
 - Take 1 damage for each card you are short.
 - Chariot is immune to hazards of its own colour.
- **Recovery Stable:**
 - May enter recovery stable, regardless of chariot speed.
 - Remove all damage markers.
 - Discard all cards from speed pool.



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- Discard as many cards from hand and draw back up to 7 cards.
- Turn ends.

DAMAGE AND CRASHES

- If the amount of damage is equal or more to the chariot score, your chariot crashes.
 - If crash the second time, chariot is out of the race.
1. Flip Chariot Tile.
 2. Place chariot marker on the outside track.
 3. Discard entire speed pool.

On the next turn:

1. Flip your chariot marker (lime green).
2. Draw up to 7 cards.
3. Discard all damage markers.
4. Return chariot marker on the inside track.

CASTING SPELLS

- Cost one skill of a **specific colour and a Magic Card** (or 2 Magic Cards).
 - Counter spells: Any player can discard **2 magic cards to cancel any spell**.
1. ALTER TERRAIN (**Green**)
 - a. Cast spell at the beginning of turn.
 - b. Switch any two revealed, unoccupied tiles up to three tiles in front of or behind your chariot.
 2. HASTEN (**Yellow**)
 - a. Cast spell at the beginning of turn.
 - b. Chariot speed is increased by 3 until the end of your turn.
 3. HEAL (**Red**)
 - a. Cast spell at the beginning of turn.
 - b. Remove up to 3 damages.
 4. FIREBALL (**Black**)
 - a. Cast spell at the beginning of turn.
 - b. Give 1 damage to any chariot up to 3 tiles in front or behind.
 5. TELEPORT (**Blue**)
 - a. Cast spell before moving your chariot.
 - b. Move chariot to the next tile (skip one tile).
 - c. If the chariot is blocked on the target tile, then the player returns to the original tile.
 - d. Cannot teleport past the Start/Finish line.

TURN:

- The player in last place goes first; Second to last goes next; etc.
- If tie, chariot that entered the tile first goes before the other tiles.
- When turn ends, flip chariot marker lime green side up.

1. SET SPEED

- a. May play Whip or Rein Cards
 - i. Whip Cards – play onto your speed pool.
 - ii. Rein Cards – discard Whip Cards from your pool.



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b. Cannot play higher than your chariots **Beast Score**.

2. **DISCARD**

- a. May discard cards from your hand.
- b. Cannot discard more than your **Driver Score**.

3. **DRAW CARDS**

- a. Refresh your hand back up to 7 cards.
- b. Cards in your **speed pool** count toward your hand size.

4. **MOVEMENT AND RESOLUTION**

- Must move your chariot marker equal to your speed pool.
- If moved to the last face up tile, **immediately** reveal the next tile.
- Must resolve **EACH** tile your chariot enters before you move to the next tile.

1. **RAMMING**

- Moving to a tile containing another chariot(s).
- Discard a set of whip and rein card.
- May not play more sets than the **Driver Score**.
- Causes 2 points of damage for each set.
- To cancel ram:
 - Opponent must play a set to cancel a set of ram **and** gives 1 point of damage to the ramming player.
 - Cannot play more sets than sets played against.
 - If multiple chariots, may only ram each of them once.

2. **BLOCKING**

- Opponent may block a chariot moving onto the tile.
- To block – discard rein card(s) but no more than the **Driver Score**.
- To cancel block:
 - Player plays Rein Card(s).
 - If the player fails to prevent a block, then the chariot does not move into the tile, and your turn ends immediately.
 - Multiple blocking – start blocking (playing rein card(s)) from the player to the left and proceed clockwise then add up all the rein cards.

3. **TILE EFFECT**

4. **ATTACKING**

- May attack an opponent chariot on the same tile.
- Discard one or more Whip Cards, but no more than the **Driver Score**.
- To cancel an attack:
 - Discard Whip Cards up to the amount the attacking player played.
 - One point of damage per whip **not** cancelled.
- Counterattack:
 - Opponent has a chance to whip the attacking player.
 - Cannot counterattack unless attacked.
- Multiple Attacks:
 - May attack each player once.