

(Loco! Variant)

Preparations

The color Tokens are sorted by color and placed as 5 adjacent stacks of 5 tokens each. Sort out the 0 to 5 value Creature cards for Magus(Red), Amazon(Blue), Titan(Green), Wyrms(Yellow) and Unicorn(White).

The 30 Creature cards are shuffled and distributed evenly among the players. Depending on the number of players are the following cards set aside face down. These cards will not be needed during this game, and no-one should look at them:

- 2 players - 2 Creature cards
- 3 players - 3 Creature cards
- 4 players - 2 Creature cards
- 5 players - none

Game play

Draw lots to decide who shall begin. The players take turn in clockwise order. During his turn will a player first place one of his Creature cards directly beneath the stack of color tokens in the same color.

Important: Creature cards of the same color should be overlapping each other so that the values at the top of all cards are clearly visible.

To end his turn will a player take one colored Token from a stack of his choice, and place it on the table in front himself. The color of the placed Creature card does not have to correspond with the color of chosen token.

Game end

The game ends when a player places the 6th Creature card beneath the same Creature. This player may finish his turn by taking a Token.

Scoring

The value of the last played Creature card within each color determines the success of that creature in the Arena. The total number of colored Tokens determines the bets the player has placed on the creature. Each player will score the value of the Creature for each Token in his possession. A creature without a single Creature card will score zero.

Example: At the end of the game a player has 3 Yellow, 2 Red and 3 Green tokens. The last played Creature card on the Wyrms(Yellow) is 2, on the Magus(Red) is 5, and on Titan(Green) is 4, so he scores as follows:

$$3 \times 2 = 6 \text{ for Wyrms (Yellow)}$$

$$2 \times 5 = 10 \text{ for Magus (Red)}$$

$$3 \times 4 = 12 \text{ for Titan (Green)}$$

for a total of 28 Victory Points.

When several rounds are played, players should keep track of the Favor points on a piece of paper.

It is recommended that as many rounds are there are players be played. Each player will then become the first to play once. The player with the highest combined total of Victory Points wins the game.

Variant

A player may not choose a Token of the same color as that of the Creature card he just played.