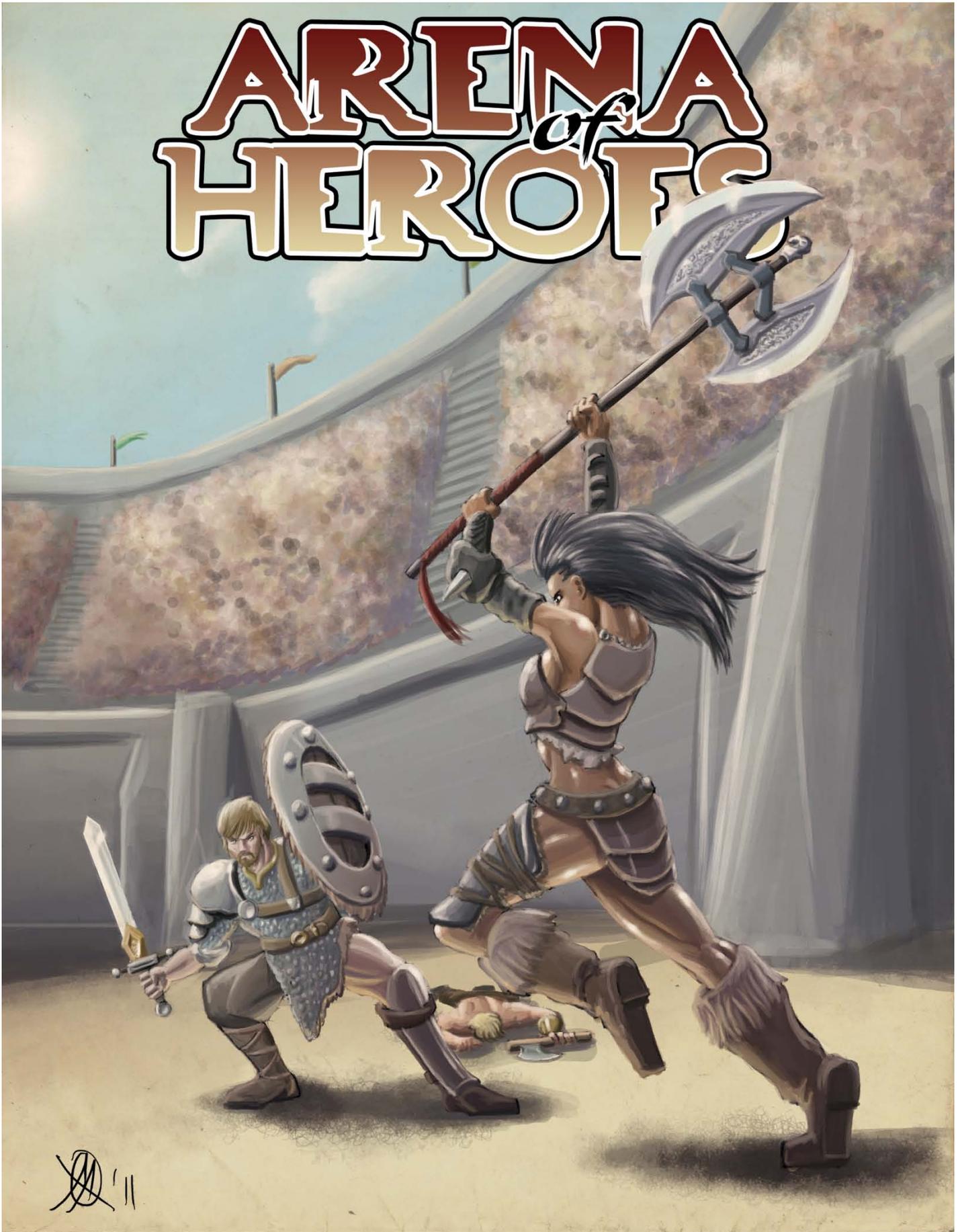


# ARENA *of* HEROES



## Overview

Arena of Heroes pits two to four players against each other in a great melee battle to the death. Each player starts in a corner, acquires items, and uses the movement and combat cards to fight it out in the arena.

## Setup

Choose a token to denote your hero, and place it on the battle grid in a corner. Deal each player five cards, and set the rest in a nearby location. Each player is also provided ten life tokens. Once you run out of life tokens, you have fallen victim in the Arena of Heroes.

## Game Play

Each round proceeds around the table clockwise. At the beginning of your turn, draw cards until you have five in your hand, not including any equipped item cards. At this time, you can use your cards to move and attack the other players.

You must play a minimum of one card on your turn, all your cards, or any number in between. Item cards and movement cards can be discarded but do not count as a single play. You may taunt an opponent by discarding a combat card, and if you do not have any combat cards then a move must be made.

When an opponent is attacked, the defender has the opportunity to use combat cards to aid in defense. To successfully defend an attack, the defender must play a combat card equal to or greater than the combat card the attacker is using to attack. If the defender is unable to deflect the blow, one life token is removed.

## The Center Square

The center square of the game grid is a special square. All successful attacks made from the center square remove two life tokens instead of one. If you successfully attack an opponent that is occupying the center square, you can decide to push the defender out of the center square to any adjacent or diagonal square instead of removing a life token from the defender.

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## Movement Cards

Movement cards allow you to move around the arena and gain the proper advantage against your opponents. All movement cards are black in color and allow you to move 1 square. The movement cards include a symbol indicating the directions in which the hero may move.



Move to 1 adjacent square.



Move to 1 diagonal square.



Move to any adjacent or diagonal square.

## Combat Cards

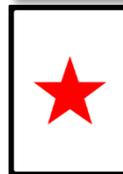
Combat cards allow you to attack your opponents as well as defend against attacks launched at you. All combat cards are red in color and allow you to make 1 attack. The combat cards include a symbol indicating the direction in which you may attack, as well as the strength of the attack displayed in the corner of the card by a number.



Attack an opponent in an adjacent square or defend an attack from an opponent in an adjacent square.



Attack an opponent in a diagonal square or defend an attack from an opponent in a diagonal square.



Attack an opponent in any adjacent or diagonal square. Red stars can only be defended by another red star and do not become more powerful with item cards.

## Item Cards

Item cards allow you to increase the effectiveness of the combat cards by giving bonuses to attack or defense. All item cards include an image of the item, and the appropriate bonus amount indicated in the



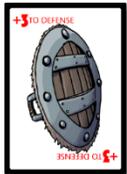
corner. An item card is equipped by placing it in front of you, or it can be discarded on your turn. If additional item cards are drawn or acquired by other means (see “Disarm” and “Throwing axe”), you must decide which item card or cards to keep in play. You can have up to two item cards equipped, and the provided bonuses will stack. The only exceptions are the “Two-handed Axe” and “Sword & Shield” cards; they cannot be equipped with any other item cards.



Two-handed axe: adds +4 to attack.



Sword: adds +3 to attack.



Shield: adds +3 to defense.



Sword & Shield: adds +3 to attack and to defense.



Throwing axe: adds +1 to attack. This weapon can be thrown at an opponent with no maximum range. Once thrown, the axe belongs to the defender, and must be immediately equipped or discarded.



Disarm: allows a defender to successfully defend an attack without using a combat card and gives the defender one item card equipped by the attacker. This card is immediately equipped or discarded.



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