

# COLOSSUS

Following the failure of the Goomz, King Asmoth does not hesitate to deploy great means to destroy Eden!

He asks his right arm, the mage of the Shadow Realm, to wake up an ancient sleeping Titan: Og

To face such a creature, the fauna, flora and waters of Eden are not strong enough. Noa - the protective spirit of Eden - will therefore send his most faithful warrior, Netophah, to defeat this demon of rocks and flames.

## **Components:**

50 game cards.

(1 Netophah card, 2 Tracker cards, 26 Action cards, 6 Advanced Action cards, 11 Colossus cards, 3 Final Blow cards and 1 End-of-Deck card)

## **Game Objective:**

Climb on the Colossus to deal the Final Blow that will prove fatal!

# CARD DESCRIPTIONS



## Netophah card and Tracker cards

The Netophah card represents your character. The Tracker cards help you track and display your Grip level and Colossus Weakness level.

### Actions



## Action and Advanced Action Cards

**Actions** : they allow you to perform actions such as Attack, Grip, Climb...

**Advanced Actions**: these are unlocked during a game and are more powerful than Action cards.

### Actions Avancées

Actions



## The Colossus cards

They present the stats to be reached in order to succeed in Actions such as Attacking, Gripping, Climbing...



## Final Blow cards

They display the endgame stats you need to achieve to defeat the Colossus.



### End-of-Deck card

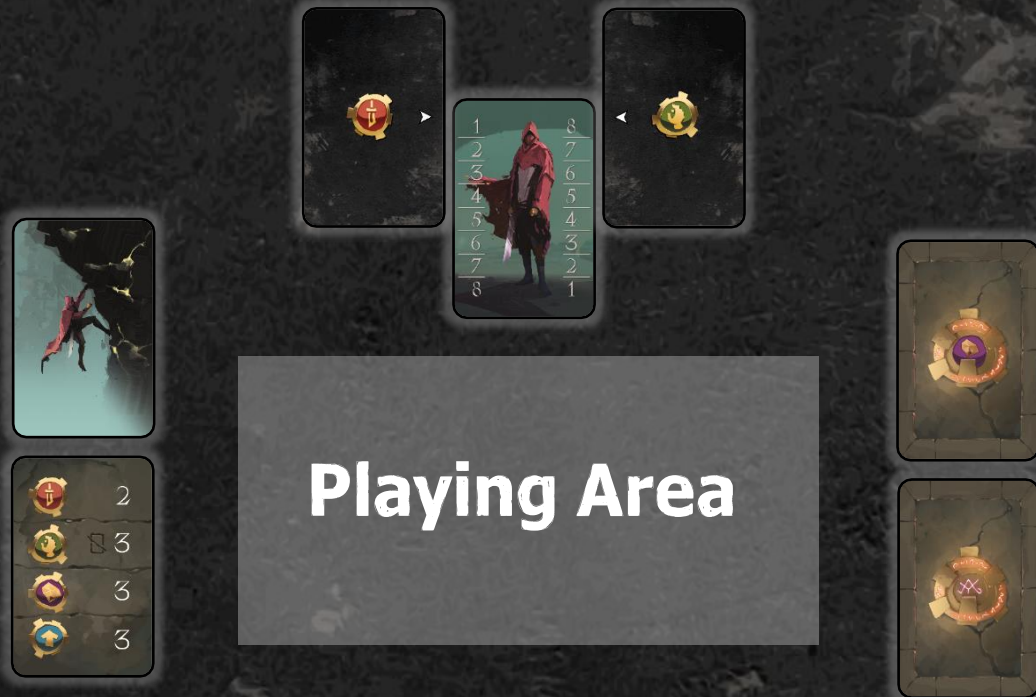
It is placed at the bottom of the Action card deck and reminds you to lose a level of Colossus Weakness or Grip when the Action deck is empty.

## SETUP

- Place the **Netophah** card on top of the Playing Area.
- Place the **Tracker** card with the "Attack" medallion (red medallion) to the left of the **Netophah** card by positioning the arrow at level 1.
- Place the **Tracker** card with the "Grip" medallion (green medallion) to the right of the **Netophah** card by positioning the arrow at level 8.
- Shuffle the deck of **Action** cards and place it near the Playing Area.
- Place the **End-of-Deck** card under the deck of **Action** cards.
- Shuffle the **Advanced Actions** card deck and place it next to the **Actions** card deck.
- Shuffle the **Colossus** deck of cards and place it near the Playing Area.
- Without looking at it, randomly select one of the 3 **Final Blow** cards and place it face-down under the deck of **Colossus** cards. The other two cards are set aside and returned to the box.
- Reveal the top card of the **Colossus** deck.

**The Setup is complete!**

## SETUP OVERVIEW



## GAME OBJECTIVE

You play as the warrior Netophah and you must annihilate Og.

The Colossus card deck represent Og and its height. Each Colossus card you discard represents a step toward its head. During your climb, you can weaken the Colossus by attacking it with your sword. Once at the top you will have to give it the final blow to make it fall!

# GAMEPLAY

A game is played in a succession of rounds. During each round, you must play **Action** cards by placing them in the Playing Area. **Action** cards display different medallions. These medallions allow you to perform actions such as "Attack", "Grip", "Gain an Advanced Actions card", or even "Climb".

## ROUND OVERVIEW

### A game round consists of 4 Steps

**1** – Draw the top card from the **Actions** deck and place it in the center of the Playing Area. This card cannot be moved.

**2** – Draw 3 more **Action** cards from your hand.

**3** – Play the 3 **Action** cards in the order of your choice.

To play a card from your hand, you must place it in the Playing Area, respecting two rules:

- The card must be placed vertically and upright.
- The card you place must cover exactly two squares (two medallions) present in the Playing Area.

Apart from these two rules, everything is permitted.

Here are 3 examples of card placing:



During step 3, you must play all the cards in your hand. When the 3 cards have been placed, check the visible medallions. They will constitute your stats for this round. Only the visible medallions should be taken into account. Visible medallions are active medallions, covered medallions are inactive medallions.

Be careful, some medallions have a negative value. If a medallion with a negative value is visible, you must subtract its value from your stats count. In other words, a negative medallion is not considered a visible medallion in the Playing Area AND it cancels a medallion of the same type present in the Playing Area.



## Medallions



Attack



Grip



Bonus



Climb

**4** – Compare your stats to those of the **Colossus** card in play.

The **Colossus** cards display 4 lines of stats, you must solve each of these lines, one by one and from top to bottom.

### Line 1



2

If the number of visible Attack medallions is equal to or greater than the displayed value, you have succeeded in weakening the Colossus. You must then lower the *Colossus Weakness Tracker* card down one level, (you cannot exceed level 8). If the amount of visible Attack medallions is lower, nothing happens.

### Line 2



3

If the number of visible Grip medallions is equal to or greater than the displayed value, nothing happens. If the number of visible Grip medallions is lower, you lose 1 Grip level. You must then lower the Grip Tracker card down one level. **Watch out, if you have to lower the Tracker below level 1, you immediately lose the game!**

### Line 3



If the number of visible Bonus medallions is equal to or greater than the displayed value, you gain an **Advanced Actions** card. If the quantity of visible Bonus medallions is lower, nothing happens.

When you gain an **Advanced Actions** card, you must draw the top card from the **Advanced Actions** deck and, without looking at it, place it on top of the **Actions** deck. It becomes an Action card like the others until the end of the game.

### Line 4



If the number of visible Climb medallions is equal to or greater than the displayed value, you must discard the **Colossus** card and reveal a new one. If the amount of visible Climb medallions is lower, nothing happens.

### Destroy an Action card



Each time you complete an action that is accompanied by a crossed-out rectangle, you have the option of “destroying” an **Action** card that is in the Playing Area.

In other words, at the end of the round, you take an **Action** card of your choice from the Playing Area and return it to the box until the end of the game. This will allow you to clean up the deck of **Action** cards and better prepare for the **Final Blow**.



## DEPLETED ACTION DECK



Every time the **Action** deck is depleted, you must reshuffle it and you also lose either **one level of Grip** or **one level of Colossus Weakness**.

To do this, drag the Tracker card down one level for the *Grip level* or up one level for the *Colossus Weakness level*.

## FINAL BLOW

When the last **Colossus** card is discarded, the **Final Blow** card is visible and you reach the top of Og!

### Setting up the Final Blow

Reshuffle the **Action** card discard pile with the **Action** deck.

Then, reveal the **Final Blow** card (which was placed under the **Colossus** deck at the beginning of the game) and place it on top of the **Netophah** card. Be careful not to move the **Tracker** cards during this operation. The positions of the **Tracker** cards now tell you which goals in order to achieve the final blow.



## Final Blow Card

- The tracker on the left indicates the number of Action cards you can draw for your final attack.
- The tracker on the right indicates the number of Grip medallions that must be visible during the final blow in order not to fall from the Colossus.
- The red number in the center of the card indicates the number of Attack medallions that must be visible to destroy the Colossus.

## Play the Final Blow

Without looking at them, draw the number of Action cards that the left tracker defined and form the **Final Blow** deck with these cards.

You must play these cards into the Playing Area just as during the game, with one exception: you must draw and play cards one at a time and place them as you go. In other words, you draw an **Action** card, then you place it in the Playing Area, then you draw a new one, then place it, and so on...

When an **Action** card is positioned, it can no longer be moved!

You do not have to play all the cards of the **Final Blow** deck.

**Example :**



In this configuration, you must form a **Final Blow** deck of 8 Action cards.

To successfully complete the **Final Blow** and defeat the Colossus, you must have 7 (or more) visible Attack medallions. You must also have 5 (or more) visible Grip medallions.

**If these conditions are not met and your Final Blow deck is empty, you lose the game.**

Bonus and Ascension medallions do not contribute in any way to the Final Blow.

## **NETOPHAH'S POWER**

At the start of step 4 of a game round, you can use the power of Netophah (limited to once per round).

Netophah's power acts as a sacrifice. To use it, you must lose 1 level of Colossus Weakness or 1 level of Grip (a choice insofar as both are possible); you can now draw an **Action** card that you can immediately play in the Playing Area. If the card drawn is not interesting, you may discard it without playing it, despite the sacrifice.

## Summary of a game round

**Step 1** : Draw the top card from the **Actions** deck and place it in the center of the Playing Area.

**Step 2** : Draw 3 **Action** cards.

**Step 3** : Place your 3 **Action** cards in the Playing Area.

**Step 4** : Compare the visible medallions in the Playing Area to the stats on the Colossus card.

At the end of each round, you must discard all cards from the Playing Area before starting a new round.

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**Step – Final Blow** : When the Colossus deck is empty, play the final blow.

### Victory Condition

- Reach the top of the Colossus and deal the Final Blow.

### Defeat Conditions

- Your Grip level drops below 1.
- You fail the Final Blow.

## CREDITS

Colossus is a game by Yössef Fårhi, illustrated by Adrien Rives, translated by Etienne Coiffard, published by Alone Editions. All rights reserved © 2022

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