

ARENA

“The Next Evolution of Poker”

EZ RULZ

Deal — Play like Poker. If wagering, begin the wager, then deal the cards — poker style. 5 card draw is easiest to begin with. Look for your best poker hand after discard/draw phase; straight, pairs, 3 of a kind, full house, flush, 4 of a kind, or even just a high card. When the cards are called, throw down your best poker hand. Your poker hand becomes your Gladiators. Now Arena begins. The player with the highest poker hand showing has the first wager option and first Attax roll.

ATTAX ROLL: The way Gladiator cards can attack each other with 2 dice (easier to use 2 different color dice). If an Attax Roll is higher than the defending Gladiator's Defense Roll, then the Attax Roll is successful and that number becomes Damage to the opposing Gladiator.

Attacking cards: 2 thru 10 use red die of Attax Roll only for Damage.

Face cards: J, Q, K, A use both dice of Attax Roll for Damage.

DEFENSE ROLL: (2 dice) If the number rolled is a tie or higher than the Attax Roll, defending Gladiator takes no Damage.

Ex: player one has 2 Jacks, player two has a pair of 8s. With poker, player one wins the pot. With Arena, the highest hand can be challenged and wagering continues until called, then the highest hand has first Attax Roll. Player one chooses Jack of Suns to roll Attax against the 8 of Skulls.

Player one rolls a “9” with 2 six-sided dice (one white, one red). Player two must tie or do better than a 9 with the 2 dice, (Defense Roll) or be hit and take the 9 points of Damage, killing the 8 of Skulls (who can only take 8 points of Damage - Endurance points).

ENDURANCE: Amount of Damage a Gladiator card can take before being destroyed. The only number on the Gladiator card.

Face Cards: J=11, Q=12, K=13, A=1 (little straight) or 14.

Let's say player two rolls a 7 Defense. Player one's Jack of Suns does 9 Damage points to the 8 of Skulls — killing him, again he can only take 8. Now, player one uses his second Jack for Attax on the remaining 8, he rolls a “4”, player 2 rolls Defense: a “12” — the Attax missed, no Damage. Now it is player two's turn. Player two has wager option, then uses his remaining 8 of Stars to roll Attax on the Jack of Suns, rolling a “10”: a “4” showing on white die, a “6” on the red. (All face cards — Jack, Queen, King, Ace, do (2-12) 2 dice of Damage. So the whole Attax roll is used for Damage from these cards. Cards 2 through 10 only do (1-6) 1 die of Damage, so whatever number is showing on the red die will become Damage - if Attax roll is successful.) Player one rolls Defense: a “7”, the “10” Attax roll wins. Because the 8 card only does (1-6) Damage, only the number on the “blood” red die is used, the “6” becomes Damage to the Jack of Suns. The Jack of Suns has 11 Endurance points, minus 6, the Jack is now wounded with 5 endurance points left. And so on until players fold or only one player's Gladiator/s are still standing. Reshuffle deck and deal 'em again.

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Duncan Dimensions issues a formal challenge to the ENTIRE gaming world: Arena is the next evolution of poker. Duncan Dimensions will offer \$1,000 cash to any human on the planet who can prove the Arena formula wrong. All participants in Duncan Dimensions' formal challenge are subject to the authority of Phillip Duncan, President of Duncan Dimensions Gaming, whose smallest whims are law.

Job opportunity: Any individual, business or entity on the planet who introduces Arena to a casino will receive 15% of all Arena profits from said casino. Casinos that broker their own deals with Duncan Dimensions will receive a 15% discount.

Duncan Dimensions reserves all rights to Interdimensional Phase Shift Technology, Arena, Arena products, sanctioned and/or unsanctioned Arena events. All charges and fees will apply. Duncan Dimensions is not responsible for you losing your life savings on any gambling game, let alone Arena... Qapla'!

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