



Quarmaggedon is over and it is time to celebrate! By order of the great Quarrius Maximus Epicus, and in honor of those mightiest of the mighty Quarriors, let the Qladiator Games begin! ...Oh you don't know what those are? Well allow me to explain!

From time to time Quarriors will battle it out in front of the public in the capitol's Quoliseum. It isn't all fun and games, as it serves as an opportunity for the best and brightest to try out new techniques and impress Empress Quinana and the legions of fans who travel from all over to see their heroes up close and in person. Just try not to get too close to the Pink Eye Cyclops...for obvious reasons. This year the mystery challenge for the Quarriors who step into the Quoliseum is a tricky one indeed. The Quarrior who can best balance the intricacies of the Lock technique as well as when to capture the relentless Qladiator will find their Glory to be second to none!

It is assumed you are using the Quarmaggedon rulebook when particular phases are discussed – it is available for download from wizkidsgames.com (look for Quarriors and how to play – it will have the latest) and also has advanced rules for epic game play!

QUARRIORS!™ QUEST OF THE QLADIATOR

Designed by Jason Tagmire and Bryan Kinsella
Original Dice Building Game Mechanic by Mike Elliott and Eric Lang
For 2 to 4 players, ages 14 and up

Terminology

Locked Area: The Locked Area is a space within your Ready Area that can hold one Locked die. It is considered part of your Ready Area. *Please note that Locking a Creature is different than summoning as it does not cost any Quiddity and any events that key off of summoning are ignored.*

Lock: The action of placing a die with the Lock symbol into the Locked Area.

UnLock: The action of removing a Locked die from the Locked Area, it goes to the spent pile if on your turn. If a die becomes UnLocked when it is not your turn it goes to your used pile.

Locked Creatures: Creatures that are Locked in the Locked Area (have the Lock symbol showing and have been Locked).

These dice are still Creatures and can be affected as such from spell and Creature affects. They have values of zero for level, attack and defense for the purposes of spell and Creature affects, however if this changes the face of the die to an UnLocked face they are removed from the Locked Area and moved to the regular Ready Area (this is not considered UnLocking the die). When Locked they do not participate in combat and do not deal nor receive damage in combat.



Overview

Some Creatures have a Lock symbol on their die. If one or more dice with a Lock symbol are rolled, one of those dice (chosen by the active player) must be placed into the Locked Area. Placing a Locked die into the Locked Area instantly enables the abilities of that die, and the abilities are effective until the die is UnLocked by any of the players. A Locked die may be in play for multiple turns (it is NOT placed into your spent or used pile normally), allowing the player or players to use the abilities for multiple turns.

Locking a Die

You may only Lock one Creature into your ready area per turn during Phase 2. To Lock a die, move it from your Active Pool to the Locked Area within your Ready Area. Once a Creature is Locked, you cannot UnLock it during your current turn. If you are exiting Phase 2 with any Creatures that have Lock symbols in your Active Pool, you must select one of the Creatures showing the Lock symbol and place it into the Locked Area. If you already have a die in the Locked Area, that die is UnLocked and placed in your Used Pile, making room for the newly Locked die. In other words, if you had a Locked Creature and rolled only one Creature with a Lock symbol (assuming no more rerolls are possible) you MUST put the new Creature into the Locked Area at the end of Phase 2 and send the other to your Spent Pile.

Some Creatures allow you to place them in another player's Lock Area – this does not count against your limit of 1 per turn into your Locked Area, and you may do this as many times as you are able.

Locked Die Effects

A Creature's Lock ability is effective as soon as it is Locked. Some Lock abilities will have immediate effects, others will be available or effective during the various phases of a player's turn. Some Lock abilities will affect all players, immediately upon Locking.

UnLocking a Die

UnLocking a die will instantly end all of its abilities and effects. The die is immediately sent to the Spent Pile if it's the Active Player's die, otherwise to the Used Pile.

A die can be UnLocked in 3 ways:

- 1) You (or another player) replace a Locked Creature with a newly Locked Creature that is showing a Lock symbol (reminder: you can only Lock one Creature into your Locked Area per turn).
- 2) Any player destroys it with a spell - Depends on the spell text.
- 3) Any player pays 2 Quiddity during their turn for it to be UnLocked.

Notes for Quaxos' Eye (which prevents you from paying 2 Quiddity to UnLock it):

-If you roll the Lock symbol with 2 bursts, you must use step 1 or 2 above to UnLock it.

-Once a player puts Quaxos' Eye into my Locked Area is it my Creature? Yes, ownership has transferred to you. If Locked it goes to the new owner's Spent Pile or Used Pile etc.

A player can pay to UnLock another players Locked die only during phases 2-4 of their turn. The UnLocking immediately disables the ability and effects of the Locked die for all player's. UnLocking a die only removes the ability going forward, it does not change an action or effect that has taken place previously in the players turn.

Reminder that spell and creature affects that rotate a die face to an UnLocked side do not send the die to the Used or Spent Piles and instead the die is moved to the regular Ready Area.

FAQ

Drawing one or more die – if a player draws 6 dice (examples: at the beginning of the turn) this counts as 1 time the player drew one or more dice.

The Locked Area is a part of the Ready Area. Only 1 die can be in the player's Locked Area.

The Locked Creatures are still Creatures for spell and spell like affects with all abilities at 0, however they do not attack nor defend in combat. Spells that destroy Creatures regardless of level (Ex: Death Incantation double burst affect) would work against a Locked Creature as would spells that affect Creatures of particular values (Ex. The Death Spell that targets a Creature below 6 defense would work).

UnLocking a Creature (via any of the 3 methods) is not the same as destroying a Creature. Life Charm, which puts Creatures that are destroyed to your Active Pool instead of to the Used Pile, would not work for the UnLocked die.

Locked Creatures do not attack/defend nor score like normal Creatures.

You can attach spells to Locked Creatures, but generally they will not be useful as Locked Creatures cannot attack, don't defend and don't score. However future expansions may make this a useful technique.

Pay: you subtract from your total, you must have the item (Glory or Quiddity) to perform the action.

Fun Facts !



Did you know there are Quorlids events where you can meet with others to find out if you are the best Quarrior? Go to www.wizkidsgames.com to find out more and find the Quarriors section of the site or ask your local retailer who carries Quarriors! There are instore events as well as convention events planned.

This is the 3rd expansion to Quarriors the others are:

Rise of the Demons

Quarmageddon – which includes advanced rules for epic game play (rules are available for download from www.wizkidsgames.com)

QUEST OF THE GLADIATOR

RULES SUMMARY

1. SCORE CREATURES - MAY CULL 1 DIE FOR EACH SCORED
2. DRAW 6 DICE, ROLL (ACTIVE POOL), READY DICE (COST IN QUIDDITY = LEVEL, SPELLS ARE FREE)
EXITING 2. LOCK A CREATURE IF YOU HAVEN'T YET AND HAVE A LOCK FACE SHOWING IN YOUR ACTIVE POOL.
3. ATTACK YOUR RIVALS
4. CAPTURE ONE QUARRY DIE FROM THE WILDS (OPTIONAL)
5. MOVE DICE FROM SPENT PILE TO USED PILE WHEN BAG IS EMPTY PUT USED PILE INTO BAG

USED PILE

SPENT PILE

READY AREA

LOCKED AREA

ACTIVE POOL

LEVEL, ATTACK, BURST, DEFENSE

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