






## TRIAL TILES DESCRIPTIONS





## GOLF


 Communication between players is **forbidden** during this Trial.


 All players secretly wager  by choosing a number on the middle wheel of their controller.


When all players have finished programming their wagers, all players simultaneously reveal their controllers.




 Spend the  wagered, then place one of your colored cubes on the space of **your Score track** corresponding to the number you wagered.


 Starting with the first player and moving clockwise, each player takes their turn.

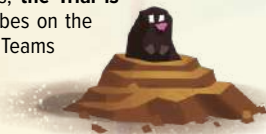
 On your turn, move the cube on your Score track back one space to roll **the green die**.

 Place a neutral cube on your Team's space next to **the hole that corresponds to the number you rolled on the green die**. There can be no more than 2 cubes per hole (one per Team).


 If a cube is already present on your Team's space at that hole, you may **increase or decrease** the number shown on the die by moving the cube on your Score track down as many spaces as you want. The number on the die is increased or decreased by that amount.


Your cube can never go below 0 on your Score track.

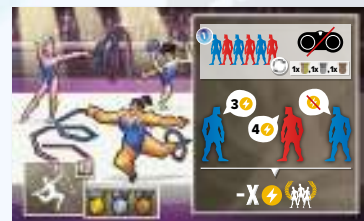
 Once all players' cubes reach 0 on their Score tracks or when all hole spaces are filled by neutral cubes, **the Trial is over**. The Team that placed the most neutral cubes on the holes wins the Gold Medal. If there is a tie, both Teams win a Gold Medal.



## TEAM GYMNASTICS


 Communication between players is **forbidden** during this Trial, with the exception of announcing a number as required by the rules for this Trial.

 The controllers are not used during this Trial.






**1x**  **1x**  **1x** 


First, play for the Gold Medal. When it has been awarded, play for the Silver and then the Bronze. After that, the Trial is over.


 Starting with the first player and proceeding clockwise, each player chooses one of the following two options.


**1 A NUMBER**  

Announce a number out loud. This number is the **total amount** of  that your Team must spend if the other Team decides **to Pass**. The number must be higher than the last number announced, and cannot be higher than the total  of your Team. The first number announced can be 0.

**2 WE PASS** 

The Athletes on the other Team spend  equal to the last number they announced, **divided** as they choose between the members of their Team. When you Pass, you are thus choosing to Pass for your entire Team.


 The Team that did not Pass is awarded the next highest Medal (first Gold, then Silver, and finally Bronze).


 After a Medal has been awarded, **Pass the first player token to the left**.

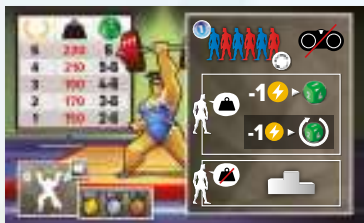





## WEIGHTLIFTING

 Communication between players is **allowed** during this Trial.

 The controllers are not used during this Trial.




 Starting with the first player and proceeding clockwise, each player takes their turn until all players have Passed.


On their turn, each player chooses one of the following two options.

### 1 LIFT



*You attempt to lift the weights.*

 **Spend 1** and **announce** out loud the weight that you hope to Lift, choosing from the table on the tile, and **roll** the green die. If the number on the die is within the range for the chosen weight shown on the table, you succeed in Lifting the weight. Place one of your colored cubes on the space on your Score track corresponding to the weight Lifted.

 If your die roll is not successful, you can either Pass or spend another 1 to re-roll the die. You may re-roll as many times as you wish, spending 1 each time.

Once you have either Passed or succeeded in a Lift, the next player to your left who has not yet Passed takes a turn.

When it is your turn again (if you haven't Passed), you may attempt to **Lift a heavier** weight than the last one to try and improve your score.

### 2 PASS




*You remove yourself from the competition.*

The cube that you placed on your scoring track stays where it is. If you never placed your cube on the track because you never succeeded with a Lift, you are not ranked and will receive no Medals.





Once all players have Passed, **the Trial is over**. The players are ranked from heaviest to lightest weight Lifted and Medals are awarded following **the 3 Medals rule** (see rulebook page 9).

## 4 X 100 METER RELAY

 Communication between players is **forbidden** during this Trial.




 **The first player and the player to their left** both secretly wager their  by choosing a number on the central wheel of their controller, then **reveal** their choice simultaneously.






The next two players **to the left** then do the same thing.




Next **(for a 6 player game)** the final pair of players do the same thing.



Every player spends the  that they wagered.



 Each Team **adds up** the  wagered by each of their Athletes. The Team with the greatest total  wagered receives a **Gold Medal**. If there is a tie, both Teams receive a Gold Medal. **The Trial is over**.


## 4 X 100 METER MEDLEY RELAY

 Communication between players is **forbidden** during this Trial.





 All players secretly wager  by choosing a number on the middle wheel of their controller.

When all players have finished programming their wagers, all players simultaneously reveal their controllers. Each Team **multiplies** the  wagered by each of their Athletes. Each player spends  equal to their own wager.

 The Team with the highest score receives a Gold Medal. If there is a tie, both Teams receive a Gold Medal. **The Trial is over**.

## POLE VAULT

 Communication between players is **forbidden** during this Trial.

 Place a **neutral cube** on the space next to the 9 ⚡ on the Trial tile.

All players secretly choose one of the following two options on the right-hand wheel of their controller. When all players have finished programming their choices, all players simultaneously reveal their controllers.



### JUMP



Pay as much ⚡ as shown by the position of **the neutral cube**.

### WAIT

You do nothing.


If nobody chooses Jump, move the neutral cube to the next rung down and all players program their choices again.


If one or more players Jump, they spend as much ⚡ as shown by the position of the neutral cube on the Trial tile and are awarded Medals based on **the 3 Medals rule** (see rulebook page 9). Next, if fewer than 3 Medals have been awarded, move the neutral cube down one rung. The players **who have not yet received a Medal** during this Trial program their choices once again.


 If you program  **WAIT** while the neutral cube is on the lowest rung, you receive no Medals and the Trial is over. Once 3 or more Medals are awarded **the Trial is over**.





## ARCHERY

 Communication between players is **allowed** during this Trial.


 The controllers are not used during this Trial.

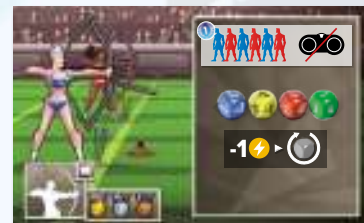
 Starting with the first player and moving clockwise, each player takes just one turn.

 On your turn, roll the **blue, yellow, red, and green dice**.

 Next, you can pay 1 ⚡ to **re-roll a die of your choice**. You may do this as many times as you like. When you don't want to or can't shoot (roll) anymore, place one of your colored cubes on your Score track in the space corresponding to the total of the values on all of the dice.


Pass the dice to the player to your left.

 Once all players have shot (rolled), **the Trial is over**. The players are ranked from highest to lowest score and awarded Medals based on **the 3 Medals rule** (see rulebook page 9).

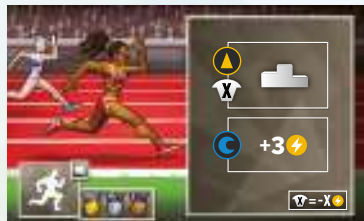




## REST TRIAL TILES


### 100 METERS


 Communication between players is **allowed** during this Trial.

All players secretly program one of the following two choices. When all players have finished programming their choices, all players simultaneously reveal their controllers.




 +  **COMPETE IN THE TRIAL**  
Secretly wager ⚡.

 **REST**  
Don't compete in the Trial and gain up to 3 ⚡. You are limited to a maximum of 30 ⚡.

 Once all players have finished programming their choices, all players simultaneously reveal their controllers. The players **who chose to Compete in the Trial** spend the ⚡ they wagered. They are then ranked from the highest to the lowest bet and awarded Medals based on **the 3 Medals rule** (see rulebook page 9). **The Trial is over.**






## BEACH VOLLEYBALL


 Communication between players is **forbidden** during this Trial.

All players secretly program one of the following two choices. When all players have finished programming their choices, all players simultaneously reveal their controllers.



 +  **COMPETE IN THE TRIAL**  
Secretly wager ⚡.


 **REST**  
Don't compete in the Trial and gain up to 3 ⚡. You are limited to a maximum of 30 ⚡.

 Once all players have finished programming their choices, all players simultaneously reveal their controllers. The players **who chose to Compete in the Trial** spend the ⚡ they wagered. Each Team adds up their wagers and the Team with the highest total wager receives a **Gold Medal**. If there is a tie, both Teams receive a Gold Medal. **The Trial is over.**

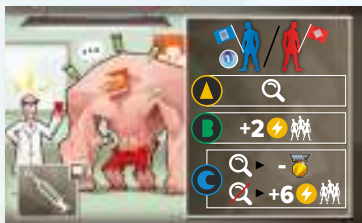




## ANTI DOPING TEST

 Communication between players is **allowed** during this Trial.

 **The first player and the player to their left** are the only ones to participate in this Trial. The other players don't participate but are free to give advice.



These two players secretly program one of the following three choices on their controllers.

When both players have finished programming their choices, they both simultaneously reveal their controllers. Apply the effects of these choices and then **the Trial ends**.

### DOPE

If the other Team did not choose to Accuse, distribute a total of 6 ⚡ among the players on your Team as you see fit. All players are limited to a maximum of 30 ⚡.

### REST

Distribute a total of 2 ⚡ among the players on your Team as you see fit.


### ACCUSE


If the other Team programmed **Dope**, they don't gain any ⚡ and lose **one of their highest value Medals**. If they did **not** choose Dope, there is no effect.




## FINAL TRIAL TILES

### BASKETBALL

 Communication between players is **forbidden** during this Trial.

 The First Player takes the **Basketball token** and places it in front of them.

 Place a **neutral cube** on **every 0 space** in the upper right of the tile. This is each Team's score at the beginning of the Trial.




The player with the ball and all players on the opposing Team secretly program one of the following two choices. When all players have finished programming their choices, all players simultaneously reveal their controllers.

The player with the ball can **either Shoot or Pass**. The players on the opposing Team can attempt to **Block the Shot or Intercept the Pass**. The teammates of the player with the ball **don't program anything** this turn.


### + NUMBER : SHOOT/BLOCK

The player with the ball takes a Shot by rolling the **green die** and adding the result to the ⚡ they wagered. This is compared to the **total ⚡** wagered by **all** of the players Blocking the shot. If the Shooter's total is **at least 3** higher than the Blocker's, they score and their Team's neutral cube is moved 1 space to the right on the Trial tile. Otherwise, the Shot misses and nothing happens. All players spend the ⚡ that they wagered. Whatever the result of the Shot, give the Basketball token to the opposing player to the left of the Shooter.

### PASS (+ COLOR ) / INTERCEPT

The player with the ball tries to Pass it to the player shown by the color they chose on the central wheel of their controller. The opposing players who programmed Intercept each roll the **white die once**, one after the other (starting with the closest player to the one with the ball and moving clockwise). The first player to get a  **Intercepts the ball** and the die rolling stops. The Intercepting player takes the Basketball token and puts it in front of them. If no player Intercepts the Pass, **it succeeds**. The player who was being Passed to receives the Basketball token and places it in front of them. Any opposing players who attempted to Block during a Pass still must spend the wagered ⚡.

All concerned players then program again and this continues until a Team has **scored twice**.

 Once a Team scores twice, the Trial is over. That Team receives a **Gold Medal**.

## FENCING

Communication between players is **forbidden** during this Trial.

Place a **neutral cube** on the **0** space of the Trial tile.

All players secretly wager by choosing a number on the middle wheel of their controller.

When all players have finished programming their wagers, all players simultaneously reveal their controllers.

Starting with the first player, each player spends the that they wagered and then rolls a combination of dice depending on the size of their wager:

WAGER	0	1	2	3	4 +
DICE					

If you wagered 4 or more, you can **re-roll** one die for each above 3 that you wagered. You can make these re-rolls one by one, and you are not required to use all of them.

Once your roll or rolls are complete, add up **the total values showing on the dice**. Place one of your colored cubes on the corresponding space on your **Score track**.

Once all players have finished rolling, **determine each Team's score by adding up the scores of its players**. The Team with the highest score **wins the round**.

If your Team wins the round, move the neutral cube onto your Team's space. If it is already on your Team's space, move it onto the victory space. Play further rounds in the same way until the cube reaches the victory space. If there is a tie, the **neutral cube** stays where it is.

Once a Team has won **two rounds in a row** (regardless of ties), the Trial is over. That Team receives a **Gold Medal**.



## RUGBY

Communication between players is **allowed** during this Trial.

Place a **neutral cube** on the **0** space on the Trial tile. This Trial lasts as many rounds as needed. The Team that moves the cube onto their space wins this Trial.

All players secretly wager by choosing a number on the middle wheel of their controller.

When all players have finished programming their wagers, all players simultaneously reveal their controllers. Each Team **adds up** the wagered by their Athletes. The Team with **the highest sum** moves the cube one space toward their space on the Trial tile. If there is a tie, the cube stays where it is.

Each player spends the that they wagered.

All players then program again and this continues until the neutral cube has reached a team's space.

Once the cube reaches a Team's space on the Trial tile, **the Trial is over**. That Team receives a **Gold Medal**.





## TAEKWONDO



Communication between players is **forbidden** during this Trial.



All players secretly wager ⚡ by choosing a number on the middle wheel of their controller. When all players have finished programming their wagers, all players simultaneously reveal their controllers.



Each player places one of their colored cubes on the space of their Score track that matches their wager, then advances their cube one space. Each player spends the ⚡ that they wagered.

Next, all players secretly program one of the following three choices on their controllers. When all players have finished programming their choices, all players simultaneously reveal their controllers and apply the effects.

**A + COLOR ATTACK:** The color you chose indicates which player you are attacking. That player must move the cube on their Score track down 2 spaces unless they chose **B**.

**B BLOCK:** All players attacking you move their cubes back 2 spaces on their Score tracks. If nobody attacked you, move your cube back 2 spaces **on your own Score track**.

**C WAIT:** You do nothing.

A player is eliminated from the Trial if the cube on their Score track moves to 0 or lower.

The Athletes not yet eliminated program once again, as above, until all Athletes from one Team are eliminated.



Once all players from one Team have been **eliminated**, this Trial ends and the Team with players still standing wins. The winning Team receives a **Gold Medal**.

