



# STADIUM

TM

**8 BIT BOX**™



**NOW CALLING THE ATHLETES OF THE BLUE STARZ  
AND THE RED SUNZ TO THE FIELD!**

*You have trained your entire life for this event. Now it's time to show the world what you're made of, but keep in mind that you're always stronger as a Team. Manage your Energy throughout the Trials to win the most Medals and bring honor to your country!*

## COMPONENTS

### GAME COMPONENTS



16 Trial tiles



2 Medal boards



6 Athlete boards



1 First Player token



1 Basketball token

### CONSOLE COMPONENTS



1 controller per player



2 cubes per player  
(the same colors  
as the controllers)



About a dozen  
neutral cubes



1 white die, 1 blue die, 1 red die,  
1 yellow die, 1 green die

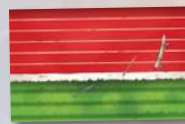
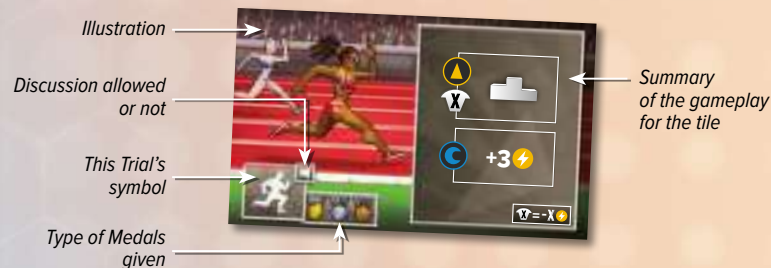
## OVERVIEW AND OBJECT OF THE GAME

Using your controller, decide the amount of energy you would like to spend on the current Trial. Each trial is different and you will have to be in sync with your teammates to go the distance and win the most Medals after 10 Trials. Each type of Medal is worth a different number of victory points. The Team with the most victory points at the end of the game wins.

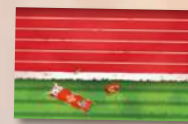
## GAME ELEMENTS

### TRIAL TILES

Trial tiles come in three types: Standard Trial tiles, Rest Trial tiles and Final Trial tiles. The type of the tile can be recognized by the design on its back. The front of each tile is unique. When the Trials are set up they form a track. Gameplay for each tile is explained in detail in the **Trial Tiles Descriptions booklet**.



Back of a Standard  
Trial tile (x9)



Back of a Rest  
Trial tile (x3)



Back of a Final  
Trial tile (x4)

## MEDAL BOARDS

Each Team has a Medal board. These boards are placed at each end of the 10 Trial tiles and allow players to keep track of the number of Medals won by each Team.



## ATHLETE BOARDS

The Athlete boards are either blue or red and have two tracks. The Energy track shows the amount of Energy you have left. The Score track shows the points you have scored during the current Trial.



## FIRST PLAYER TOKEN

This token has a red face and a blue face, the same colors as the Teams. This token is used to show which player will start play when a Trial is not played simultaneously.



## NEUTRAL CUBES

These cubes are used in some Trials and elsewhere in the game. They are placed on the Trial tiles to indicate different things, such as the progression through the steps of that Trial.



## COLORED CUBES

These cubes are specific to each player. They indicate a player's remaining Energy and their Score for the current Trial on their Athlete boards.



## DICE

Dice are used in some Trials. They allow you to randomly determine whether you succeed or fail at a Trial.



## TRIAL TILES DESCRIPTIONS BOOKLET

This booklet describes the gameplay for each Trial in detail.



## BASKETBALL TOKEN

The Basketball token is only used for the Basketball Trial. It shows which player has possession of the ball.



# GAME SETUP

**1**

Take the **9 Standard Trial tiles**, mix them up, and **place 6 randomly** face-down as shown in the illustration. Put the remaining 3 tiles back in the box.

**2**

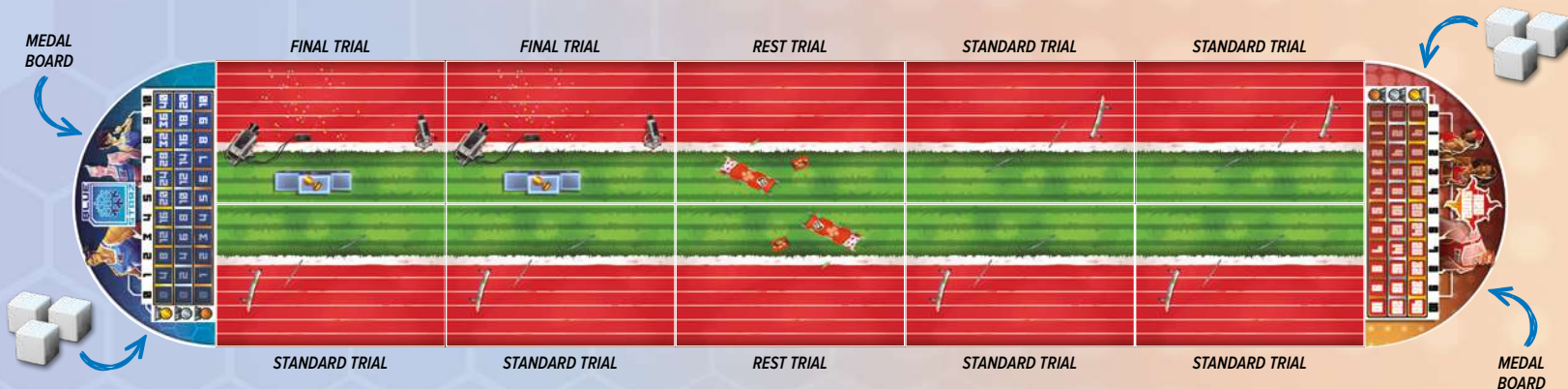
In the same way, select and place **2 Rest Trial tiles** as shown in the illustration. Put the third tile back in the box.

**3**

In the same way, select and place **2 Final Trial tiles** as shown in the illustration. Put the 2 remaining tiles back in the box.

**4**

Place the **2 Medal boards** face up on each end of the 10 Trial tiles. Place **1 neutral cube** on all 3 "0" space of these boards.



**5**

Place the **Trial Tiles Descriptions booklet** and the white, blue, red, yellow, and green dice on the table within reach.



**6**

Form 2 Teams (one red and one blue) of 2 or 3 players each. **SEVILIM** can only be played with 4 or 6 players.

**7**

Sit around the table **so that the Teams alternate from one player to the next**. Each player takes an **Athlete board** of their Team's color and places it face up in front of them.



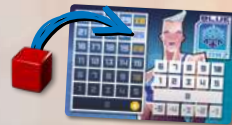
**8**

Each player chooses a color and takes the corresponding **controller** and colored **cubes**.



**9**

Place a **cube of the same color as your controller** on the 25 ⚡ space of your Athlete board. Leave the second cube aside for the moment.



**10**

The oldest player flips the First Player token. If it lands showing their Team's color, they keep the token. If it shows the other Team's color, they pass the token to the opposing player to their left. The player with the token is the first player.



# GAMEPLAY

A game of **STARZUM** is made up of 10 Trials.

Each Trial is played in 2 phases:

- 1 REVEAL**    **2 TRIAL AND MEDALS**



## 1 REVEAL

In this phase, the first player reveals the next tile that is still face down, following the direction of play (shown below).




The first player reads the description of the revealed Trial out loud. These descriptions are found in the **Trial Tiles Descriptions booklet**.

Move on to the **2. TRIAL AND MEDALS** phase.

## 2 TRIAL AND MEDALS

In this phase, play through the current Trial as explained in the description read by the first player.

You can never program a number on your controller that is greater than the amount of  remaining on your Energy track. You can always program 0. The cube on your Energy track can never go higher than 30 or lower than 0.

If the Trial allows you to communicate with other players, all players must be able to hear everything you say. You can never show your controller to another player before the Trial tells you to reveal it.

When the Trial is over, award the appropriate Medal or Medals as explained in the Trial's description. There are two sorts of Trials:

### 1 Trials awarding 1 Gold Medal

These trials generally only reward one Team. The Team that wins the Trial receives a Gold Medal and immediately moves the corresponding cube on their Medal board up one space.



If there is a tie between the Teams, each Team receives a Gold Medal.

### 2 Trials awarding 3 Medals

Each Athlete is ranked individually at the end of the Trial. One Team can thus win multiple Medals. Each Team moves the corresponding cubes up on the Medal boards for each Medal awarded.



#### THE 3 MEDALS RULE

Once players are ranked for a Trial awarding 3 Medals, proceed as follows:

1. The highest ranked player or players each win a Gold Medal. Stop here if 3 or more Medals have been awarded.
2. If only one Gold Medal was awarded, the player or players in second place each win a Silver Medal. Stop here if 3 or more Medals have been awarded in total.
3. If two Gold Medals were awarded, the player or players in second each win a Bronze Medal. The awarding of Medals stops here.
4. If only one Gold Medal and one Silver Medal were awarded, the player or players in third each win a Bronze Medal. The awarding of Medals stops here.
5. If it is not possible to award at least 3 Medals because not enough players were ranked, the awarding of Medals can stop before 3 Medals are awarded.

*(examples on the next page)*

## THE 3 MEDALS RULE EXAMPLES

### EXAMPLE 1



### EXAMPLE 2



This Trial requires players to wager some amount of ⚡ on the central wheel, and rewards the biggest wagers.

If the Trial just completed includes one of the pictograms below, the player with the first player token passes it to the opposing player on their left.



If the Trial just completed was not the 10<sup>th</sup> one, start a new Trial beginning with the **1. REVEAL** phase. If you just completed the 10<sup>th</sup> Trial Tile, move on to **END OF THE GAME**.

## END OF THE GAME

The game ends when the Medal or Medals for the 10<sup>th</sup> Trial have been awarded. Each Team adds up their total victory points.



*Each Gold Medal is worth 4 victory points.*



*Each Silver Medal is worth 2 victory points.*



*Each Bronze Medal is worth 1 victory point.*

The Team with the most victory points wins. If there is a tie, the game ends in a draw.

## SUMMARY OF THE SYMBOLS

### EVENT SYMBOLS

- Players are allowed to communicate with each other.
- Players are not allowed to communicate with each other.
- This Trial ends once at least 3 Medals have been awarded.
- This Trial ends once at least 1 Medal has been awarded.
- This Trial is played in 3 identical phases, one for each type of Medal.

### PARTICIPATION SYMBOLS

- This Trial is played over one round, with each Athlete taking one turn, starting with the first player.
- The Athletes each take their turns, starting with the first player (the Trial may last several rounds).
- Only the first player and the player to their left will participate in this Trial.
- The first 2 players participate in this Trial, then the next 2 players. In a 6 player game, the final 2 players then participate.
- This Trial is played without the controller.

### GAMEPLAY SYMBOLS

- Roll the indicated die.
- You can re-roll the indicated die.
- Move your colored cube as many spaces on your Energy track as indicated by the number in place of the X.
- The gains or losses of Energy are shared between all of the members of the Team (as the Team members decide).
- You do not act.
- You will be ranked for the awarding of Medals.
- This number is equal to the second highest wager.
- Secretly program one of these symbols on the right-hand wheel of your controller.
- Secretly wager a number of your choice on the central wheel of your controller.
- Secretly choose a color on the central wheel of your controller that corresponds to another player's controller.
- Place a cube on your Score track on the indicated number.
- On your turn, announce out loud a weight to lift and an amount of ⚡ to spend.
- Spend as much ⚡ as the number shown on the cube's space.
- Spend the ⚡ that you wagered.
- Move the cube on your Score track as many spaces as indicated by the number in place of the X.

# SUMMARY

## REMINDER FOR A QUICK GAME SETUP

**1** Athlete board  
per player

**1** controller + **2** colored  
cubes per player (with  
one placed on 25 ⚡)

**6** Standard Trial tiles  
+ **2** Rest Trial tiles  
+ **2** Final Trial tiles

**5** dice (white, blue,  
red, yellow, and  
green)



### ИРИНА

*She always gives 110% during a sporting event. The rest of the time, she gives 110% on the disco dancefloor.*



### ЖАН ЛИ

*The self-discipline required by martial arts taught him how to stay calm before a big competition (or maybe it's his scrapbooking habit that does it).*



### НАИЦА

*For her, intensive training is nothing compared to the struggle for survival in her cold and hostile homeland.*

### МОКОУЕ



*Sports are her entire life. That is, if we also consider binge-watching to be a sport.*

### ГОЦИ



*There's nothing like a good training session where you end up totally worn out. Well OK, sleeping in until noon is pretty cool too.*

### ЛОРАН



*A ranch on the great plains is a magnificent thing, and with the tractor always breaking down it makes for a good upper-body workout.*

## CREDITS

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# BITBOX™

