

2022 Global Gladiators Games!

This game was inspired by the 1972 Sports Illustrated game "Decathlon," which we featured on the February 8th PLAAAY Space LIVE as part of our "Sports Game Antiquities" series. We imagined what the game might look like in a PLAAAY games format, but wanted to respect the original game's concept and look. Our game has a decathlon feel, but we're presenting it along the lines of the old "American Gladiators" series, with a series of light-hearted, contemporary athletic challenges.

BASIC RULES

To play, you'll need three different colored dice, one of them green. For our example we'll use green, yellow and white.

Cut out the contestant and event cards. Shuffle the event cards and place them in a stack. Choose your contestants, you can use as few as two or as many as eighteen. We like it best with three contestants, the winner advancing to the next round.

Create a scoresheet on which you can compile the individual scores for each contestant, each event.

For each event, you'll roll the three dice for each contestant. The green die corresponds to a specific key athletic quality needed to gain success for the event (i.e., FAST, STRONG, etc.). Different events have different sets of key qualities. The yellow die corresponds to the judges score. Having the key quality affects the value of the score, but the judges score as indicated by the yellow die is what's most important.

Contestants have the key athletic qualities in varying amounts/intensities. Triple qualities (TR) triple the scoring die value; double qualities (DB) double the scoring die value; you'll halve the scoring die value if the contestant does not have the quality. Otherwise, the contestant has the quality at normal strength: read the scoring die value as-rolled.

The white die is the "decider die," odd/even. (You can also use a decider die from any of the PLAAAY Classic games, or a PLAAAY NOW "Fury Die," circle symbol for the "bullet.") Any contestant quality that includes a "bullet" (dot) symbol means that the quality is activated/modified by an "odd" roll on the decider die. (You can roll the decider die with every roll, even though sometimes you won't need to refer to it.) If the "bullet" symbol comes after the contestant's quality (i.e., STRONG•), then "odd" they have the quality, "even," they don't. If the "bullet" symbol comes after the DB or TR designation (i.e. DB• FAST, TR• DYNAMIC), then "odd" they have the quality doubled (DB) or tripled (TR), "even," they have it normal strength.

There is a maximum score of 10 points for any event. So, if a contestant has the called-for quality doubled (i.e., DB STRONG) and gets a scoring roll of "6," he'll be awarded 10 points, not 12.

On "???" results, use scoring die to determine outcome on the ??? card.

We suggest using a random contestant order for first event of your Gladiator Games; for following events, the contestant with the lowest cumulative score goes first, in ascending order, the contestant with the highest cumulative score goes last.

After the 10th event, the contestant with the highest score is the winner!

Questions? Let us know by clicking the "contact" button on the PLAAAY NOW site!

Keith Avallone
PLAAAY Games LLC

Yogi

Yatazuma

- DB Fast
- Dynamic
- Smart
- Strong
- DB Agile
- Durable

2022 Global Gladiators

Garth

Wimble

- TR Fast
- TR Dynamic
- Smart
- DB Agile
- Durable

2022 Global Gladiators

Chick

Twist

- DB Dynamic
- TR Strong
- Agile
- DB Durable

2022 Global Gladiators

Venerable

James

- Fast
- Dynamic
- TR Smart
- Strong
- Agile
- Durable

2022 Global Gladiators

Sweet

Figueroa

- Fast
- Dynamic
- Smart
- DB Strong
- Agile
- TR Durable

2022 Global Gladiators

Jacko

Kilcullen

- DB Fast
- Dynamic
- Smart
- Strong
- Agile
- Durable

2022 Global Gladiators

Najeeb

Ahmed

- TR Dynamic
- Smart
- Strong
- Agile
- Durable

2022 Global Gladiators

Stanch

Bricker

- Fast
- Smart
- Strong
- TR Agile
- Durable

2022 Global Gladiators

Ojumbwe

Puyiao

- Fast
- Dynamic
- Smart
- Strong
- Agile
- Durable

2022 Global Gladiators

Sisto

Corona

- Fast
- Dynamic
- Smart
- DB Strong
- Agile
- DB Durable

2022 Global Gladiators

Herve

Guillaume

- DB Fast
- DB Dynamic
- DB Smart
- Strong
- DB Agile
- Durable

2022 Global Gladiators

Howa

Shinje

- DB Fast
- Smart
- Strong
- Agile
- DB Durable

2022 Global Gladiators

Cristo

Paloma

- Fast
- TR Dynamic
- Smart
- Agile
- Durable

2022 Global Gladiators

Binh

Fuware

- Dynamic
- Smart
- Strong
- Agile
- Durable

2022 Global Gladiators

Kesto

Ripley

- DB Fast
- Dynamic
- Smart
- Strong
- Agile
- Durable

2022 Global Gladiators

Tjeriha

Gusto

- Fast
- DB Dynamic
- Smart
- Strong
- Agile
- Durable

2022 Global Gladiators

Alexi

Fulov

- TR Fast
- Smart
- TR Strong
- TR Agile
- TR Durable

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Kulwa

Vanetti

- Fast
- DB Dynamic
- Smart
- Strong
- Agile
- Durable

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TV Toss

Contestants toss a 2000's era (heavy) big screen television set for distance. Bonus points for style.

- Strong**
- Strong**
- Strong**
- Dynamic**
- ???**

Swimming Pool slog

Contestants race across swimming pool shallow end, one foot on floor of pool at all times (no swimming allowed).

- Strong**
- Dynamic**
- Durable**
- Durable**
- ???**

Stunt Fall

Movie stunt fall from top of building into inflatable landing area, with contestants graded on style and flow.

- Dynamic**
- Smart**
- Smart**
- Agile**
- Agile**
- ???**

Blind Frenzy

Contestants must navigate short course, blindfolded.

- Smart**
- Smart**
- Fast**
- Fast**
- Strong**
- ???**

Supermarket Sweep

Contestants run obstacle course arranged like supermarket aisles, with various obstacles to circumvent.

- Fast**
- Fast**
- Agile**
- Dynamic**
- Smart**
- ???**

Canyon Leap

Same set as Stunt Fall, but contestants must leap across gap between buildings.

- Fast**
- Fast**
- Agile**
- Agile**
- Dynamic**
- ???**

Hydrant Hoist

Contestants power-lift a cast-iron fire hydrant, and place it in designated zone. Points for time and placement accuracy.

- Strong**
- Strong**
- Durable**
- Durable**
- Dynamic**
- ???**

Lightpole Shimmy

Contestant must shimmy up light pole and grab trophy from top, timed event

- Fast**
- Agile**
- Durable**
- Dynamic**
- Strong**
- ???**

Balloon Carry

Contestants are given a large water-filled balloon and must race down narrow corridor to the finish line with balloon intact.

- Fast**
- Dynamic**
- Smart**
- Strong**
- Agile**
- ???**

Blade Whap

Contestants must navigate narrow juncture lined with undulating, foam-covered whirling blades.

- Agile**
- Agile**
- Smart**
- Smart**
- Fast**
- ???**

???

- WOW!** Triple Quality Performance (re-roll scoring die!)
- NO-quality performance** (re-roll scoring die).
- FALSE START:** Roll again, new result.
- DISQUALIFIED:** Minor rules violation, no points.
- PENALIZED:** Disqualified, re-roll scoring die to assess penalty points..
- INJURED:** No points, unable to use quality rest of event (re-roll green die for lost quality).

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BASIC RULES

For each event, each contestant rolls green die and scoring die (of different color). Green die indicates key quality needed (check contestant's card for it), scoring die represents judges score. Triple qualities (TR) triple the scoring die value; double qualities (DB) double the scoring die value; halve the scoring die value if the contestant does not have the quality. Decider die should be rolled with green and scoring die, as many gladiators have semi-qualities. Maximum of 10 points for any event. Random order for first event; after that, the contestant with the lowest cumulative score goes first, ascending order, highest cumulative score goes last.

On ??? results, use scoring die to determine outcome on ??? card.