

Vita Fava

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Materials:

1. 2 gold felt strips, one pair for each player.
2. 2 items to mark the starting tiles.
3. 1 coin

Setup:

1. Play on the tiles outside: the Arena.
2. Choose two players to be Judges.
3. The Judges mark the starting tiles.
4. Each player, other than the Judges, ties on the two felt strips.
5. Two players step forward to be the first Gladiators.
6. Gladiators stand on the starting tiles.
7. Flip the coin to determine which Gladiator goes first.

How to play:

1. Players attack in turn.
2. The player goes first is the attacker.
3. The attacker says: "Ready, Set, Go," and has to move one of his/her foot when saying "Go". The defender also can move one foot to react the attacking when the attacker says "Go".
4. move one foot stamp within another tile counts as one movement. Cannot stamp on the line.
 - a. The only legal tiles are those that can accommodate both players' feet, planted flat.
5. Players must step directly to another tile on "Go;" they cannot hesitate for advantage or hold a foot in the air.
6. A player wins by:
 - a. Being the attacker and having a foot in the same tile as one of the other player's feet; or
 - b. Getting a foot in the opponent's starting tile.

In the event of a tie with the attacking player having a foot in the same tile as the opponent while the opponent has a foot in the attacker's starting square, the attacker wins.

7. A player is eliminated if he or she:

- a. Steps on a line; or
- b. does not step directly to another tile on “go;” or
- c. moves when a player has not called “go,” intentionally or unintentionally; or
- d. steps on a tile that is too small to accommodate both players’ feet, planted flat.

If a judge sees any of these violations, or a violation of the spirit of the game, he or she may immediately eject the player. If both players are ejected at once, the game ends in a draw.

- e. Anyone in the crowd can shout “Objection!” The crowd then votes “yes” or “no;” if “no” gets a simple majority, the Judge is overruled and the match continues.

8. The winner takes $\frac{1}{2}$ of the loser’s felt strips, round up. If the game ended in a draw, no strips change hands.

9. After each game, the loser leaves the arena. The winner remains, and will play in the next game.

- a. Any player who still has felt strips can challenge the winner. If no one challenges the winner, the winner may choose an opponent from those who have felt strips.

b. Before the game begins, any member of the crowd may reject the match-up and call for a vote. All players other than the Gladiators vote “yes” or “no;” a majority of “no”s rejects the match-up. The new Gladiator must leave the arena, and a player who has not yet been rejected for this game must step forward or be chosen.

- c. The challenger attacks first.