

Objective

Compete with friends to build the most famed school of gladiators in Rome.

Gameplay

Each day comprises three phases: recruit, train, fight.

Recruit

Each morning, the player can choose one new recruit to join his school. A player may always choose a free, low skilled recruit but also has the option of paying to recruit a more expensive and skilled or specialized gladiator. Gladiators come from a roster that is regenerated each day. A player can also pay money to place a hold on any number of gladiators - that gladiator will appear on their roster once more the next day.

Train

This strategic phase allows a player to allocate their money and gladiators. Gladiators can practice, mentor, train, or rest at the school. Practicing allows one gladiator to improve their skills a small amount at random. Gladiators can also be paired - one as a mentor and one as a trainee. The mentor receives only tiny skill improvements, but the trainee paired with them rapidly improves in the areas in which the mentor is more skilled. Training accidents can occur to practitioners, trainees, and mentors which hinder their skills for the next few days. Resting allows a gladiator to avoid training and gives them a one-day buff to their skills while allowing them to recover more quickly from training accidents.

During this phase, a player may also buy equipment for gladiators or improvements to the school which allow them to train gladiators more effectively in future.

Fight

Each afternoon, a player must enroll in a fight at the colosseum. The colosseum offers a roster of three or more fights, one of which is always a standard one on one fight to the death. Other fights may have special conditions such as equipment or skill requirements, special prizes or penalties, or multiple gladiators. Events may include multiple players' gladiators or be against an AI. Special events may occur every few days and are typically either PvP challenges, tournaments, or have drastically different fight rules. Once a player elects their event and selects a gladiator or gladiators to participate, the fight commences. The player does not control the fight but may bet on the outcome, for or against his gladiator with shifting odds through the fight.

The fight itself takes place in events with gladiators striking, blocking, dodging, and moving. A gladiator's stats and skills will affect the outcome of these events. Agility increases a gladiator's chance of landing attacks, dodging, and blocking while strength affects the result of successful actions. As a fight draws on, a low endurance causes a gladiator to become less effective at all actions while a high endurance allows them to continue to perform at high effectiveness.

Most fights will end in a gladiator's death. A dead gladiator is dead and will not return to the player's school. Others fights may cease because one gladiator is disarmed, badly wounded, or otherwise clearly defeated. In these situations a crowd may vote on the outcome: whether the defeated gladiator should be allowed to live or should be killed. In general, a gladiator's chances of surviving a defeat depend on their fame.

Fame accrues from past fights. A gladiator's fame increases after every fight, but it will increase most from the excitement generated from fights where the odds changed drastically or repeatedly or from fights where the gladiator won against a more famed opponent. Entering famous gladiators in a fight will increase attendance for the fight, which drives a higher compensation for the school from the fight. In other words, fame goes up when a gladiator does well and encourages the player to make use of famous gladiators for greater winnings.

Demo Version

Browser-only (text-based)

Recruitment is skills only (no backstory/specialization)

Train phase is training only (no equipment/school upgrades)

Fighting is outcome only and only 1v1 fights are allowed (no betting, shifting odds, always ends in death)

Extensions to Demo Version

- PVP Fights
- Recruitment backstory
- Recruitment art
- Recruitment specialization
- Event Based Fighting
 - Animated Fighting
 - New Fight Rules
 - Odds
 - Betting
- Training Art
- Equipment
- School Upgrades
- Event types

Data Models

