6-3-2020

// Overview

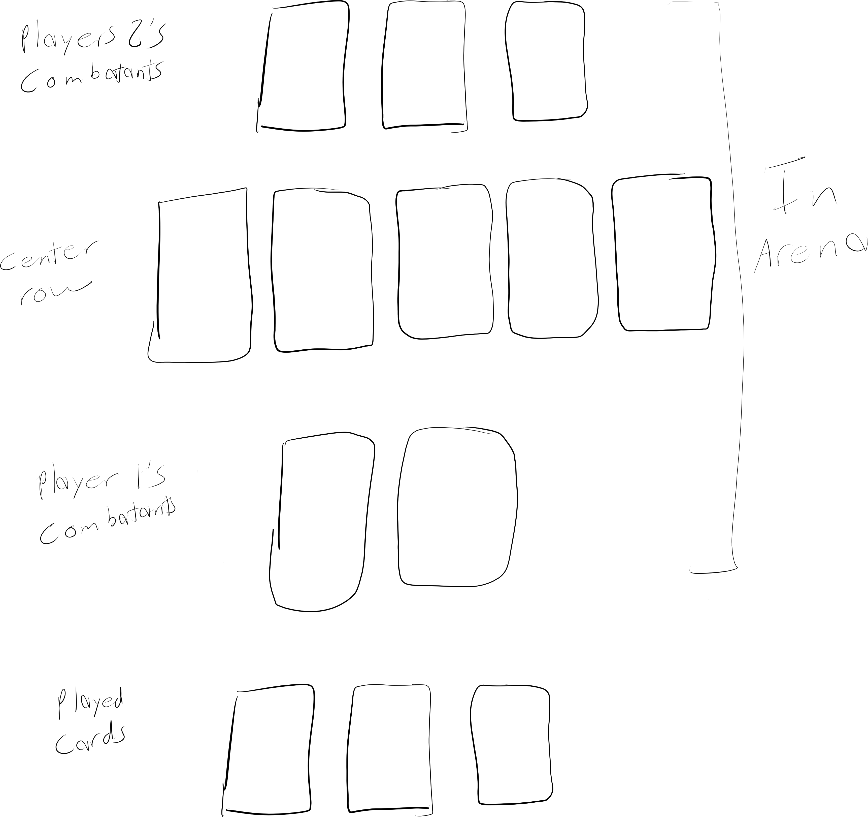
You are a Lanista, an owner and trainer of gladiators in ancient Rome. Your goal is to bring your training school to glory. To do this, you must recruit gladiators to fight against the other schools in the arena.

The game is a deckbuilding game that borrows elements from MTG, Dominion, Ascension, and Star Realms. The focus is on managing risk and anticipating actions your opponent will make and making sure you have a reaction to it.

Players: 2-4

// Setup

1. Shuffle the center deck and reveal the top 5 cards.
2. Place the pile of Lanista cards next to the center deck.
3. Deal each player 7 Servus cards and 3 Tiro cards.
4. Deal each player fame cards equaling 30 fame (or establish some other means of tracking fame).



// Objective

The goal of the game is to reduce all opponents’ fame to 0 before they do it to you. You do this by fighting them in the arena and being the only one with gladiators standing.

// Play

Stages of a turn:

* Draw
* Act
* Buy
* Discard

// Draw

At the beginning of their turn, players draw up to 5 cards, but cannot draw to have more than 7 cards.

// Act

During this stage, players may do the following in any order:

* Play action cards
* Fight neutral and enemy combatants
* Buy cards from the center row

// Playing actions

When an action card is played, lay it in front of you so that all players may see the card.

Resolve the effects of the card in order from top to bottom before playing another card.

Combatant cards played are placed in a separate row closer to the center.

// Fighting

See the combat section.

// Buying

To buy cards, players must play cards that give a cumulative gold amount equal or greater to the cards bought.

Cards have +x gold in their description when they contribute to a players’ buying power.

Once enough cards have been played, players may take the card(s) bought from the center row and place them at the bottom of their deck.

// Discard

At the end of their turn, players discard all action cards they played during the turn.

Unless otherwise stated, combatant cards played are not discarded at the end of the turn. They are in the arena and must fight until they are released or defeated.

Players may keep cards for their next turn, but they must discard a card for every two cards kept. A player must discard a card to keep cards for the next turn.

// Types of cards

Most of the cards in the game are combatants and actions, but there are other type(s):

* Combatants (orange)
  + Can be bought from the center row by paying the cost in the upper right corner.
  + Can be used to defeat neutral combatants or fight enemy gladiators.
  + Once in the arena, they can be defeated by enemy combatants and are vulnerable to effects and actions.
* Neutral combatants (red)
  + Represent animals and neutral gladiators that can be fought in the arena. You can defeat them by sending your gladiators into the arena.
* Actions (blue)
  + Can be bought from the center row by paying the cost in the upper right corner.
  + These actions modify the state of the game in some small way, such as granting or revoking fame from a player or placing effects upon combatants in the arena.

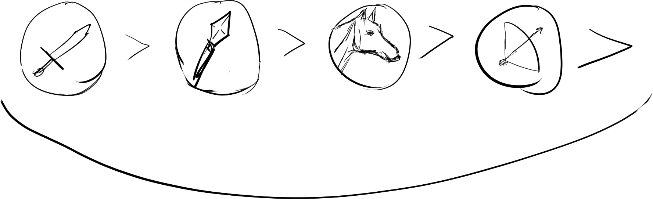
// Combat

Combat in Lanista is based off a combatant’s power stat, which is shown in the lower right corner of all combatant cards. The higher the number, the more powerful the card.

This system is predictable and does not rely on chance at all. You can easily tell by looking at two units which one will win unless your opponent has reaction cards that will change that.

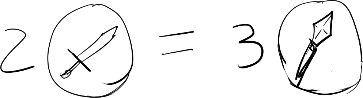
There are several unit types or fighting styles. Each combatant uses one of these styles and each style has a disadvantage or advantage to certain other fighting styles like rock, paper, scissors.

For instance, swordsmen have an advantage to spearmen, and so on.



Unlike rock paper scissors, though, this advantage does not guarantee that a sword will defeat a spear. The combatant with the advantage has +1 power for the duration of the fight.

For example, a sword combatant with a power of 2 is equal to a spear combatant with a power level of 3. If they were to fight, they would both be defeated.



There are two other combat symbols which represent neutral fighting style and animals. These cards do not have weaknesses or strengths.

A close up of a logo

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Description automatically generated

Combat takes place during the act stage of a players’ turn.

To attack, choose the combatants you wish to attack and the combatants you are attacking with. Your combatants may either be in played directly from your hand or in the arena already.

To indicate which cards are attacking, turn the attacking cards sideways, indicating that those combatants are “exhausted.” Those combatants remain exhausted until the start of your next turn and cannot defend.

Once attackers have been declared, the defender may choose to add more combatants to the fight. The original defender(s) must still fight. Defenders may be added to the fight only if they are not exhausted. Defending with combatants does not exhaust them.

Damage is dealt to the original attacks and defenders first, but for any additional combatants, each player chooses the order. Excess damage carries over into the remaining combatants. If the power level for the combatants on one side exceed the combatant(s) on the other, those combatants leave the arena (are discarded). Combatants can be lost on both sides if the power level for each side is above one or multiple units on the other side.

*Example:*

*Player one attacks a combatant of power 5 with combatants of power 4, 3, and 2, exhausting all three of them.*

*Player two plays a combatant with power 2 but cannot add a combatant in the arena which is power 3 because it is tapped. Player two blocks player ones’ 2 with their 2. The 5 fights with both the 4 and the 3.*

*To prevent the 4 from dying, player one decides to have the 3 take damage first. Since 7 is greater than 5, the five is defeated, but so is the 3. Both 2s are defeated.*

If you attack a player that has no combatants left, that player loses fame equal to the power of the attacking combatants.

// Things I might add later

* Add building type of cards?
* Allow units to have multiple fighting styles?
* Unarmed fighting style?
* Fighting like actions outside of the arena?
* Event cards that have an effect as soon as they are revealed
* Hero/villain cards – named combatants with powerful abilities

// Notes

* The inspiration for most of the cards comes from me looking up types of gladiators and other historical information. Since a lot of the types are Latin, I decided it might be cool to have the names of all the cards be in Latin. I may end up scrapping this for simplicity, but for now I think it’s cool.
* I am still working on fleshing out the cards and making more of them. I am trying to balance things so the game has enough cards for there to be a variety, but not too many. I also need to add a lot more non-combatant cards because right now that is most of what I have.

// Card ideas

These are cards I am thinking about adding to the game. Some of them are also in the gladiator type list.

Sparring partner

Old master / retired gladiator

Recruiter

Munerarius

Slave markets - trash a card. If you do gain + gold.

Centurion

Duel - the two highest combatants must fight each other, dealing simultaneous damage

Showdown - everyone plays a combatant. The highest stays in the arena. All others are discarded.

Crupellarius - heavily armored gladiator

Andabatus - blind gladiators

Dimachaerius - quick. Fought with two daggers

Noxii - criminals forced to fight in the arena

Bard / tale teller - grants fame

// Card Elements

* Name
  + Name of the thing the card portrays.
* Picture
  + Image depicting the thing.
* Cost
  + What players must pay to first acquire the card. Depicted as a coin with a number inside it.
* Type
  + The subset the card falls into. Determines some of the cards behavior. Depicted as a change in border color of the card (like MTG colors). Could also be depicted by using the place of the fighting style icon.
* Description / Abilities
  + A combination of the abilities held by a card and any flavor text that may be included.
* Fighting style
  + Indicates what style of fighting this combatant uses. Shown by an icon in the lower right hand corner of the card.
* Power level
  + Strength of the combatant. A number to the left of the fighting style icon.
* Reward/Punishment
  + What a player gets for defeating this card. In the case of punishment, it is what the owner of this card loses when it is defeated.

* Identification number
  + A number used simply in differentiating cards from one another.
* Set symbol
  + Like id number, except this is to differentiate cards from different sets.
* Artist
  + For attribution to the artist when I get some art in this game.