// Overview

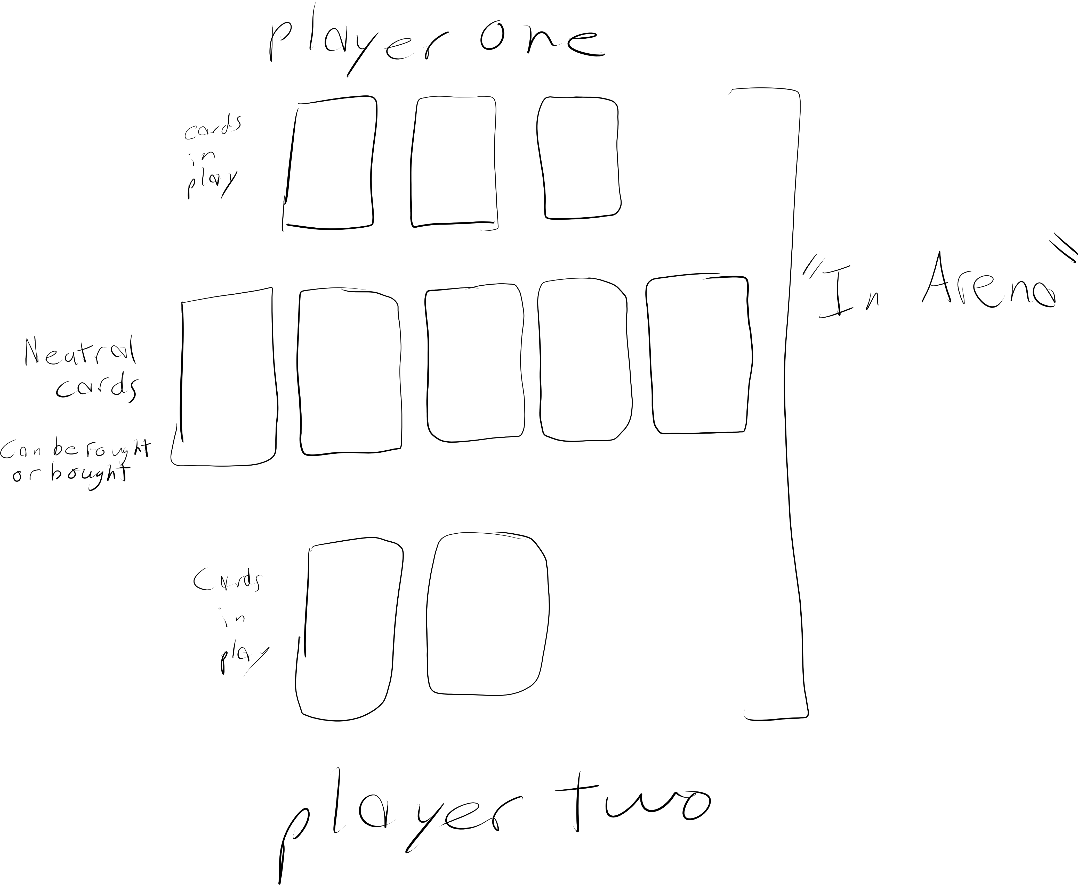
You are a Lanista, an owner and trainer of gladiators in ancient Rome. Your goal is to become the head of the most famous training school in the city. To do this, you must gain glory in the arena and face off against opposing schools.

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

// The setup

In the center of the playing area there is a row of cards that come from a single deck. These cards could be gladiators to hire, animals to defeat, or various kinds of actions. Some of these cards will go into a players’ deck upon being acquired and others have a one-time effect.



// Objective

The goal of the game is to reduce all opponents’ fame to 0 before they do it to you.

// 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. If a player already has 7 or more cards, they may not draw at the beginning of their turn.

// Act

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

* Buy cards from the middle
* Defeat neutral and enemy combatants
* Play action cards

// Discard

During this stage, players discard any cards they used during the turn. They may choose to keep cards back for their next turn if they wish.

// Types of cards

* Combatants
  + Can be bought from the center row.
  + 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
  + Represent animals and neutral gladiators that can be fought in the arena. You can defeat them by sending your gladiators into the arena.
* Political actions
  + 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.
  + Can be purchased from the center row.
* Events
  + Cards that have a one time effect upon entering the arena.

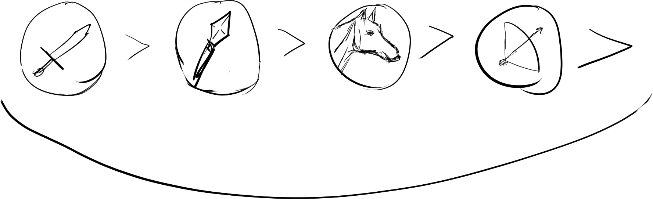
// Combat

Combat runs similar to MTG, but units rely on a single power stat rather than defense and attack. The power stat denotes both how much damage a unit can deal and how much they can take.

This system is predictable and does not rely on chance at all. You can easily tell by looking at two units which is better, though other cards and effects can change that.

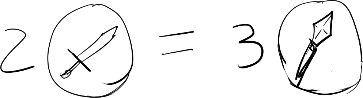
There are several unit types or fighting styles. Each combatant uses one of these styles and each style has a disadvantage or advantage to certain other fighting styles, similar to rock, paper, scissors.

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. Instead, it represents a temporary increase to the power level of the unit with the advantage.

For example, a sword combatant with a power of 2 is equal to a spear combatant with a power level of 3.



Combat takes place during the act stage of a players’ turn. When they attack, they first choose the combatant they are attacking and then play however many combatant cards they wish to attack with or attack with combatants already in the arena. If the power of the attacking combatants is greater than or equal to the power of the defending combatants, the defenders are defeating and are removed from the arena. Any effects or bonuses from defeating those units is then carried out.

Unless otherwise stated, ONLY the attackers deal damage during combat. There are effects that allow defenders to fight back, but by default, they do not. This is something that may change with playtesting, but for now it remains.

// Things I am still considering

* Combatants can lose weapons and have a backup?
* Combatants can be trusted to protect gold between turns at the cost of making it vulnerable?
* How much starting fame?
* How many starting cards? (And which ones)
* For each card kept between turns, discard a card?
* Make keeping cards a card effect rather than a passive ability?
* Add building type of cards?
* Allow units to have multiple fighting styles?
* Unarmed fighting style?