

# GLADIATOR MANAGER

Personal Roles : Designer, Artist

Development Duration : November 2024 - March 2025

## BRIEF OF THE GAME

Game Name	Gladiator Manger
Game Type	SLG
Game Platform	Board
Target Player	12+
Game Duration	60 - 90 mins
Tools	Aseprite, Photoshop

## INTRODUCTION 01



### About What

The game includes elements of probability calculation and strategy. In the first phase, players must use probability calculations to acquire more tokens, which can be exchanged for additional resources and items for the second phase, ultimately aiming for victory.

### For Who

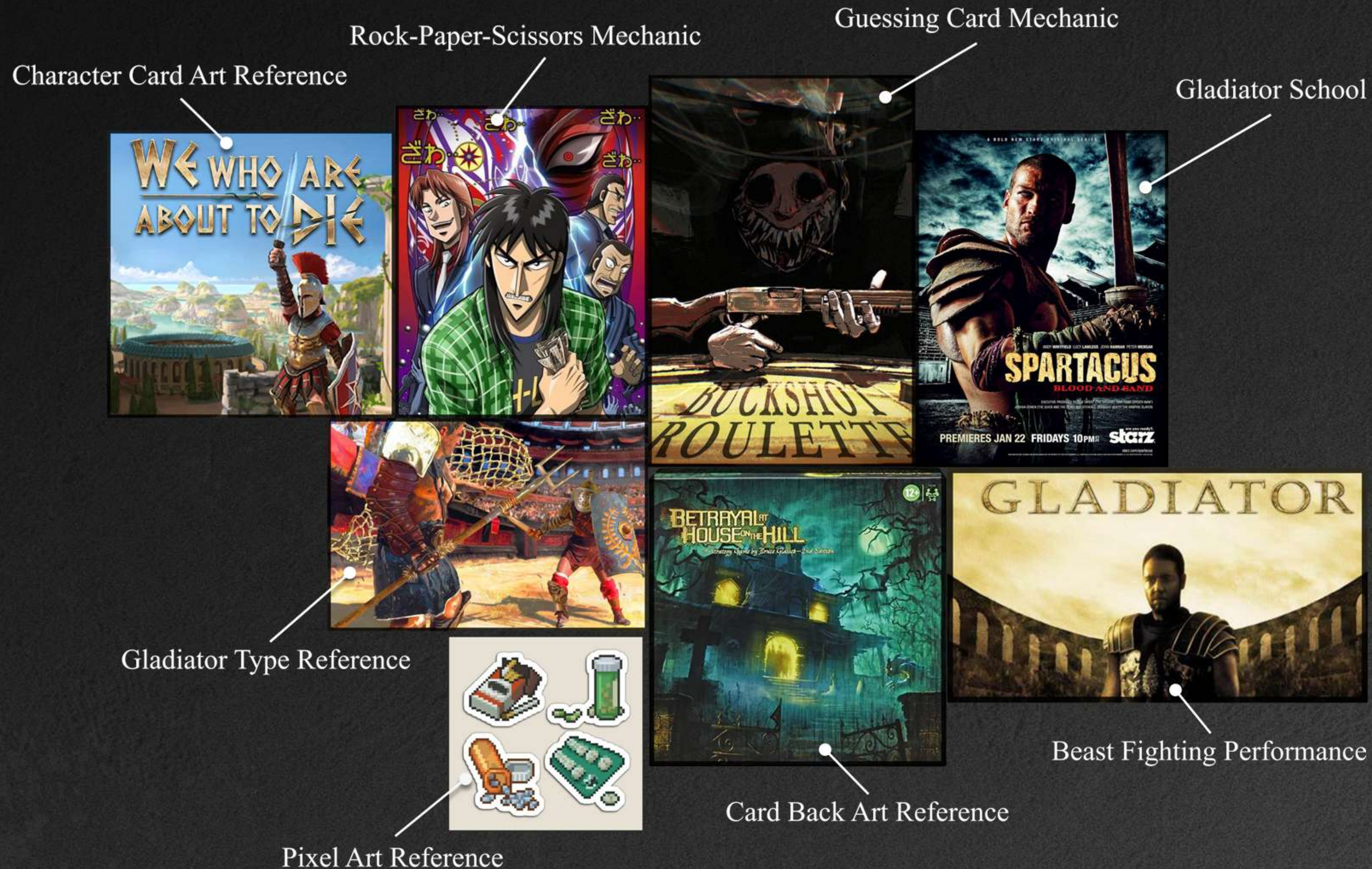
The game is designed for players who enjoy calculation and strategy, while also incorporating elements of randomness. This allows players to engage in strategy design and psychological gameplay without becoming monotonous.

### Number of Players and Expected Duration

The game supports 2 to 4 players and has a duration of 60 to 90 minutes. This duration aims to ensure that players experience the joy of strategic thinking and psychological gameplay, while also feeling the excitement of tension and the sense of achievement from social interaction.



## Game Mechanic → Artistic Style → Specific Representation



- In 180 AD, Emperor Commodus ascended to the throne. To display his power, he held a grand Gladiator Tournament in the Colosseum. Gladiator managers and their gladiators from across the empire gathered to compete for honor and political favor.
- The tournament consists of two parts: the Beast Fight where gladiators face wild beasts, and the Gladiator Combat where fighters battle to the death for glory. Managers hope to win the favor of the Emperor by leading their team to victory.
- Each player takes on the role of a gladiator manager with unique skills. They will lead their own gladiator "family" to earn tokens in beast battles, purchase items, and strengthen their family's power. This preparation will help them achieve victory in the ultimate gladiatorial duel.



## CONFIGURATION



Character Cards 4x1



Gladiator Cards 3x16



Beast Cards 3x16



Item Cards 6x3



Effect Cards 8x2



Field Cards 5x2



Gold Tokens x16

Silver Tokens x16

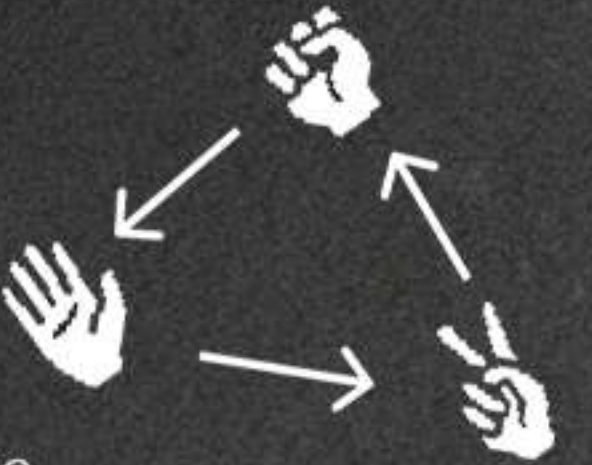
## CORE MECHANICS

### Rock-Paper-Scissors (RPS)

The upper right corner of the gladiator cards and beast cards indicates their RPS attributes.

Rock-paper-scissors is a simple hand game usually played by two players. The rules are as follows:

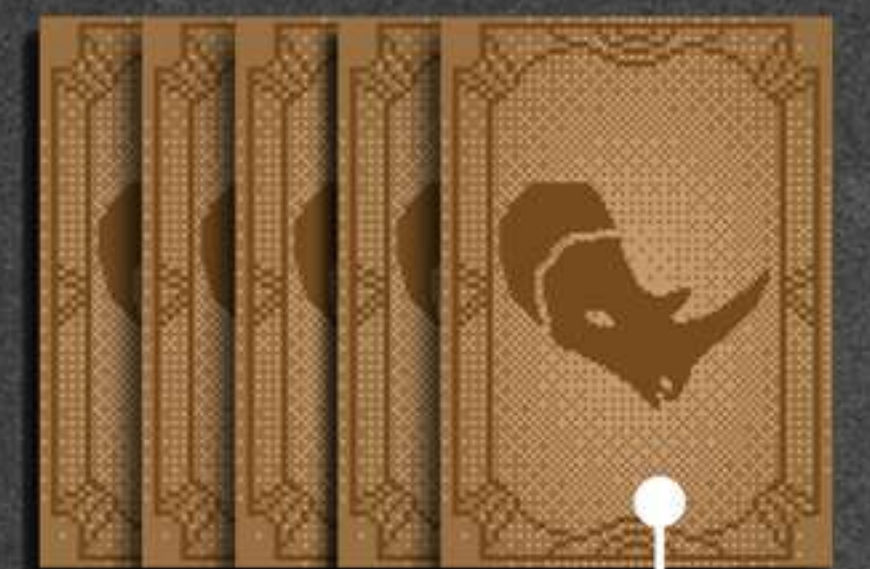
- Rock beats scissors.
- Scissors beat paper.
- Paper beats rock.



If both players choose the same shape, it's a tie.

### Guessing Card Set

- The guessing card set mechanic involves players drawing X beast cards to create a deck.
- Players display and count the rock, paper, and scissors cards in the deck, then shuffle the cards back into a stack.
- On one's turn, he must try to guess the RPS attribute of the top beast card in the stack. Then he plays a gladiator card and compares it to the top beast card using RPS rules.



40% Rock, 40% Paper, 20% Scissors.



## BEAST FIGHT

During the beast-fighting phase, players should aim to win as many battles as they can. This will allow them to earn enough tokens to exchange for as many item cards as possible during the shopping phase.

### BATTLE TURN

- **ITEM PHASE:** During this phase, players may use 1 effect card.
- **PLAYING PHASE:** In this phase, players must play one gladiator card face-up from their hand.
- **COMPARSION PHASE:** In this phase, players need to draw the top card from the beast fighting deck and compare it with the gladiator card (using RPS rules).
- **SETTLEMENT PHASE:**
  - **WIN:** receive a silver token and gain a bonus extra turn.
  - **TIE:** receive a silver token and turn ends.
  - **LOSE:** turn ends.



AEQUALE

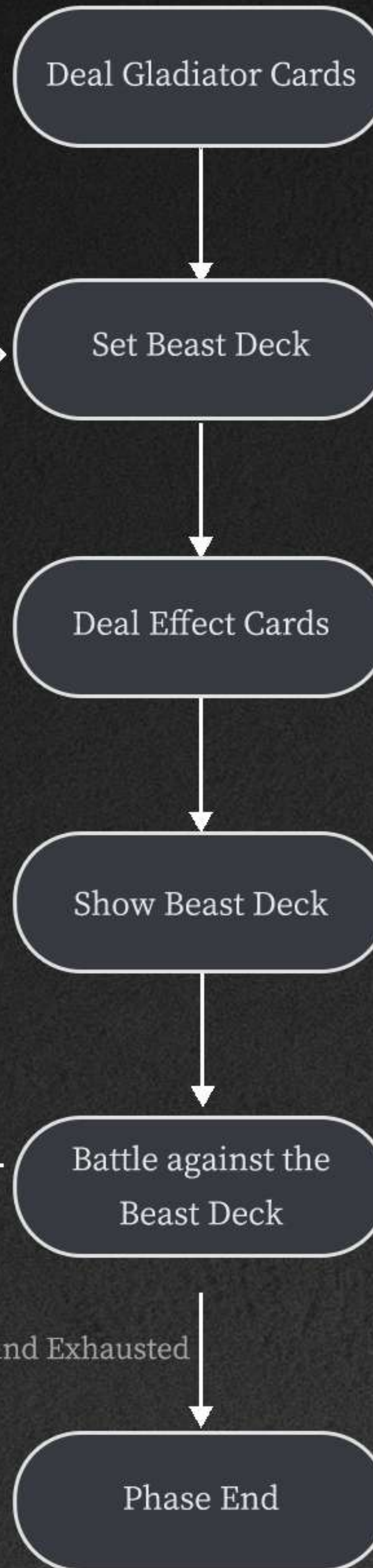


- Three silver tokens equal one gold token, and one gold token can be exchanged for a power card that used in the gladiatorial phase.

- When a player's gladiator hand is exhausted at the end of the turn, the game ends.

Loop

Hand Exhausted



## GLADIATOR CARDS



- At the beginning of the phase, each player will receive 12 random gladiator cards as their hand.
- Roll a six-sided die (with faces showing 6, 7, 7, 8, 8, 9) and record the result as X.
- Draw X cards from the beast cards pile to form the beast deck for use.

## BEAST CARDS



- Each player draws 1 effect card to add to their hand. (If the beast deck is exhausted, repeat above step)
- Display and count the number of (rock, paper, scissors) cards in the beast deck. After displaying, reorganize these cards into a deck and shuffle.

## EFFECT CARDS





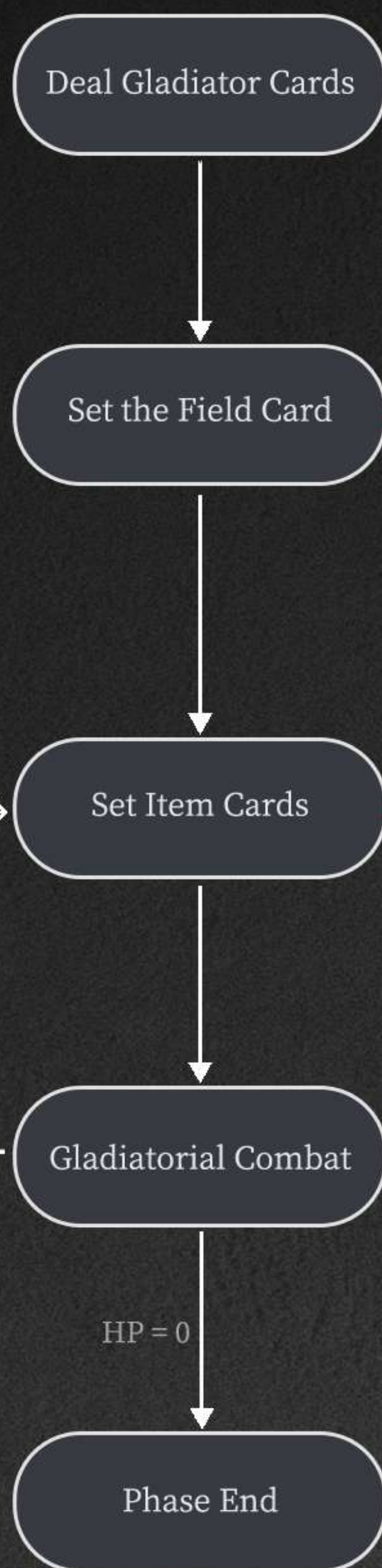
# GLADIATORIAL COMBAT

The gladiatorial phase is the decisive stage of the game, where players are divided into two groups for elimination matches to determine the ultimate winner.



In the matches during the gladiatorial phase, each player's character has four gold tokens as counters (Similar to the concept of HP). Each time the character takes one point of damage, one gold token is removed. The match ends when one side loses all of its gold tokens.

Loop



## FIELD CARDS



- At the beginning of the phase, each player will receive 12 random gladiator cards as their hand.
- Randomly draw a venue card to serve as the setting for this gladiatorial match.
- The effects described on the field card will be in effect throughout the entire match, and there will only be one field card in play during a match.

- When setting up item cards, each player may choose to play one item card face down (or choose not to play a card).
- During the gladiatorial combat, each player must play one gladiator card face down. Once both sides have finished playing their cards, reveal the gladiator and item cards on the field, and resolve them according to the RPS rules and the effects of the item cards.

## ITEM CARDS





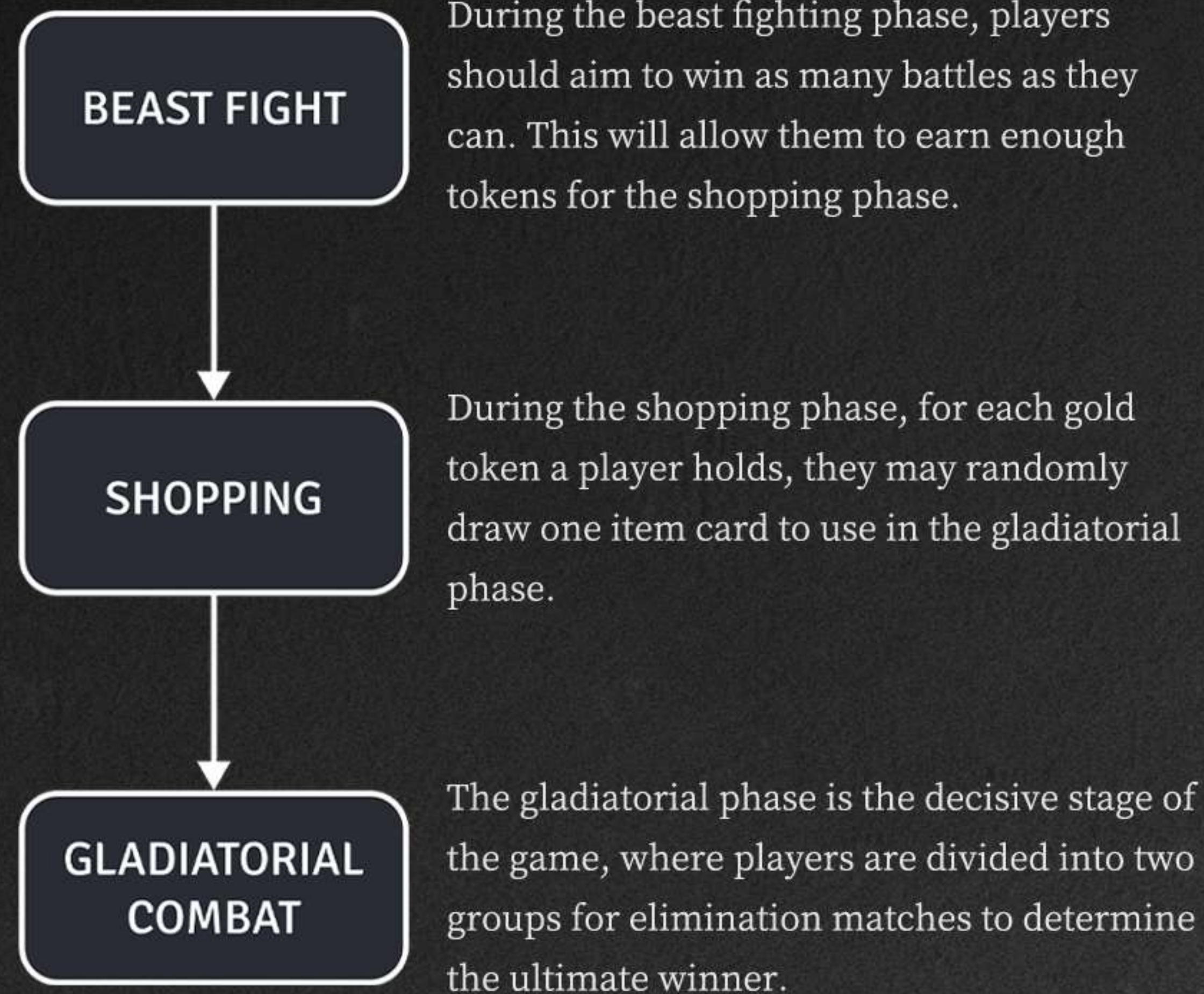
## 01 SET UP

At the start of the game, each player randomly draws a character card to represent their controlled character for the session.



The character card describes the effects of its skills. It is important to note that the timing for activating character skills is not limited to a specific phase; it needs to be confirmed based on the actual description of the skill.

## 02 PLAYER ACTION



## 03 WINNING CONDITION

- The ultimate winner will be determined in the gladiatorial phase.
- Players will be divided into two groups for a knockout tournament:
  - Group I : 1st b 3rd token recipients in beast fight phase;
  - Group II : 2st b frd token recipients in beast fight phase;
- The winners of the Group I and Group II will face off in the final match, and the player who wins the final will be the overall champion.

## 04 PLAYER DYNAMICS

BEAST FIGHT	<ul style="list-style-type: none"> <li>• Prediction Accuracy</li> <li>• Item Card Management</li> </ul>
SHOPPING	<ul style="list-style-type: none"> <li>• Acquiring Resources</li> <li>• Relaxation Time</li> </ul>
GLADIATORIAL COMBAT	<ul style="list-style-type: none"> <li>• Strategy Adjustment Based on Arena Card Effects</li> <li>• Gladiator Card and Item Card Resource Management</li> <li>• Psychological Warfare</li> </ul>



# ALPHA TEST & QUESTIONNIRE

Player Feedback Questionnaire

1. Have you played similar board games before?

☐ Yes   ☐ No

2. How many rounds of this game have you played?

☐ 1 time   ☐ 2-3 times   ☐ 4 times or more

3. How clear and easy to understand are the game rules?

☐ Very clear   ☐ Generally clear  
☐ Slightly complex   ☐ Very complex

4. Did you need help understanding the rules?

☐ Yes, I relied completely on others for help  
☐ Yes, I relied partially on others for help  
☐ No, I figured it out by myself  
☐ No, but I referred to the rulebook

5. Was the Beast Fight Phase fun?

☐ Very fun   ☐ Average   ☐ Not very fun

6. Did you feel relaxed and enjoy the Shopping Phase?

☐ Very relaxed   ☐ Slightly relaxed   ☐ Not relaxed

7. Was the pace of the Gladiatorial Combat Phase appropriate?

☐ Perfect pace   ☐ Slightly fast   ☐ Too fast   ☐ Too slow

8. Did the Field Card effects make you adjust your strategy and add variation to the game?

☐ Yes, Field Cards had a significant impact  
☐ Slight impact, not very significant   ☐ No noticeable impact

9. Did the Item Cards help you improve your strategy or change the outcome of battles?

☐ Very effective   ☐ Somewhat effective   ☐ Not very effective

10. Are the characters in the game balanced, and do they each have enough room to perform in the game?

☐ Very balanced   ☐ Generally balanced   ☐ Not very balanced

11. Was the token acquisition in the Beast Fight Phase fair?

☐ Very fair   ☐ Generally fair   ☐ Not very fair

12. Did the game involve intense psychological warfare (e.g., predicting the opponent's actions, trying to deceive them)?

☐ Yes, a lot of psychological warfare   ☐ Some psychological warfare  
☐ Not much psychological warfare

13. Did the interactions in the game excite you?

☐ Very exciting, a lot of interactions   ☐ Somewhat exciting, minimal interactions  
☐ Not much interaction

14. How would you rate your overall experience with this game?

☐ Very good   ☐ Average   ☐ Not very good



# EVALUATION

## DESIGN IDEA

- The game design draws inspiration from Buckshot Roulette and the rock-paper-scissors card game in Ultimate Survivor Kaiji, integrating these mechanisms into the beast fight phase and the gladiator combat phase. By firstly establishing the mechanics and then focusing on artistic presentation, I realized that the gameplay could effectively fit within the context of the gladiator manager, influenced by the movie Spartacus.

## GAME BALANCE

- The initial numerical design of the game was relatively conservative, and after testing, only two adjustments were made:
  - Initially, players would receive 2 effect cards per round during the beast fight phase. However, testing revealed that this led to a pace that was too fast, so it was changed to 1 effect card per round.
  - In the shopping phase, the initial price for each item card was set at 4 tokens. However, testing showed that this pricing resulted in too few item cards available for players during the gladiatorial combat phase, so the price was later adjusted to 3 tokens.

## QUESTIONNAIRE CONCLUSION

- Most players are generally satisfied with the game, and there is a good balance in the combat, shopping, and character design. Although some players have slight concerns about the game's pace and rule complexity, the overall experience is positive due to its innovative mechanics. Based on this feedback, we can further refine the game's pacing and improve the rule explanations to enhance the overall player experience.