

Game design: José Everson

Master of the Arena

“become the best”

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Sumário

| | |
|--|---|
| Initial Concepts..... | 2 |
| Setup | 2 |
| Initial turn..... | 2 |
| First character moves..... | 3 |
| Rules of Armies in the Early Game | 3 |
| Armies in the Late Game..... | 3 |
| Characters in Early Game | 4 |
| Characters in Late Game | 4 |
| Tower rules..... | 5 |
| Base Rules | 5 |
| Grand master | 5 |
| Here are the rules on how to win the game | 6 |
| FINAL CONSIDERATIONS | 6 |
| Are you interested in becoming a sponsor of the Mestres da Arena project?..... | 7 |
| Game credits | 7 |
| Follow us on Instagram | 8 |
| Print And Play..... | 8 |

Welcome to our tutorial on the board game 'Masters of the Arena'! In this video, we will show you everything you need to know to start playing and having fun with this exciting game. You will learn about the basic rules, strategies for winning, and some tips to make your experience even more fun. So, get ready to have fun and win like a true Master of the Arena!

Initial Concepts

In the beginning of the game, known as the Early Game, it is crucial that you invest in XP cards (or experience cards) to strengthen your army and advance against enemy towers. It is important to remember that, by defeating your opponents, you will also earn coins that can be used to buy more XP cards and improve your armies even more.

When all XP cards have been bought, the game will enter the Late Game phase. In this phase, your strategies will be consolidated and the armies will behave automatically until the end of the game. Additionally, your characters and armies will gain additional abilities to help them win the final battle. Remember to keep an eye on the game and adapt your strategies according to your opponent's actions.

Setup

Welcome to the Masters of the Arena tutorial! Before you start playing, you will need to set up the board. Start by separating the pieces and cards. Next, place the three towers according to the colors in each area marked with your team's color (blue or red). Position the armies in the marked areas according to the color. Add the characters one space before the first tower. Initially, follow the setup pattern shown in the image: the Hunter in the upper route, the Mage in the middle route, and the Warrior in the lower route. With more knowledge of the game, you can switch these positions.

Place the coins in an easily accessible location for both players and finally, place the XP cards separated by the amount of XP they have in an easily accessible area. Collect the zero XP cards, one 50 XP card, and one 3 coin card.!

Initial turn

Let's start by preparing the XP cards. With the three XP cards in hand, apply each one to a route of your choice, placing them with the "XP" acronym facing down. Remember to place the 50XP card in the route you want to advance initially. Unveil the cards and check which routes should advance or stall. If an

army has to retreat to the tower area, it should be temporarily removed from the board. Armies with more XP should advance and collect 02 bronze coins.

First character moves

Now it's time to start the first moves with the characters. First, roll a die for each character to see who will be the first to play. Whoever rolls the highest number will be the first to move the characters. Each character can be moved by one space in any direction. Later on, we will detail how character actions work better. Before passing the turn to your opponent, evaluate whether you want to buy more XP to put on the armies' routes. If yes, buy the XP card by paying the cost indicated on the bottom of the card.

As soon as the first player finishes their turn by placing or not XP cards on the armies, pass the turn to your opponent and wait for them to execute their actions following the same instructions. After both players have finished their moves, the game should alternate between two-turn cycles: army turn and character turn. In the army turn, the automated plays resulting from the application of XP cards are made. In the character turn, players can control the characters and buy XP cards to add to the armies in order to gain an advantage in the next cycle.

Rules of Armies in the Early Game

Each turn, you must add up the XP points of each army on the route and compare them with the other player's. Routes with more XP points allow your army to advance over the opponent's. Additionally, it is possible to collect 2 coin points with each advance of your army. If the XP difference is more than 100 XP, the army must advance 2 terrain and collect 5 coin points, as long as there is no tower in front. When the army starts the passive turn in front of a tower, it is possible to collect 1 life point from the tower and 3 coin points. By destroying a tower, the advanced army must collect 9 coin points and immediately occupy the location previously occupied by the tower. If the army retreats to the same terrain as its tower, it must be removed from the arena. The retreated army only returns to occupy its route when it has more XP pushing the enemy army back or if the tower is destroyed, returning to face the enemy army.

Armies in the Late Game

During the final part of the game, known as "late game," armies advance 2 terrain at a time, regardless of the XP difference. Additionally, armies that start the passive turn in front of an enemy tower have the ability to defeat it in one

go, collecting all the points it would earn (1 life point from the tower + 3 coin points + 9 coin points). This can be an important move to decide the winner of the game. Good luck and have fun playing Masters of the Arena!

Characters in Early Game

In the beginning of the game, known as "early game," characters move one terrain per turn. Warriors can attack in any direction, while mages and shooters can attack two terrains in any direction. Each character can perform up to two actions without repeating them in the same turn, and can choose to give up one action, such as moving and attacking, moving only, or attacking only. All characters alive in the arena are required to perform at least one movement or attack action.

When deciding to attack a character, you must roll the dice to confirm if the attack was successful. Mages and shooters need to roll a 06 on the dice to hit the target, while warriors need to roll a 05 or 06 to hit. If a character is defeated, they will be out of the arena for one turn and their player will have to play without them.

Characters can also climb up on allied towers. Once there, they cannot be attacked but can attack the enemy if they are within attack range. Characters can climb up on allied towers. Once on them, they cannot be attacked but can attack if the enemy is in their attack range.

One of the resources available in the game is the ability for your characters to attack enemy towers during their turn, as long as they are within their action radius and there is an allied army stationed in front of the target tower of the attack. This can be an important strategic play to ensure victory in the arena. It is important to take measures to prevent this situation, such as moving an allied character to defend the tower or attacking the enemy character.

Additionally, it is possible to move (teleport) your characters to an unoccupied terrain next to an allied army or to a tower by paying the cost of 02 coins. This can be a valuable strategy to reach better positions on the battlefield and increase your chances of victory.

Characters in Late Game

If you are having difficulty winning against your opponents in Masters of the Arena, it's important to know that there is the option to pay 6 coins for a second roll of the dice. This can be useful in situations where you need an extra move to defeat an opponent.

Another strategy that can help you earn more coins is the Double Kill or Triple Kill. If you manage to defeat an enemy and there are other targets in range of

your attack, you can repeat the action at no additional cost to earn more coin points.

Tower rules

In Masters of the Arena, towers are essential for protecting routes and preventing enemy characters from advancing. They have the ability to destroy any enemy character that approaches within one terrain distance without an enemy army in front of them.

Another important strategy is to maintain control of the towers. If you retake control of a route by placing more XP than the enemy army dominating a tower and forcing them to retreat, all allied characters of the retreated army within one terrain distance must be defeated and will be out of play for one turn. This can be crucial to prevent enemies from advancing and taking your towers.

Base Rules

If you're playing Masters of the Arena, it's important to know how bases work in the game. Bases are a source of power for your characters, armies and towers. It is necessary to prevent enemies from attacking them. However, any enemy character that approaches within one terrain distance from the base will automatically be destroyed.

To attack an enemy base, you must first occupy it with an allied army. This means you will need to move your characters to a position close to the enemy base and keep them there so they can attack the base. Remember that while your characters are occupying the enemy base, they will be vulnerable to attacks from enemies. So it is important to prepare to defend your characters while they are in the enemy base.

Keep these concepts in mind while playing Masters of the Arena, they can be crucial to your game strategy.

Grand master

In today's tutorial, we will learn how to summon the Grand Master in Masters of the Arena. The Grand Master is a powerful resource that can be summoned during the late game to power up your army and help you win battles.

The Grand Master works as an army booster, making it advance faster and with more strength. This can be crucial for winning decisive battles in the late game.

To summon the Grand Master, you will need to pay 18 coin points after the start of the late game. He can be summoned twice, but on the second

summoning, the cost will be 36 coin points. It is important to remember that only one Grand Master can be summoned at a time, at the start of your character's turn.

Here are some important tips for doing well with the Grand Master:

Upon being summoned, place the Grand Master on top of the most advanced allied army. If there is a tie on the three routes, you should choose which route to enter.

The Grand Master advances three terrain spaces on an army and generates six coin points to be collected.

Upon encountering a tower, the Grand Master immediately destroys it collecting 15 coin points and continues to advance the remaining terrain spaces.

Upon occupying a base, the Grand Master is counted as one more army.

Remember that the Grand Master can only be defeated if it is attacked by a character and successfully rolls a six-sided die.

Now that you have this information, you are ready to summon the Grand Master and lead your army towards victory!

[Here are the rules on how to win the game](#)

To win, you can place three armies on the enemy base. This is a quick and effective way to ensure victory.

Another way to win is to place one army on the enemy base and use two characters to attack the base, achieving success.

You can also win with two armies positioned on the enemy base, plus one character attacking the base and achieving success.

If you have the Grand Master in play, it counts as one more army. You can win by placing two armies on the enemy base and using the Grand Master to complete the victory.

Remember that there are an infinite number of strategies to win in Masters of the Arena, so try different paths and find what works best for you!

FINAL CONSIDERATIONS

In this exciting game, anything can happen and a surprising turnaround from someone who was already almost defeated is very common. Therefore, it is important to keep your head up and not discourage, even when you are at a disadvantage.

To do well in the game, it is important to always be prepared to change your strategy if necessary. This may include summoning the Grand Master at different times, choosing different routes for your army to advance, or even focusing on knocking down enemy towers before attacking the base.

Remember that in Masters of the Arena, victory may be just one move away, so always try to win until the end. Don't give up and keep fighting for your ultimate goal of becoming the master of the arena!

Now that you have these tips, you're ready to play and have fun in Masters of the Arena. Good luck and have fun!

Are you interested in becoming a sponsor of the Mestres da Arena project?

As a startup, we are looking for financial support to help us bring this exciting new game to life. If you're interested in supporting us, please reach out to us at mestresdaarena@gmail.com. We would be happy to discuss the opportunities for sponsorship and how your support can help us make Mestres da Arena a reality. Thank you for your consideration!

Game credits

Mestres da Arena is a thrilling game that has captured the hearts of many players. What many people don't know is that the creator of this game is a Brazilian named José Everson. Not only is he the mastermind behind the game, but he is also a primary school teacher.

José Everson's passion for teaching and gaming intersected when he created Mestres da Arena. He wanted to create a game that not only provided entertainment but also taught players strategy and critical thinking skills. He spent countless hours developing the game, and it was all done without any funding. Despite the lack of financial support, José Everson persevered and was able to bring his vision to life.

The game is a testament to José Everson's dedication and creativity. Mestres da Arena has become a favorite among players, and it's all thanks to the hard work and determination of its creator. José Everson's story serves as an inspiration to anyone who has a dream, and it shows that with hard work and determination, anything is possible.

José Everson is a true visionary, and we are lucky to have him as the creator of Mestres da Arena. His game is not only a source of entertainment but also a valuable tool for teaching players valuable skills. We can't wait to see what José Everson comes up with next!

Follow us on Instagram

Attention all players of Mestres da Arena! If you want to stay updated on the latest developments of the game, be sure to follow our Instagram profile at [@mestresdaarena.ofc](#). Here, you'll find all the latest news, updates, and sneak peeks at new features coming to the game. Additionally, you'll be able to interact with other players and share your own strategies for success in the arena. Don't miss out on the fun - head over to [@mestresdaarena.ofc](#) and give us a follow today!

Print And Play

Welcome to the world of Mestres da Arena, the exciting new Print And Play game that you can download now from ludopedia.com.br/jogo/mestres-da-arena. This thrilling game will test your strategy and skill as you battle for glory in the arena. We invite you to download the game and give it a try. Once you've played, please leave us a comment and a rating on the Ludopedia website to let us know what you think of the game. Thank you for your support!"