

RUDIS

Rules Game

Preparation and Legend

Legend: In the glory days of Rome, four influential Lanistas of gladiator schools confront each other. Their goal is to reveal the best among the best fighters through bloody battles and the patronage of the gods. The game's motto is: „Via Sanguinea ad Summum“ (The Bloody Path to the Top).

Initial Stage: Capital: After preparing the game board and arranging the cards, each Lanista receives 100 Aureus (gold coins) as initial capital.

Distribution of Ludi: There are four unique Ludi (gladiator schools) in the game. Their distribution is determined by a dice roll — the player who rolls the highest number chooses their preferred school first.

Licensing Offering: Regardless of the chosen school, the Ludus "license" is not free. Each player is obligated to sacrifice 10 Aureus to one of the temples.

The player who becomes the owner of Ludus „Magnus“ receives a special budgetary advantage — they are granted an additional 50 Aureus.

Combat Classes: Much like the Ludi, all four combat classes of gladiators are distinguished by specific characteristics and advantages. Based on the principle of fairness, the player who proves to be the most "unlucky" during the dice roll (rolls the lowest number) chooses their preferred class of fighters first.

Except for the Murmillo style fighters, gladiators of all other classes start the game with 30 life points, while Murmillo style fighters are distinguished by exceptional endurance and are given 40 life point cards at the initial stage.

After choosing the desired combat style (class), each Lanista is obligated to pay a licensing fee. They must sacrifice 5 Aureus to any one temple of their choice.

Gladiator Auction

Team Formation (Auction): At the very beginning of the game, a public auction is held to distribute 12 gladiators.

Lot System: The fighters are grouped into lots, where each lot includes three gladiators based on a principle of randomness.

Pricing: The starting value of the first lot is 3 Aureus, and at each subsequent stage, the starting price increases by an additional 3 Aureus.

The auction is started by the Lanista whose Ludus is located on the left side of the Capitolium (Temple of Jupiter). He is obligated to increase the starting value of the very

first lot by at least 1 Aureus.

The bidding continues in the traditional manner: the lot is awarded to the Lanista who names the highest price.

The winning player sacrifices the final recorded amount to one of the temples of their choice.

Restriction: After winning a lot, the Lanista leaves the auction and no longer participates in subsequent bidding, as each Lanista has the right to purchase only three fighters. At this moment, the Lanista is buying only the gladiator's name and not their glory.

The second and third auctions are held based on the same principle. The obligation to increase the lot price by at least 1 gold piece passes to the player sitting to the left of the winner of the previous auction.

The Fourth Auction: Since the last player no longer has a competitor, they automatically receive the last 3 gladiators. They must add 1 Aureus to the starting price of the lot (12 Aureus) and sacrifice this total amount (13 Aureus) to one of the temples.

Start and the First Three Rounds

Number of Participants: In the first, second, and third rounds of the game, only one gladiator from each Ludus participates. They begin their movement from the Capitolium and move in a clockwise direction.

Turn Order: The game is started by the Lanista who owns the Ludus whose sector is positioned first from the starting cell (Capitolium) in a clockwise direction. The turn then passes to the subsequent players in the same direction.

Movement and Equipment System

Strategic Movement: A player's ability to maneuver is determined by the dice, which sets the maximum limit of moves. However, the Lanista has full freedom of choice: they may use the distance granted by the dice to its full extent or stop at any intermediate cell within the range of the rolled number for strategic purposes.

The Six (6) Bonus: If a player rolls a six on the dice, they may, if they wish, move in a counter-clockwise direction instead of the standard movement.

The One (1) Compensation: To ensure that a small move does not disadvantage the player, a compensation rule applies when rolling a one: the player is granted the right to draw one coin from the "Pouch" (Pouch).

Sector Structure and Economy

Sector Division: The game board is divided into four sectors, separated by Roman temples. Each sector belongs to a specific Ludus (school).

Structure: Each sector contains 6 main (large) cells and their "satellites" — 12 auxiliary (small) cells.

Large Cells: Designed for player movement, these cells hold combat equipment (armor pieces).

Small Cells: These contain attack and defense bonuses.

Movement and Purchase Rules: Players physically move only on the large cells; however, they have the right to purchase bonuses from the small "satellite" cells adjacent to their large cell.

Class Compatibility: If a gladiator lands on a cell where the equipment (armor) does not match their combat class, they do not have the right to purchase that item.

Auxiliary Purchase Rights: Regardless of whether the main item matches the gladiator's class, the player still has the right to use the "satellite" (auxiliary) cells of that given cell. They can purchase either an attack bonus or a defense bonus. The player does not have the right to purchase both.

Trade Rules: When purchasing an item in a sector, the paid amount goes to the Lanista who owns that sector.

Self-Trade: If a Lanista purchases an item in their own sector, they sacrifice the amount to one of the temples.

Equipment and Permanent Superpower

Each sector's six cells are distributed as follows:

- **Cells 1-4:** Designated for specific combat styles (Samnite, Thraex, Murmillo, Retiarius).
- **Cells 5-6:** Contain universal items. Cell 5 holds **Silver** equipment, and Cell 6 holds **Gold** equipment.

Activation of Superpower (Vis Divina): To activate a gladiator's permanent superpower, a full set consisting of 4 items must be collected. This is possible in three ways:

1. **Stylistic Unity:** Collecting all four items of one's own combat style.
2. **Universal Set:** Fully replacing one's own armor with universal (Silver or Gold) items.
3. **Hybrid Combination:** Any combination of one's own style and universal items.

If a gladiator collects all four parts of one specific type of universal equipment, they receive a special combat advantage:

- **In the case of a full Silver set:** The gladiator can completely avoid any damage caused by a "Mirror Strike." Their defense is impenetrable during such an instance.
- **In the case of a full Gold set:** A strike delivered by the gladiator to any point of the body always reaches its target, regardless of whether the opponent is defending that point or not. However, if the strike is carried out in a defended zone, the damage is minimal—the opponent loses only one life point.

Activation of Superpower in the Arena

Activation: When a gladiator completes one full lap and enters the Arena, they are granted the right to activate their permanent superpower. For this to occur, it is essential that they have already collected a full set consisting of 4 items.

Choice and Cost: There are a total of 12 superpower cards placed in the Arena.

- **The First Player:** The first player to enter the Arena chooses one card at random from the "Superpowers" deck and pays only 1 Aureus.
- **Price Increase:** For each subsequent player who enters the Arena, the price of obtaining a superpower increases (as the choices decrease).

The chosen superpower remains with the gladiator until the end of the game. This is their main advantage in the decisive battles of the Coliseum.

Visiting the Temple and Temporary Superpowers

Obtaining a Power: Upon arriving at a temple, a gladiator is given the opportunity to obtain a "Temporary Superpower" (Divine Grace). There are a total of 4 such cards placed in the temple.

Price of the Superpower: The price depends on the number of cards remaining in the temple:

- **4 cards remaining:** Price of 1 card — 5 Aureus.
- **3 cards remaining:** Price of 1 card — 10 Aureus.
- **2 cards remaining:** Price of 1 card — 15 Aureus.
- **1 card remaining:** Price of the last card — 20 Aureus.

Ludus Dacicus Privilege: The gods especially favor the gladiators of Ludus "Dacicus": upon arriving at a temple, they receive one temporary superpower completely free of charge. In this case, it does not matter whether they enter the temple first or last.

Blind Choice: The player chooses one of the available cards in the temple "at random."

Usage Limit: A temporary superpower obtained in the temple can be used only once, during a duel, on one specific move. After use, the card returns to the temple.

Additional Resources: Upon landing on a temple cell, the player (in addition to purchasing a superpower) is allowed to choose an additional resource from two special decks placed in the center of the game board:

- **"Life" Deck:** A Life card is used to restore health directly during a battle.
- **Pouch:** If the Lanista needs financial resources for new equipment, they can choose the Pouch and draw one Aureus coin from it at random.

The player must determine for themselves what is more of a priority for their gladiator at that moment — physical survival or economic strengthening.

Sacred Chests: Furthermore, the player who reaches the temple first is given a chance to purchase one of the 3 chests located there for 15 Aureus. The total amount previously sacrificed to the temple is distributed among the chests:

- **1st Chest:** Contains 100% of the sacrificed gold.
- **2nd Chest:** Contains 50% of the sacrificed gold.
- **3rd Chest:** Is empty.

Purchase Rule: The choice is made "at random" (blindly). Regardless of what the player draws from the chest, the amount paid by them to purchase the chest remains in the temple.

Discounts Based on Equipment: The price of a chest depends on the gladiator's equipment:

- **Standard Price:** 15 Aureus.
- **Silver Privilege:** If the gladiator has even one silver item, the price is reduced to 10 Aureus.
- **Gold Privilege:** If the gladiator has even one gold item, the price is reduced to 5 Aureus.

Entering the Arena and Activating the Combat Format

The Privilege of the First Entry: As soon as the first gladiator completes a lap and steps into the Coliseum, he immediately determines the tournament's combat format. The Lanista rolls the dice:

- **Odd number:** Individual duels (1 vs 1).
- **Even number:** Team confrontation (2 vs 2).

Rule for Starting the Battle: According to the established format, the battle begins based on the following principle:

- **If 1 vs 1 (Individual) is decided:** The first gladiator to enter the Arena takes a position and waits for any subsequent (second) fighter. Upon their meeting, the duel begins instantly. The remaining gladiators continue moving on the board as usual and, upon reaching the Arena, engage in combat based on the principle of subsequent pairs.
- **If 2 vs 2 (Pairs) is decided:** The first gladiator is paired with the second one to enter. This pair waits in combat readiness for the appearance of the third and fourth fighters in the Arena. The battle begins only after all four gladiators gather in the Coliseum and two complete teams are formed.

Combat Mechanics

The gladiator with the highest dice roll starts the battle.

1. The attacker secretly chooses their desired strike point from the attack cards (places the card face down), while the defender chooses a defense zone from the defense cards.
2. **Buffing:** Players secretly add the following to their chosen cards:
 - Attack/Defense bonuses.
 - One-time superpowers.
 - The defender can additionally use a life restoration card.
3. **Revealing the Result:** After readiness, the attacker rolls the dice (to determine the amount of damage and for superpower activation). The players reveal their cards:
 - **Goal:** If the strike point and the defense zone do not match, the hit is successful.
 - **Damage Calculation:** The opponent loses life based on the formula: (Attack Power + Dice) - Defense Power.
 - If the strike point and the defense zone match, the attack fails, and the "Mirror Strike" effect is activated.

Mirror Strike:

- **Counter-effect:** The attacker receives the very damage they intended to inflict on the opponent.
- **Retaining Cards:** In the case of an unsuccessful attack, all bonuses used (buffs, superpowers) are annulled for that given move; however, they are returned to the players, and they can use them again in subsequent moves.

Damage Calculation (during a successful hit): If the choices do not match, the strike reaches its goal. Life is reduced using the formula:

$$\$ \$ ((\text{Attack Base} + \text{Bonus} + \text{Dice}) - (\text{Defense Base} + \text{Bonus})) \$ \$$$

Transfer of Turn: After any result (successful hit or "Mirror"), the right to attack passes to the second player. The duel concludes upon the depletion of life or mercy.

The duel continues until the depletion of one gladiator's life or a request for mercy.

Ritual of Mercy

When a gladiator's life is reduced to 6 or less, the Lanista can request mercy. To do this, before their turn, they must raise two fingers (V-sign), which means an immediate cessation of the battle. On the count of three, the two players not participating in the duel make a decision via gestures:

- **Pollice Compresso (Thumb in fist):** Pardon.
- **Pollice Verso (Thumb down):** Execution.

If the opinions of the neutral players are divided, the decision is left to fate. Two cards are used: Pardon and Death.

In the case that the Death card is drawn, the gladiator dies and leaves the game. The winner receives all of the deceased's equipment, unused bonuses, life restoration cards, or superpowers.

In the case of a Pardon, they remain alive and return to their Ludus. The gladiator fully retains their equipment.

Tag-Team Combat

1. **Formation and Order of Pairs:** The first and second gladiators to enter the arena form one team and face off against the pair of the third and fourth gladiators. The right to attack is determined by the dice.
2. **Attack Strategy:**
 - **Choice of Attack:** The player whose turn it is has the right to choose which gladiator from the opposing pair to strike.
 - **Team Assistance:** Gladiators in a pair can help each other — transfer or share various types of combat cards (bonuses/superpowers) to strengthen their partner's attack or defense.

3. **Victory Condition:** It is impermissible for one gladiator from each of the different pairs to advance to the next stage of the tournament.
 - If, at the end of the battle, the survivors are from different pairs, they immediately continue fighting each other in the same state (HP/bonuses) they are in at that moment.
 - The battle continues until the winners are either both members of one pair or one surviving member of one pair.

Unequal Battle (2v1 Scenario) If during a tag-team battle one of the gladiators dies and the field is left in a "two against one" situation:

- **Double Assault:** Both members of the advantaged pair attack the sole surviving opponent.
- **Defense Difficulty:** The defender will have to parry the attacks of both attackers (using a separate defense card against each, if their resources allow).
- **Strategy:** This rule forces teams to concentrate primarily on destroying one of the opponents first, in order to gain this decisive advantage.

Loot and Equipment Management After Battle

1. **Stripping Armor and Loot:** After the battle concludes, the winning gladiator strips the opponent of their armor. The fate of the items depends on their type:
 - **Standard (Class) Items:** If the defeated gladiator had items of their own class, they are returned to the board on their corresponding cells. In exchange, the winning Lanista receives their double value (as in the case of combat bonuses).
 - **Universal Items (Silver/Gold):** The winner has the right to keep the defeated opponent's universal items for themselves. In this case, they must relinquish (return to the board) the corresponding class item from their own equipment to make room for the universal one.
2. **Passing Down Equipment (Inheritance):** The Lanista has a strategic choice when managing the team:
 - They can pass down the equipment obtained in the first round to a new gladiator competing in the second round.
 - Or, they can save this equipment for the same gladiator who obtained it, while sending a new fighter into the arena without equipment.
3. **Resource Management:** Combat equipment on the board is limited. However, through wise trading, correct distribution of funds won at auction, and securing loot in battles, the Lanista has the chance to fully equip all three gladiators of their Ludus.

Return of Bonuses and Double Compensation

Recirculation of Bonuses: During the first three rounds of the game, all combat bonuses (attack/defense) used in battle are returned to the board to their corresponding initial cells. All unused bonuses from both sides (winner, defeated, or pardoned) are also returned.

Winner's Double Reward: Because the bonuses are returned to the board, the Lanista of the winning gladiator receives monetary compensation in a double amount.

Betting Rules

Participation and Limit: During the first three rounds, during any "one-on-one" battle, the two Lanistas who are not directly participating in the clash are obligated to place a bet on one of the fighters. The maximum bet amount is 5 Aureus.

Settlement: After the duel concludes:

- If the Lanista placed the bet correctly (their favorite won), the Lanista of the defeated gladiator pays them the due amount (an amount identical to the bet).
- For example: if you bet 5 Aureus and your choice wins, the defeated player pays you 5 Aureus.

Betting on Oneself: Lanistas participating in the battle also have the right to place a bet on their own victory, which increases their winnings in the event of a successful duel.

End of the Duel and Results

Winner's Bonus:

The gladiator who wins the battle, for the courage shown in the arena, momentarily restores their life points to full and increases their health by an additional 10 points (\$+10\$ HP). This helps them meet the next challenges more prepared.

Defeated Gladiator:

A gladiator whose life drops to 0 or who is executed (in the case of a denied pardon) is permanently removed from the game. Their Lanista continues the competition with their remaining fighters.

Preparation for the Grand Tournament

After the first three rounds, determining the exact number of surviving gladiators is difficult due to the mercy system. However, to begin the fourth stage, the presence of exactly 8 gladiators is required.

1. Balancing the Number of Participants

- **If there are more than 8:** A surplus can only occur due to pardoned gladiators. In such a case, a mini-tournament is held among them until exactly 8 finalists remain.
- **If there are fewer than 8:** "Jupiter Optimus Maximus' Night of Grace" is declared. The necessary number of fallen gladiators are "resurrected" by a draw to fill the 8-man bracket.

2. Status of Resurrected and Pardoned Fighters

These gladiators start the tournament under the following conditions:

- **Health:** 30 HP.
- **Equipment:** They start without armor.
- **Restriction:** Since they have no armor, their permanent superpower does not function.

3. "Miraculous Victory"

If an unarmored gladiator wins a quarter-final battle:

- **Life:** They receive \$+10\$ HP.
- **Equipment:** Before the semi-finals, they are granted the right to purchase armor.
- **Superpower:** They absorb the permanent superpower of the defeated opponent.

Drafting the Tournament Bracket

1. Drawing and Distribution: After the 8 finalists are identified, the gladiator cards are shuffled and distributed into two columns (4 against 4, facing each other). This establishes the quarter-final pairs.

2. Protection of Ludus Interests: During the draw, the following principle should be upheld as much as possible: gladiators from the same Ludus (owner) should not face each other. If the draw results in such a pair, the opponents must be swapped with those from other pairs.

3. Lanista's Choice (Inevitable Encounter): If so many gladiators from a single Ludus remain in the tournament that a confrontation between them is inevitable (for example, if 3 out of the 8 belong to one Lanista), then no battle is held. The Lanista decides for themselves which of their fighters will automatically advance to the semi-finals.

Equipment Phase Before the Tournament

Since movement on the board ceases after the third round, the only way to obtain one-time superpowers and combat bonuses (Attack/Defense) is through purchase and luck (dice). Before each stage (**Quarter-finals, Semi-finals, Finals**), Lanistas undergo a preparation process:

1. One-time Superpowers

Before a battle, a player may purchase **2 superpowers** for **5 Aureus** each.

2. Bonus Purchases and Dice

Players can purchase a fixed number of bonuses and gain additional ones by rolling the dice:

Tournament	Purchase Limit	Dice Rolls (Luck)

Stage	(Bonuses)	
Quarter-finals	3 Defense & 3 Attack	Roll 3 times. Receive Attack/Defense bonuses matching the numbers rolled.
Semi-finals	4 Defense & 4 Attack	Roll 4 times. Receive Attack/Defense bonuses matching the numbers rolled.
Finals	5 Defense & 5 Attack	Roll 5 times. Receive Attack/Defense bonuses matching the numbers rolled.

Special Dice Rules (1 and 6)

If a **1** or **6** is rolled while obtaining bonuses, the number does not count toward a bonus value; instead, the player receives a special gift:

- **Roll of 1:** The player draws one card from the "**Life**" deck or takes **one Aureus** from the Pouch.
- **Roll of 6:** The player receives **one one-time superpower** from the Temple.

Tournament Loot and Results

1. Winner's Loot (Quarter-finals and Semi-finals):

After the battle concludes, the winning gladiator seizes all remaining resources from the defeated opponent:

- **Bonuses:** All unused attack and defense bonuses of the defeated gladiator are transferred to the winner.
- **Standard Armor:** The winner can strip the defeated opponent of their standard equipment and sell it for double its price (in Aureus).
- **Universal Armor:** If the defeated gladiator possessed Gold or Silver items, the winner has the right to keep them and enhance their own equipment.

2. Health Restoration:

After every won battle (in both the quarter-finals and semi-finals), the winning gladiator is granted **10 additional health points** (\$+10\$ HP), strengthening them for the next stage.

3. The Merciless Rule of the Final:

Unlike the previous rounds, **no mercy is granted** in the Grand Tournament. Here, the battle continues until the total destruction of one side. Only one champion must remain on the sands of the Coliseum.

The Path to Glory

The Victory Formula: In the Coliseum arena, it is not just physical strength that is decisive, but also shrewd combat strategy and luck. The winning Lanista is the one who most effectively utilizes their fighter's resources and divine abilities.

The Pinnacle of Greatness: Only one gladiator ascends the pedestal of freedom. Only the best among the best, who endures the severity of the arena until the end, will obtain the symbol of victory — the **Rudis** — and secure their place in history.