



FAMILIA GLADIATORIA

GAME DESIGNER NOTES

The point of view: gladiator or lanista?

In MUNERA: Familia Gladiatoria every player is the *lanista* and play as such. We wanted to give to the player the point of view of the *lanista*, the entrepreneur who invest the money and manage the Gymnasium, not the one of the gladiator. That's the reason because you cannot have a complete control over the duel of your gladiators: you can try to reach a better result, but not completely, and this gives to the player the sensation of being the *lanista* watching from the stands of the Colosseum, with the same disquiet and hope! This is not a restriction but exactly the opposite: the managerial ability comes out after the duels and because of their results. It is not so important that your gladiators win the duels: it is much more important that you build up a strategy that allows you to participate to the spectacle and to achieve glory! Fallen gladiators will be refounded and you can try to hinder your opponent's veterans with EVENTUM cards: luck in combat it's absolutely marginal for winning. You have to build a solid managerial strategy: that's the only way to achieve victory! We were amazed to see often very dice-unlucky players build so good managerial strategy that they achieved victory: that's exactly what we wanted our game to be, and that's the way it's meant to be played!

Everyone plays in every moment of the game: the value of agreement, betting and tampering for interaction

MUNERA: Familia Gladiatoria is a game of unscrupulous entrepreneurs. Every player have to reach agreement, make and even break promises, threats and lie, commercial and trade: everything of that it's not just allowed, but also encouraged to fully enjoy the game. More again, betting and tampering is one of the funniest parts of the game: never be scarred of betting! Always do tamperings! Tamperings generate agreements, trades and definitely fun! We've seen players do any sort of agreement, even tampering against their own bid because they were handsomely corrupted to do that: that's wonderful and exactly what we wanted our game to be, because, as i said, MUNERA is a game of unscrupolous entrepreneus, gaining glory and gold from the blood and suffering and doing everything to prevail! I suggest the player to never be greedy: expend the money, do betting and tampering, corrupt! Money always comes back, in one way or another, but the Glory (and of course the fun) is your ultimate goal! Agreement and social play is even more important when you plan to build up your managerial strategy: following the first duels, some gladiator will die, some will be seriously wounded and every lanista will have to do agreement with the others to participate to the duels: the loaning of gladiators will become very important and how you loan will determine the outcome of your managerial strategy!

Luck: this horrible mistress

There is luck in MUNERA? Of course, there is, just like in real life! But differently from real life, in MUNERA you can control it. The system offers balance for unlucky events (just like the historical refund for fallen gladiators) and you can actively control the luck using MINISTER cards (which will affects different aspects of the game) and doing agreements, threats and promises (about this i saw very funny scenes during play!!!). About luck during duels, as mentioned above, we wanted the players to see the match from the point of view of the *lanista* (not the gladiators); MUNERA game system achieve perfectly this objective (i've often seen the players incitating their champions and screaming for a good blow: they were like spectators!!!), but Players have a far higher margin of control than in real life: they do tamperings and agreements and can try to change the outcome of every duel! And more than so, luck does not affect the managerial strategy in any way: unlucky events are just controlable variables upon which the lanista chooses his managerial strategy.

HINTS

.Using Ministers

When you manage your Gymnasium you can notice that, for example, you have only Gladiators with low *Obedience* (Captivus, Servus). In this case you will be very vulnerable to attacks from EVENTUM cards. So you need a high-value **LUPAE** to raise the Obedience of all Gladiators!

Or. You can notice that the *Charisma* of your fighters is very low. Now you need a **FABER** to assure your Gymnasium good armours while in the Arena!

You are probably unlucky with dice. Ok, the **COQUUS** is the man you need! To cook for your Gymnasium and make all Gladiators wealthy and strong in duels! Now with 1 to 3 re-roll you can better control your dice-luck. The same if your Gladiators have low *Virtus*! You need a **COQUUS** or perhaps a **DOCTOR**, to have some re-rolls during Duels!

You can lend your MINISTER/GLADIATORS/ cards too, and when you give some one of that to one Gymnasium you could have back COINS or perhaps the help during a Duel with Tampering!

And do not underestimate **VECTORES**! You can save a lot of money with their support, money that you can use to manage Tamperings during Duels! Of course you cannot Tampering on your Gladiator fighting, but you can give money to other players to support you!!! There is no better way to win a Duel than give a pack of COINS (for example 6 COINS) to one poor Gymnasium to have back 2 COINS spent on Tampering to your advantage on your Gladiator fightin! And you can give money during a Duel too!!!

Or probably you have been unlucky with the last Duel (or your Gladiators are few and weak), you need to save money for the future, and you cannot have lot of wounded Gladiators... now you need a **MEDICUS** for healing their wounds for fighting in the next Duels! The most important tactic is participating to Duels, not winning them!

Finally **ARBITER** is useful if you are unlucky and you roll a lot of 0 on dice. This particular Minister is useful during duel for both duelists: with him if one duelist rolls 0 he can have more posibilités to avoid *accidental killing* (imagine to have not an ARBITER...you risk death!) , but if your opponent rolls 0 remember that the 0 is always counted as the first roll, so probably you will have a great advantage on the *Pugna token* movement, and you probably have more oportunities to win the Duel, and to gain 2 Glory! (if no one has **ARBITERs** you only gain 1 Glory due to *accidental killing*!!) The point is this: with Arbiter the winner gains 2 Glory in an easier way, without him probably you will win but gaining only 1 Glory.

.Tampering

No one can prevent you from lending Coins for Tampering. Making money is useful for support your tactic, and will be useful to collect more Glory too. Anyway keep in mind: it is always a good tactic to invest your Coins into one player (during a Duel in which you are involved) to have back some Tampering for your Gladiators!! 1 Virtus, no Wounds, blocking Pugna... these are always **really important** supports if played in the right moment of the Duel!!!

CREDITS: Munera: Familia Gladiatoria its a product by ALBEPAVO

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