

Gladiator Mode (1v1)

The Arena gamemode is a fast and tactical format built around quick decision making, fighter matchups, and careful card planning. Each player enters the match with three selected characters, their own Equipment deck of any size, and a fixed set of five Instant cards chosen before the game begins. No dungeon or gem mechanics are used in this mode.

Before the match starts, each player selects one Commander, one Royal, and one Soldier. These three fighters are shuffled face down and placed in the Arena as the player's hidden lineup. Players also prepare their personal Equipment deck and shuffle it. Instead of drawing cards, both players choose exactly five Instant cards beforehand. These five cards form the player's only Instant hand for the entire game. They may be played at any time according to normal Instant rules, but once an Instant card is used, it is discarded and cannot be replaced, so managing them carefully is essential.

To decide who takes the first turn, both players roll, and the higher roll becomes the starting player. That player randomly selects and reveals one of the opponent's facedown fighters. The opponent then randomly reveals one of the starting player's fighters. These two revealed characters become the active fighters for the first round.

Before combat begins, each player draws two cards from their own Equipment deck. Any Equipment card drawn may be equipped immediately to the active fighter or discarded. Once both players finish this step, the starting player launches the first attack. Combat proceeds normally, and the fighter who loses is removed from the match.

In the next round, the player who lost the previous fight must reveal their next fighter first. The opponent then reveals their next fighter to match the new round. Before combat begins, players again draw two Equipment cards and may equip or discard them. The winner of the previous round now attacks second, and the cycle continues this way until all fighters have been used.

A player loses the match when all three of their fighters have been defeated. The last player with at least one remaining fighter is declared the winner of the Arena.

Gladiator Mode Example



Arena

Chosen Gladiators



Equipment Deck



Fighters



Player Hand