



Design Document for:

<Shy's CCG ~Title Pending~>

The Ultimate Card Game

“Wibbly Wobbly Timey Wimey”™

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Version # 0.50

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Third Organ

Origins: After a morning lecture from David Blankley, CEO of *On the Go Games*, about the industry of Collectible Card Games (CCG), director and founder Shyamal Ruparel was inspired to create his very own CCG to experience what it would take to work in a team to create a complete and compelling game. Thus, Ruparel banded together fellow National High School Game Academy (NHSGA) students into what is now called the Third Organ to learn, experience, and entertain the masses.

Mission Statement: As mere high school students, we wish to experience a fraction of the intensity of the business world and at the same time experiment and learn what it takes to entertain and appeal to the general audience.

Director/Founder: Shyamal Ruparel

Assistant Director: Sze-Hao Scott Chen

Lead Artist: Amanda Cha

Junior Artist: Luke Liu

Head Consultant: Brian Maynard

Junior Consultant: Aren Gates, Chris Chin

Secretary: Stephanie Pignatiello

Design History

This design document is a record of <Shy's CCG ~Title Pending~>, a Collectible Card Game (CCG) designed by Third Organ

Version 0.5 - 7/31/07

The current version of this document is still incomplete. The basic structure of the game has been made, but the card prototypes are still under development. We are currently in alpha, and hopefully will move into beta by 8/5/07.

Game Overview

Goal:

1. To entertain the audience of existing and to-be gamers and followers of internet popular culture.
2. To get a foot into the door of the gaming industry.

Theme:

1. Our theme is based on modern internet popular culture, in which we express ongoing battle between Ninjas and Pirates. We also add other lesser known but equally discussed Forces, such as Robots and Zombies, and in the future we may add other Forces, including but not limited to Vampires, Werewolves, Time-travelers, Aliens, Dinosaurs, Samurai, etc.

Common Questions

What is the game?

This game is a collectable card game that is played between two players, taking turns to follow a set of phases to prepare to or to battle the other player's deck. Each player has a Hero unit that represents their deck, and can achieve victory by eliminating the opponent's Hero through the use of Infantry, Offensive and Defensive Effects, Hero Equipment, and, of course, the Hero unit.

What/how do I control?

Before the game starts, each player will put down a Hero card from one of the Forces (Ninjas / Pirates / Robots / Zombies). During each turn, the player will go through phases which allow him/her to Recruit infantry units to defend his/her Hero or attack the opponent's Hero. The player can also use Effect cards to alter the situation of the battle, or equip his/her Hero with Equipment cards.

Technical Terms:

Force: Ninjas, Pirates, Zombies, Robots.

Hero: The representation of the player within the game.

Credits: The currency used in the game. Certain Actions in the game will use up the player's Credits. The player will gain a certain amount of credits at the beginning of each turn.

Rules:

Phases:

Draw Card Phase: Draw one card during this phase.

Credit Phase: Receive an amount of Credits depending on the Infantry units on the field. Pay upkeep(?)

Recruit Phase: Put down Infantry units on the field. The player can Recruit as many Infantry units in the hand as he/she wants until the field is filled or the player runs out of Credits.

Equip Phase: The player can outfit as many Equipment cards that are in the player's hands onto his/her Hero as desired or until there no more Credits can be spent.

Effect Phase: The player can play up to three Offensive Effect cards as he/she wants at no cost.

Attack Phase: The player declares which unit(s) he/she wishes to attack, which units the player is attacking with, and which cards the Offensive Effect cards are being used on, if applicable. One player unit can only attack one opponent unit, but the opponent unit can be attacked by multiple player units. At this time, the opponent is allowed to use Defensive Effect cards to his/her advantage, and can also declare Meatshields if desired (see Meatshield below for more details).. Attacking does not cost any Credits.

End Turn.

Combat:

During the attack phase, if the opponent's unit being attacked does not die, the opponent can use that Infantry/Hero to attack back at the player unit that attacked it. After the opponent's attack, the current turn ends.

When the player uses the Hero to attack the Infantry, the player must allow the targeted Infantry to attack the Hero first. This is equivalent to the opponent's attack stated in the previous paragraph, but is executed first.

A Hero can only attack the opponent's Hero when there are no Infantry units on the opponent's field. When a Hero attacks another Hero, the normal attack order is implemented (player attacks first).

Credits:

The player starts out with a set rate of income, which increases for every unit the player recruits (ex. Spawn D, Tower D). The player also receives credits for eliminating opponent's infantry.

Meatshield:

Using an Infantry unit that has not been targeted to take the damage that is to be dealt towards another Infantry unit is called Meatshielding. The Meatshield's Rarity must be lower than or equal to the Infantry unit that it is Meatshielding unless the Meatshield's speed is two times greater than the attacking unit. All Infantry units that are not being attacked can be used as a Meatshield to defend the Hero. The Hero cannot be used as a Meatshield.

Card Set Description:

Card Set:

Each player will join a game with 40~60 cards in his/her deck with four different kinds of cards:

- Hero Units:** Each player will have only one Hero in his/her set, and the Hero's Force type determines the nature of the deck. When a Hero dies, the game is over.
- Infantry Units:** The soldier units under the player's Hero. The number of Infantry units on the field is only limited by the player's Credits. An infantry unit can be used to defend other units (see Game Rules for more details) or attack opponent's units.
- Equipments:** The Hero will have the capacity to outfit Equipments: one Head Equipment, two Hand Equipments, two Foot Equipments and one Skill card (Heroes from the Robot Force are exempt from this restriction (see Forces for more details)). Only Heroes can equip these cards, and most of the equipments are exclusive to heroes from a specific Force.
- Effect:** Effect cards are separated into two categories: Offensive and Defensive. Offensive Effect cards can only be used when it is the player's turn, and the opponent can use Defensive Effect cards to turn the situation around. Some of the Effect cards are exclusive to units from a specific Force.

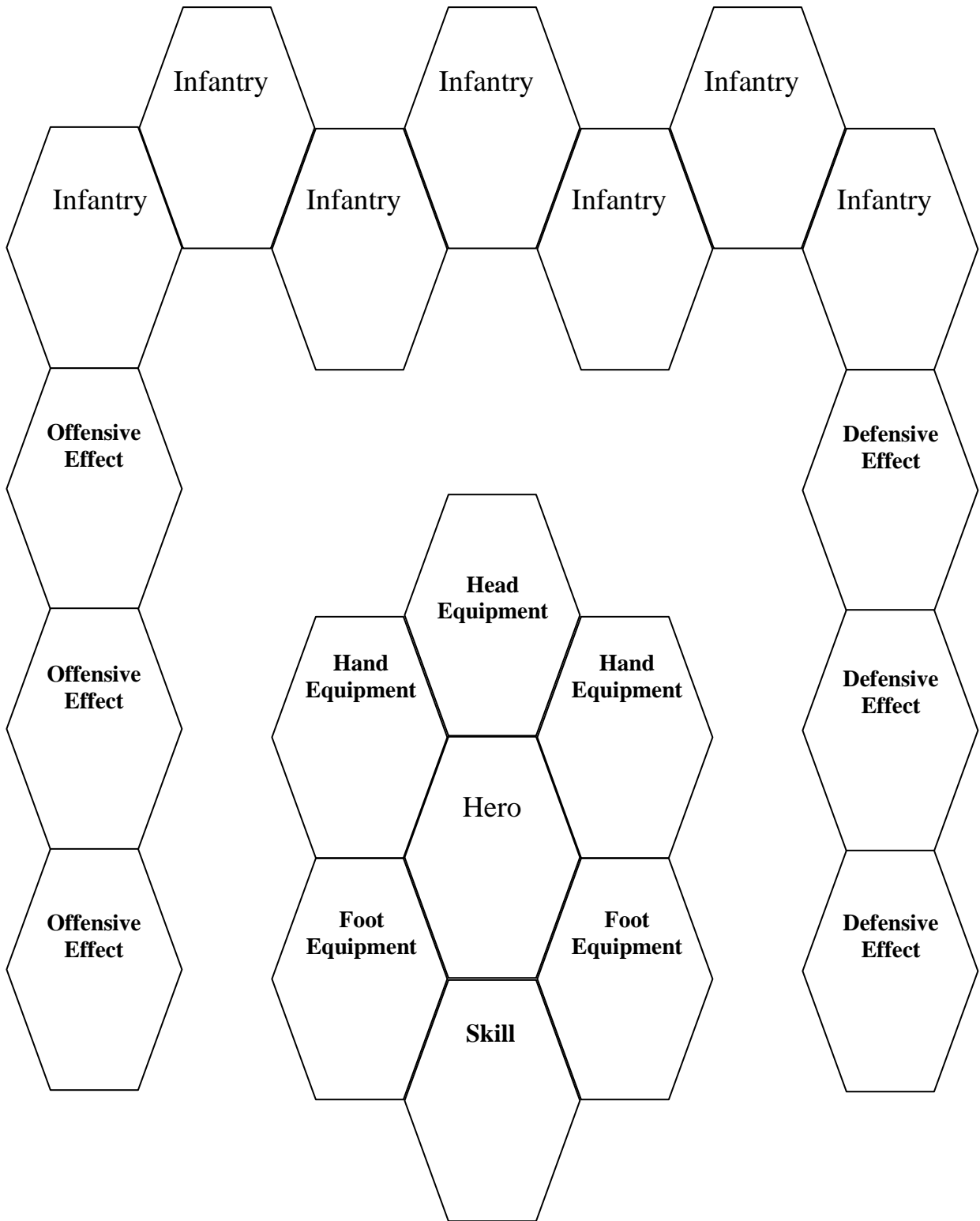
Forces:

- Ninjas:** Hidden only when wanting to be seen, ninjas strike swiftly at opportune moments.
 - Can start Infantry face down for a certain amount of Credits.
 - Generally have higher speeds, but less strength than other Forces.
 - Several Ninja-specific Effect cards are used to conceal Infantry.
- Pirates:** Although reckless and usually drunk, few can match their strength in battle.
 - Usually gain more Credits from Pirate cards than other Forces.
 - Generally have higher strength but less speed than other Forces.
- Zombies:** Heartless, emotionless, masses of living corpses whose sole purpose are to devour body and mind.
 - Infantry units cost less, allowing the player to mass the opponent.
 - Slow and have average strength.
 - Can convert opponent units.
- Robots:** With machines building machines, robots have continued to flourish with advanced defense mechanics, able to utilize materials and adapt them to the situation at hand.
 - Units generally have higher HP.
 - Hero can equip any Equipment type to any Equipment slot.
 - Large variety of effect cards available.

Rarity: All cards are categorized into four rarity levels.

- **Common**
- **Uncommon**
- **Rare**
- **Super Rare**

Field Formation:



Card Layout:

Force Color Sample

- Ninja
- Robot
- Zombie
- Pirate

