EndStream



**Table of contents**

[1. Overview](#_6ldxlmyg5zb6)

[2. Key Points](#_99v2rgbvrsml)

[2.1. Introduction](#_bui5u6i58wzn)

[2.2. The Setting](#_cegs5ixb9zao)

[2.3. Game Flow](#_b2245ioqxk1s)

[2.4. Lore Remarks](#_c4k7vn4ri10k)

[2.5. Key Metrics & Characters](#_aufgcyfe3xz5)

[2.6. Visual Style](#_gybp1430vmr6)

[3. Gameplay](#_jugjdl6jokha)

[3.1. Player](#_l206nuwxqzn6)

[3.2. Board](#_ke6mvvrqpedz)

[3.2.1. Stream](#_6kc2kui5jdsd)

[3.2.2. Century](#_uqm47d797yzy)

[3.3. Cards](#_d0ho5jpebjl7)

[3.2.1. Controller Cards](#_ttvqvt58del8)

[3.2.2. Operator Cards](#_g38xk2k2z9pp)

[3.2.3. Gear Cards](#_214sb72gsxg2)

[3.2.4. Turnpoint Cards](#_vrvxfauxk9zs)

[3.4. Movement](#_twktw96nwga)

[3.5. Resource Management](#_z7bk3z9hkp0q)

[3.5. Damage Calculation](#_67gtpin0kxk6)

[3.6. Abilities](#_b79rnv4lm49z)

[3.7. Turn Flow](#_gp6cqkac09sw)

[3.7.1. Actions](#_iszgm5elkwk3)

[3.7.2. Main Rules](#_4ocan4zcgqm7)

[3.7.2.1. Operators](#_da8afey69idw)

[3.7.2.2. Abilities](#_phrpfjmtplfb)

[3.7.2.3. General rules](#_5v6ayrdnidqv)

[4. Game Economy and Metagame](#_lggjm68h74w)

[4.1. Currencies](#_36kxd29ln7e0)

[4.1.1. Premium Currency](#_5sypdrxyut8k)

[4.1.2. Free Currency](#_nxr8wleomxw7)

[4.2. Crafting](#_3xryma9at9wt)

[5. USP: Time travel](#_2ok3hv9upuzd)

[5.1. USP General Description](#_awqpfofynrx2)

[5.2. USP Gameplay Impact](#_96crmoduvluy)

# **1. Overview**

Endstream is a turn-based PvP trading card game (TCG) for mobile and desktop. In it, you will be controlling a gang of outlaws fighting to dominate time. Post-humans, rogue AIs, and shamans, each with their own dark agenda.

Its gameplay occurs in a 2D/3D hybrid top-down view that overlooks the playable area. The main emphasis is on providing players with interesting strategies to play against each other in an easy-to-learn, hard-to-master TCG setting.

# **2. Key Points**

**Oneliner**: Play your cards right to take control of time itself.

**Genre**: Trading Card Game/Deckbuilder

**Target Platforms**: PC, Mobile

**Distribution Channels**: Steam, Apple Store, Google Play, etc.

**Game Engine**: Unreal Engine 4

**Influences**: Magic the Gathering, Hero Academy

## **2.1. Introduction**

Endstream is a deep strategic trading card game about time-traveling outlaws in a hyper-futuristic setting. You obey a machine-god, a Controller, which you must protect, and must use your Operators, your main characters, to destroy your opponent’s Controller in a time-bending turn-based matchup.

## **2.2. The Setting**

Our universe is a stream of time. There are many streams, and the tech which allows traveling in and between them has fallen into the wrong hands. It is being used for drug trade, enslavement, human experimentation, and other atrocities. You will be playing a gang of dark and twisted outlaws, manipulating history to eradicate the competition.

## **2.3. Game Flow**

Each player has a deck of 25 cards, containing 1 Controller card, 8 Operator cards, and 2 Gear cards per Operator (16 in total). In addition, each player has 6 Turnpoint cards in front of them, which provide resources named as Agenda that players can use to activate Operator cards or use abilities from their Controller and Operator cards. Cards may be put into play by placing them on the playable area, called the Board, while Turnpoint cards are on the Board by default. Players take turns to play out their cards, with the goal of destroying their opponent’s Controller card OR all 0 of their opponent’s Operator cards. In matchmaking, a standard Elo rating system is used to match players

## **2.4. Lore Remarks**

As the main theme of the game is time travel, the strongest focus for players should be to leverage different Controllers’ and Operators’ Abilities to move on the Board through Streams and Centuries. If the player masters this skill and understands the variety of strategies they can use to leverage this mechanic, they are at a significant advantage.

## **2.5. Key Metrics & Characters**

For the initial release of the game:

Controllers: 6

Operators: 27

Gears: 75

Resources: 2

1. Agenda
2. Vremenium

Unique Decks: 3

* Decks can be customized, but the game will offer 3 pre-made decks of 25 cards, 1 Deck per unique Controller

For initial release and/or further updates:

Card sets: 3-5

* Variations of adding Controllers, Operators and Gears, ca. 10-20 cards per pack with an estimated ratio of 1:3:6 of Controllers, Operators and Gears respectively

## **2.6. Visual Style**

The game presents itself in a dark, gritty and futuristic style. Since time travel is the main theme of the game, many of the artworks for the cards combine elements from various epochs of human history, giving them all a futuristic twist. The artwork is adult-themed and may contain explicit adult content, such as gore and nudity.

# **3. Gameplay**

## **3.1. Player**

The player has a bird’s eye view of the game board, which is divided into 2 sides, 1 for each player. The player may play Cards by clicking them in their Hand and selecting a target location on the Board. The player may activate Abilities on a Card by clicking on a Card that is in the Board and choosing the corresponding Ability, and then choosing a target by clicking on it, if applicable. If all conditions are met, the Ability is activated, if not, the Ability is canceled, and no Resources are spent.

## **3.2. Board**

The board is divided into a grid composed of the intersections of Streams and Centuries. Each player has 1 Stream and each Stream is into 6 Century sections, and each player’s Century sections face their opponents’, creating a 2x6 grid.

### 3.2.1. Stream

Each players’ Stream has 6 Turnpoint cards, which are randomly generated at the start of the game, separated by Century. Operator and Controller cards may be moved during a player’s turn within a Stream, either Upstream or Downstream, going forwards or backwards in time, respectively. Operators may also stream-step between the player’s and opponent’s Streams, enabling the player to activate Abilities to influence the game state, usually either by attacking or defending. The Stream conveys the horizontal axis on the Board.

### 3.2.2. Century

Each Century section on the Board is a container for Controller, Operator and Gear cards, in addition to other gameplay elements that may come to play on the Board as Tokens.

## **3.3. Cards**

There are 4 distinct types of Cards available to use for the player.

### **3.2.1. Controller Cards**

Controller cards are automatically deployed at the start of a game to their specified Century section, in their owning player’s Stream.

Controller cards have 3 main Attributes:

1. Century: The Century section to which this Controller will be placed at the start of the game.
2. Armor: The Hit Points of the card. If this reaches 0, the owning player loses the game. If there is any Damage inflicted on the Controller, it is permanently removed from the Armor.
3. Vremenium: A resource, which may be used to activate Gear cards. Every Controller starts the game with 100 Vremenium and Vremenium does not regenerate, unless specified otherwise, and if it reaches 0, no Gear cards can be activated anymore.

Controller cards have 2 states:

1. Active: On the Board
2. Destroyed: Entered when Armor reaches 0, which ends the game with a lose state for the owning player and a win state for the opponent player

### **3.2.2. Operator Cards**

Operator cards have 5 main Attributes:

1. Century: The Century section to which this Operator will be placed when it is first played.
2. Defense: The Hit Points of the card, used to handle Damage. If this reaches 0 through inflicting Damage, the Operator will be disabled, unable to act for 1 turn, and is vulnerable to Disintegration, removing it from play completely from the current game.
   1. Maximum Defense: The default maximum value that the Operator starts out with and starts every player turn with
   2. Current Defense: The current value of the Operator taking into account any pending effects from Abilities in a player turn
3. Armor: An additional Hit Points attribute. If the Operator has any Armor, then Damage that is directed at the Operator is first subtracted from the Armor and then Defense.
4. Play Cost: How many and which types of Agenda the player must spend to put the Operator on the Board and make them Active
5. Ability Costs: How many and which types of Agenda the player must spend to activate an Ability

Operator cards have 2 Gear slots, 1 Offensive and 1 Defensive, which can be filled with the corresponding type of Gear cards. If a Gear card is Equipped by an Operator, it may be activated for its corresponding Vremenium Cost when the Operator is made Active.

Operator cards have 4 states:

1. Inactive: In the player’s hand.
2. Active: On the Board
3. Disabled: Unable to be used temporarily, vulnerable to Disintegration
4. Disintegrated: Unable to be used permanently, removed from the current game session

Operators become Disabled, meaning that they cannot be used for 1 player turn, if during 1 player turn their Defense is lowered to 0. Visually, the Operator card is then turned sideways to indicate the Disabled state. Being in the Disabled state makes the Operator vulnerable to Disintegration, which will permanently remove the Operator from play from the current game.

### **3.2.3. Gear Cards**

Gear cards have 3 main Attributes:

1. Vremenium Cost: How many Vremenium Points must be spent from the owning player’s Controller to activate the Gear.
2. Category: Each Gear card is either a Weapon, Tech or Relic, which is used to describe its basic use case. Weapons are mostly to inflict Damage, Tech mostly manipulates Attributes and Relics have special, unique effects that affect the game state
3. Each category has multiple types and some are identical between categories. An operator cannot use the same type in both slots, even if the category is different. For example: Mori has 1 Weapon and 1 Relic slots. So he cannot use the Assault type in both.

Gear cards have 5 states:

1. Equipped: In an Operator’s slot
2. Charged: In an Operator’s slot and charged with Vremenium, ready to be used
3. Deployed: Waiting to be triggered by an event in the game state
4. Depleted: Used, and cannot be used anymore in the current game session

Gear cards are immediately discarded when activated, unless specified otherwise or they are Deployable, in which case it is removed when the effect is finished or when the Gear card is destroyed. When a Gear card is Deployed, it may be targeted by the opponent with cards that target Gear cards or that inflict Damage, to destroy them before their effects are triggered.

* Deployed Gear cards may be destroyed by any Strike ability or any Ability or other Gear card that destroys Gear cards.
* Gear cards are hidden to the opponent until they are Activated or Deployed.
* Gear cards may only be activated if they are Charged, and each player turn the player may only set one Gear card to be Activated.

### **3.2.4. Turnpoint Cards**

Turnpoint cards have 1 main Attribute:

1. Agendas: Each Turnpoint card is 2-sided, each side providing 1 Agenda Resource, which the player may use to play Operators or to activate a Controller or Operator owned Ability.

Turnpoint cards may be used to Spin Agenda if they are occupied by an Operator. This may be done 1 time per player turn, at any time during their turn, if the Operator has stayed on the Turnpoint for at least 1 turn. If Spin Agenda is used, the Turnpoint card and any Turnpoint cards Upstream are flipped, changing sides. Spin Agenda may also be used in your opponent’s Stream to flip their Turnpoint cards. Turnpoint cards are flipped regardless of whether or not they have been used.

## **3.4. Movement**

During the player’s turn, the player may move Controller cards by 1 Century and Operator cards by 2 Centuries, unless specified otherwise. Special effects from Controllers, Operators and Gear may give more opportunities to move Controllers and Operators. Gear always moves with Operators, when Equipped.

## **3.5. Resource Management**

Game sessions have 2 main resources:

1. Agenda: Divided into 3 types: Military, Political and Scientific, used by the Controller and Operators to activate their Abilities
2. Vremenium: Used to activate Gear cards

Players may use any of the 6 Turnpoint cards in their Stream to satisfy an Ability’s Agenda Cost or an Operator’s Play Cost in any order. Using the Turnpoint card in this way will make the card Spent, and it cannot be used any more during the player’s turn, unless specified otherwise. The player may choose to Push Agenda 1 time per turn, which will give an additional Agenda to spend from Turnpoint card which is Spent, but the Turnpoint card becomes Pushed.

All Spent Turnpoint cards are reset at the start of the player’s turn. All Pushed Turnpoint cards are set to Spent at the start of the player’s turn. This means Pushed Turnpoint cards need 2 turns to return to their normal state to be available for the player to use again.

A gray Agenda Cost can be paid with any Agenda and an Agenda Cost with two halves such as can be paid with either of the two corresponding Agendas. Multi-types with numbers above the Cost, for example this Agenda Cost must be paid with 1 Military agenda and 2 Scientific OR 2 Political agendas.

## **3.5. Damage Calculation**

All Damage applies to Hit Points, unless specified otherwise, and will first subtract from the Armor value of the target and then the Defense value of the target, if applicable. Any Damage to Armor is permanent, while any Damage to Defense is regenerated at the start of the next player turn.

Controllers only have 1 Hit Points attribute, Armor, while Operators have 2, Defense and Armor.

If a Controller’s Armor is reduced to 0, the owning player loses and the opponent wins the current game.

If an Operator’s Armor is reduced to 0, any additional Damage is subtracted from Defense. If an Active Operator’s Defense is reduced to 0 during a single turn, it becomes Disabled, making it vulnerable for Disintegration. A Operator’s Defense is set back to its maximum default Defense value when it becomes Disabled. If a Disabled Operator’s Defense is reduced to 0 during a single turn, it becomes Disintegrated, removing it from the current game session, and cannot be used anymore. In a single turn, if there is any Damage overflow from bringing an Operator to the Disabled state, it will be carried over into the Disabled state.

Special effects and conditions apply to Active, Disabled, and Disintegrated Operators, with some Abilities being able to immediately change the Operator’s state regardless of Damage inflicted.

## **3.6. Abilities**

Abilities are specific game mechanics that may be executed from a specific source to specific targets. Controller, Operator, and Gear cards have Abilities that may be activated by satisfying their Agenda or Vremenium Costs respectively. Controller and Operator Abilities may be used as long as the corresponding Agenda Cost can be satisfied by the player, unless specified otherwise. Gear Abilities are usually 1-time use, as all Gear cards that are not Deployable are removed from play when Activated.

There are standard effects which Controller, Operator and Gear cards may inflict on their targets:

* STRIKE [x]: flat value Attribute modification
* STRIKE x[x]: multiplicative Attribute modification
* STRIKE +[x]: additive Attribute modification
* For [x] turns: duration modifier
* DEFENSE [x]: flat value Attribute modification
* DEFENSE x[x]: multiplicative Attribute modification
* DEFENSE +[x]: additive Attribute modification
* MOVE [x] up/downstream: enable movement for target Upstream and Downstream
* MOVE [x] upstream: enable movement for target Upstream
* MOVE [x] downstream: enable movement for target Downstream
* Double activated agenda: doubles targeted Agenda yield for Turnpoint card
* Flip activated agenda: flips Turnpoint card
* Turn activated agenda into any type: use Turnpoint card Agenda for any Agenda Cost
* Send operator to any turnpoint: move Operator to any Turnpoint card, respecting prerequisite conditions
* REACTIVATE a disabled operator: change Operator state to Active on the Board
* DISABLE an operator: change Operator state to Disabled on the Board
* DISABLE all [x] operators: change specific Operator(s)’ state to Disabled on the Board
* DISABLE all operators: set all Operators’ state to Disabled on the Board
* DISINTEGRATE an operator: set Operator state to Disintegrated on the Board
* DISINTEGRATE a [x] operator: set specific Operator’s state to Disintegrated on the Board
* DISINTEGRATE all [x] operators: set specific Operator(s)’ state to Disintegrated on the Board
* DISINTEGRATE all operators: set all Operators’ state to Disintegrated on the Board

Unless specified otherwise:

* Abilities can be used only on Operators, Controllers and Deployed Gear that are within the same Turnpoint card, i.e. in the same Stream AND the same Century.
* Abilities are active for 1 turn, until the beginning of the owning player’s next turn.

There are other special Abilities, which have more specific effects, e.g. targeting only certain Operators or changing the game state in a specific predetermined way.

## **3.7. Turn Flow**

The game is turn-based with turns being taken completely separately by the 2 players. Once a player’s turn has ended, that player has no direct control over what happens in their opponent’s turn.

Each player’s turn is composed of Actions that the player is able to take, which change the state of the game.

### 3.7.1. Actions

List of Actions available to players:

* Activate Operator: put Operator on Board
  + Charge Gear card(s): set Gear state to Charged
* Use Ability: limited only by available Agenda
* Move Operator: once per turn per Operator
  + Move: Move 2 centuries Upstream/Downstream
  + Cross-stream: Move to opposing Stream
* Move Controller: once per turn per Controller, only Upstream/Downstream
* Spin Agenda (once per turn)

The player may play these Actions in any order they want, respecting necessary prerequisites (i.e. per-turn limitations, Resource limitations).

Only once all the Actions have been confirmed, the effects are applied. Before confirming the turn’s end, the player sees all effects from Abilities as a preview on all cards that are affected, including the changes of Attributes and States. Once the actions are confirmed, the effects are applied along with visual feedback to both players, and the turn passes to the next player.

### 3.7.2. Main Rules

#### 3.7.2.1. Operators

At the start of a player turn, all Defense Attributes of all Operators are refreshed to their default maximum value. This means that to Disable an Operator, a player needs to bring their Defense to 0 in a single turn, and to Disintegrate an Operator, the player needs to bring their Defense down a second time down to 0. If an Operator is Disintegrated, they are removed from play from the current game session.

#### 3.7.2.2. Abilities

To activate Operators or to activate any Abilities, the player must spend Agenda. To do this, the player chooses their desired Operator or Ability, highlighting it with a visual effect, and then must choose which Turnpoint cards they wish to use to spend the Agenda required. The player must choose one-by-one which Turnpoint cards to use to spend Agenda, until the total cost required is satisfied. During the Agenda spending process the player may also Spin Agenda, where they choose a Turnpoint card to flip. All Turnpoint cards Upstream are also flipped, giving the player more opportunities to generate the Agenda they need. The player may additionally Push Agenda, to double the Agenda yield of a Turnpoint card. When all Agenda requirements are satisfied, the player may then place the desired Operator on the Board or choose a target for an Ability, and the action is completed. If an Ability applies automatically to specific targets, then the player is presented with a final confirmation to activate the Ability, after which the Action is completed. As the Ability is completed, the player is shown visual feedback to confirm the play.

#### 3.7.2.3. General rules

The general rules as explained in Chapter 3.3. apply. The game ends if 1 player’s Controller is reduced to 0 Armor OR if 1 player’s Operators are all disintegrated, leaving one player in a win state and the other in a lose state. In the rare case of both players having all of their Operators disintegrated or both players’ Controllers’ Armor reduced to 0, the game ends in a Draw.

Movement is standardized to be 1 step for Controllers, either Upstream or Downstream and 2 steps for Operators either Upstream or Downstream. There are certain Cards that may allow for more movement.

# **4. Game Economy and Metagame**

The game relies on constant player engagement to provide them with Currencies they can use to craft Gear Cards that they can bring into their overall Deck, from which they can compose their own Custom Decks, which can be brought into battle against other players. Regular rules for a Deck still apply, standard Deck size that can be brought into play is 25 Cards. To craft Cards, the player needs to obtain Facilities that enable the processing of Raw Materials.

## **4.1. Currencies**

There are 25 Raw Materials and 25 Components and 1 Premium Currency that players may use to craft new Cards.

### **4.1.1. Premium Currency**

There is 1 Premium Currency planned that the player may spend real-world money for to acquire Cards and Free Currencies for crafting.

### **4.1.2. Free Currency**

There are 25 Raw Materials and 25 Components of unique types that the player may use for Crafting.

Raw Materials:

1. Iron
2. Gold
3. Silver
4. Copper
5. Aluminum 7075
6. Steel SAE 4140
7. Titanium-cobalt
8. Plutonium
9. Uranium
10. Technetium
11. Vremenium
12. Magnets
13. Carbon fiber
14. Thermoplastic
15. Gasoline
16. Bones
17. Aluminum oxynitride
18. Fabric
19. Polyurethane
20. Acid
21. Pure oxygen
22. Lysergic acid
23. Meteorite shards
24. Mutogen chemical
25. Thermite

Components:

1. Nanobots
2. Battery
3. CPU
4. Comm device
5. Stealth coating
6. Carbon plating
7. Pitchfork
8. Zippo lighter
9. Mirror
10. Selfie stick
11. Sensor array
12. Laser
13. Scope
14. Cooling system
15. Crystal ball
16. Microchip
17. Gas mask
18. Syringe
19. Katana
20. Nails
21. Nuclear Core
22. Fusion Core
23. High Frequency Antenna
24. Screwdriver
25. Magnet System

## **4.2. Crafting**

With 25 Raw Materials, 25 Components and currently, at least 3 Facilities, the player is currently allowed to craft Gear cards. To process Raw Material, a Facility will be occupied for a certain amount of time, and will lock the Facility until the Raw Material is processed or the process is canceled.

Raw Materials may be processed into more complex Components, creating a Currency sink that the player can spend as much Currency on as they want to get Gear cards back. Since Gear cards are used in regular gameplay, crafting is an integral part of the player’s strategy, to obtain the Gear cards that they need to play out their plan.

Each Gear card has a specific cost of Raw Materials AND/OR Components, which must be spent to craft it.

# **5. USP: Time travel**

Time travel is the focus of both the game’s lore and gameplay. The game is built to give players an easy-to-learn, hard-to-master structure to play through a fun, engaging time-traveling battle. Players are rewarded for understanding the underlying mechanics of moving Upstream and Downstream, in addition to using Turnpoint cards and their associated effects with Spin Agenda.

## **5.1. USP General Description**

Time travel is expressed through the Board being divided into a 2x6 grid of Streams and Centuries respectively, and letting the Operators and Controllers move between them. Since Abilities are usually only applied to the Century AND Stream where an Operator or Controller resides, moving between slices of time is imperative for a winning strategy.

## **5.2. USP Gameplay Impact**

The players are presented with 2 main time-travel mechanics:

1. Moving Upstream/Downstream
2. Spin Agenda

Using these mechanics, the player can change the game state drastically. Spin Agenda can be used for both Streams, by any player, meaning that they can alter the game state of their opponent as well, and players need to keep this in mind. Other special Abilities may also change the Streams’ and Century’s behaviors, so there are many viable combinations for players to arrive at a desirable state and to disrupt their opponents’ strategies.

## 