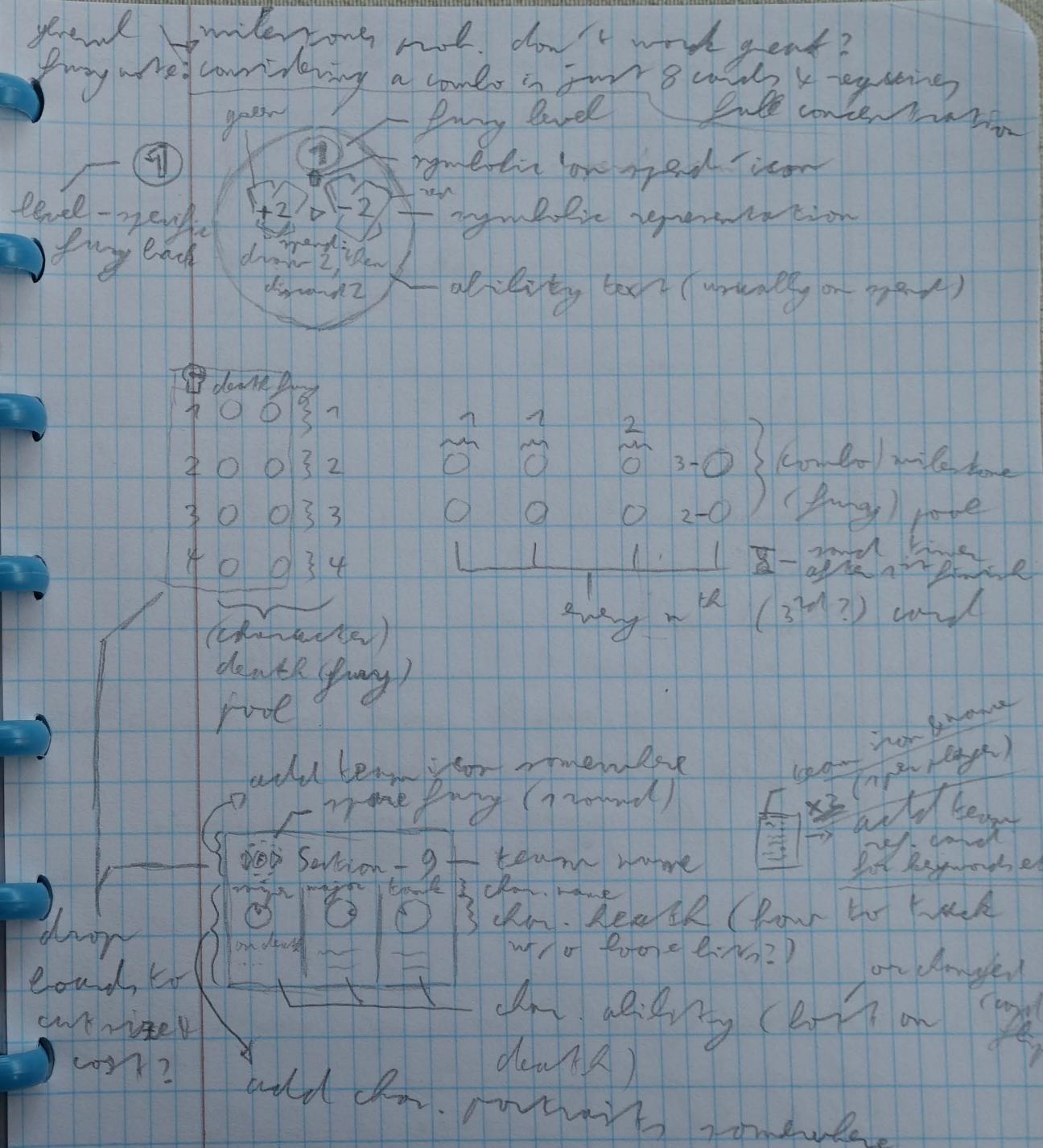


- (M) movement tracker
(optional, good when thinking between rounds of it's easier)



Energy: big maybe, prob. too complex. It won't replace w/ a simple squad-specific mechanic

parry:

doesn't really work w/ new damage system.

alt: block any 1 card fully

General note on keywords: card effects must be as simple as possible, since card building takes all fours

damage: dealt during card resolution

- | | | | |
|-----|---|---|---------------------------------|
| red | { | • | to opponent's current slot |
| | | • | corresponding position in their |
| | | • | cards (n drag) |
| | | • | |

leaving (if any): deals current slot during resolution by n

- | | | | |
|-------|---|---|--|
| green | { | • | |
| | | • | |
| | | • | |

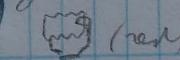
block: prevent next n damage taken

- | | | | |
|------|---|---|----------------------|
| blue | { | • | (works across class) |
| | | • | |

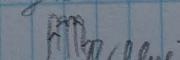
same subject to change. Team-specific? energy: gained & used in team-specific ways (char. abilities or cards). Maybe more universal use for

- | | | | |
|--------|---|---|--|
| yellow | { | • | |
| | | • | |
| | | • | |

aggressive:



defensive



parry: ignore all damage dealt on this card (during resolution)

(current slot)*: unless stated otherwise to other

X

[→] Run: if you run out of cards before
finishing your combo, you
are removed for the remainder
of it. Skinned players lose all
block & current moves from each
other.

[→] maybe? as
an iron in
character
can!

Bridge: the n^{th} card of the skin becomes
a chor - switch to this card's
chor (it keeps all original
abilities, requirements & links
except chor. link)

~~needs better alt.~~ alt.: the next n cards gain
links to this chor.

NOTES
EASILY GET TOO COMPLEX

archetypes:

- momentum manipulation (S)
- known character (R) ($\pm G?$)
- leader - minions ($\pm S$) (G)
- cross-combo (S)
- solo combos ($\pm G$) (R)
- tank, DPS, healer ($\pm S$)
- retreat & deception
- gambling
- option-select
- high risk, high reward (R)
- ramp
- turtler
- control / disruption
- finding for combo ($\pm R?$)
- handle ($\pm G$)
- loss
- deck building ($\pm G$)
- consumables
- self harm
- buffy/nerf (G)
- peak dmg / retag
- small team (R)

Section 9

- Sniper: needs low momentum, high peak dmg, glass canon, switch to major
- Tank: needs high momentum, slowly loses momentum, keeps your team safe but low dmg, switch to major
- Major: versatile, great at manipulating state: momentum, resources, hand, combo. mistakes to any char (incl. self)

playstyle: Every combo involves the major doing some crazy shit with the other 2 coming in as support to get their time in the spotlight. Focus on manipulating momentum all over the place.

Major has death protection, the other 2 buff the major on death so the squad remains playable & the major feels more potent

Goon

- 3x goon: the ^{morally} colorless cards.

When one dies, remove any n colorless cards from your deck. (+ any specific cards for this goon). Pretty weak abilities if not buffed.

Damage to any goon is dealt to the first one available in a player chosen order (goon player picks @ game start or maybe between rounds).

- The lion: great at temporarily buffing goons. Can deal good damage solo.

No self synergies. Don't work well by minimum order, not super high health.

Player style: interesting cards make combatting colorless easy but colorless are weak unless you risk bringing out the lion in well-timed intervals. Reverse-deckbuilding mechanic on goon death.

Ronin

- Moto & Lion ^{AFR}:

Two roughly equivalent characters. High dps in aggressive stance, but very fragile. Use synergy a lot in defensive stance. Not many opportunities to switch, but some bridges are possible. Need to fish for specific cards.

(current char, multi-part moves? synergies/buffs?) Force occasional char swapping (tired/reached energy mechanic), (maybe this is already forced by card pool being 2 per?)

Player style: manipulate your hand to find the perfect single char. combo, but make sure to swap before you get in trouble. Swap between agro & def. stances with perfect timing to protect your fragile units while dealing maximum damage.

Having one char. die naturally makes the other stronger as color fishing gets easier. Maybe remove tired/refresh at that point, or at least reset or ref.

- NEED a redraw preventing 'dead combos' (or encourage intentional mistakes which makes things hard)
 - ↳ demand full hand, draw more and
 - OR
 - discard & redraw 4 at a time
(unless hand < 4) → cost?
 - OR
 - milestone redraw (every 4 cards played fill hand)
- modifies hand size so need to count combo length
- visually clear requirements
(writing by chor: good last lines time, consider grouping all combo chaining lines)
- REALLY simplify mechanics for real-time play
- more block in general
- momentum # DOES carry, as does chor.
- reshuffle deck after every combo (?)
- process all damage at end of combo

X

? vs ≠ link = confusing

IF NEEDED

looking for multi-momentum?

reward execute final card?

all 1-momentum has no repr.
→ repr. as single line

no momentum & workers

± 5-8 DMs, 3 block / condo, 1 heal
and start laark (& finish)

after p? finish
→ sand timer OR
timed card plays

mistake punishment:

- dmg based on symbol count or
- condo skip

condo (momentum) too restrictive

↑ can't escape 3-momentum very well

S-9: T needs targeting cards (cont.)

S-9: M consider targeting another
Gov. on his frontier

→ rebalance health priorities

S-9: T alibi: all T cards have target [T]

Sability: you may treat my \tilde{U}

symbol as a \star instead

GOONS: TARGET mechanics,
BOOST [★] / [▼]

FIX visual
longnose
around
targeting
(calibrating) B
VS reminder
optional

(→ an uninteresting very clean up
card designs &
GOONS correctly archetypes

orange tiny TB B ?TB B ?TB B 3TB B ?
(alibing)
VS remainder {1} {1} {1} {1} {1}

?

good job

more

forrest 30051 [D]   

11:50 6/4 8/3 FIA 21A

Wall
placenta

health

roots G G_A ? G G_B ? G G_C G G G G

□ □ □ □ □ □

E E T M A A S

Page 10 of 10

2-line vor:

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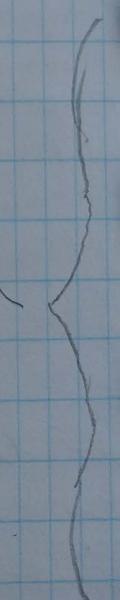






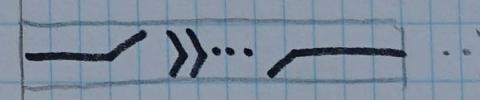




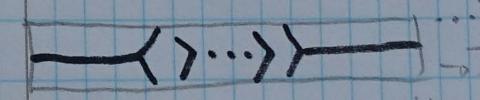


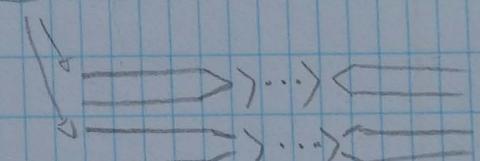
>>>. ) ->>>. (=)

->>.. ) (=)

.>>>  or ..>> (++)

.>>>  or ...)) (--)

>>...  or ...> (INV.)



prev.	curr.	now
word	word	varifies
>....	>>... .>..	.>>..
>....	-.>>... /	.>... .
BONUS:	>..> .-.>>... /	.>..? ??