

# RACOON RUNECASTERS

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# ¿QUÉ ES?

Es un juego estilo Pokémon, donde en vez de un moveset hay cartas que te permiten atacar a tu enemigo de múltiples formas dependiendo de tu clase.

El estilo visual es pixel art, se busca dar un aire a los juegos RPG de turnos de Pokémon de los 2000's

# ¿TCG O OBG?

Está orientado hacia un TCG, tu deck depende de tu clase y tu progreso, pues podrás ir desbloqueando cartas para utilizar en tu mazo y atacar de maneras más interesantes.

# REGLAS BÁSICAS

Dos jugadores (PvE), se enfrentan en un juego de ataque de turnos, cada uno tiene un pool de cartas, pero solo podrá tener 4 en mano, e irán ciclando de acuerdo a su uso, estilo tetris/clash royale. Estas cartas podrán hacer daño, aumentar/disminuir estadísticas, evitar ataques, o incluso invocar duelos. El juego acaba cuando la vida de alguno de los dos participantes llegue a cero.

# CARTAS CLASSLESS

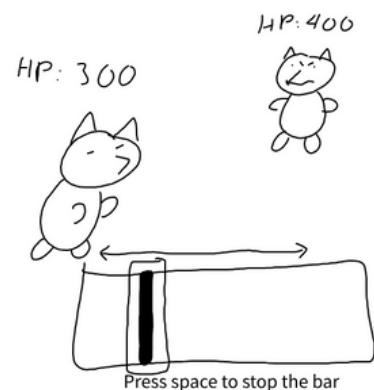
## Scratch:

**Description:** Calls a bar detention screen where the player has to stop a bar on an objective. For up to 3 times, the player will be able to play this minigame for a 100% chance to hit the enemy per success.

**Accuracy:** --

**Damage:** 10 per hit

**Effect:** --



## Growl:

**Description:** Its accuracy decreases by 40% every time you use it.

**Accuracy:**  $40 \times N\%$

**Damage:** --

**Effect:** Your damage is multiplied by 1.5x for 3 turns.

## Bite:

**Description:** Normal attack that causes a bleeding effect.

**Accuracy:** 60%

**Damage:** 50 (10 poison)

**Effect:** Every turn, the enemy gets 10 damage, there is a 50% chance of this effect wearing off every turn.

## Search trash can:

**Description:** Search a trash can for food, you can get healed with it. The quality of the food will determine the added healing points. There is also a chance to get damaged by objects in the trash can.

**Accuracy:** 60%

**Damage:** ---

**Effect:** Heals anything from 1-50hp. Also could deal 10 damage and heal you for 0.

# COWBOY CARDS

- Revolver:

**Description:** Shoot your enemy 6 times.

**Accuracy:** 40% per bullet

**Damage:** 10 per bullet

**Effect:** ---

- Lasso:

**Description:** Make your enemy unable to avoid challenge cards for 3 turns.

**Accuracy:** 70%

**Damage:** ---

**Effect:** ---

- Roll:

**Description:** For 3 turns, prepares your raccoon for a 50% chance of avoiding a challenge card.

**Accuracy:** 100%

**Damage:** ---

**Effect:** For 3 turns, all challenge cards have a 50% accuracy. Except when you trigger them, which would give it a 100% accuracy.

- High noon:

**Description:** For 6 turns, your attacks are 20% more accurate.

**Accuracy:** 100%

**Damage:** ---

**Effect:** increases accuracy by 20% of all your attacks for 6 turns

- Epic shotgun:

**Description:** For 2 turns, if a challenge card gets triggered, use a shotgun instead of a revolver

**Accuracy:** 90%

**Damage:** ---

**Effect:** Changes your minigame weapon to a shotgun instead of a revolver, this will launch projectiles into multiple directions instead of a single direction.

# FIGHTER CARDS

- **Jab:**

**Description:** Single shot, simple but effective. Spawns a moving bar and damage depends on user's accuracy.

**Accuracy:** ---

**Damage:** Max 60

**Effect:** ---

- **Shadowboxing:**

**Description:** For 5 turns, your attacks are 30% more accurate.

**Accuracy:** 100%

**Damage:** ---

**Effect:** increases accuracy by 30% of all your attacks for 5 turns

- **Kick:**

**Description:** Low accuracy at first, but for every time used, its accuracy increases by 10%.

**Accuracy:** 10%

**Damage:** 80

**Effect:** The accuracy of this attack increases by 10% every time its used, lasts the whole match.

- **Quick feet:**

**Description:** For 3 turns, prepares your raccoon for a 60% chance of avoiding a challenge card.

**Accuracy:** 100%

**Damage:** ---

**Effect:** For 3 turns, all challenge cards have a 70% accuracy. Except when you trigger them, which would give it a 100% accuracy.

# WIZARD CARDS

- **Confuse:**

**Description:** Make their attacks inaccurate.

**Accuracy:** 50%

**Damage:** ---

**Effect:** For 2 turns, make your opponent's attacks 30% less accurate.

- **Thunder:**

**Description:** Strike your opponent with a thundershock.

**Accuracy:** 60%

**Damage:** 80

**Effect:** Hit your opponent for 70 damage, that simple.

- **Decoy:**

**Description:** If the next attack deals damage, it deals zero damage. If it doesn't, your raccoon gets 30 damage.

**Accuracy:** 90%

**Damage:** ---

**Effect:** Avoids any damage for 1 turn, if there is no damage to be blocked, it receives 30 damage.

- **Invisibility:**

**Description:** For the next turn, avoid a challenge card.

**Accuracy:** 80%

**Damage:** ---

**Effect:** 100% chance of avoiding a challenge card in the next turn unless affected by a counter card.

- **Curse:**

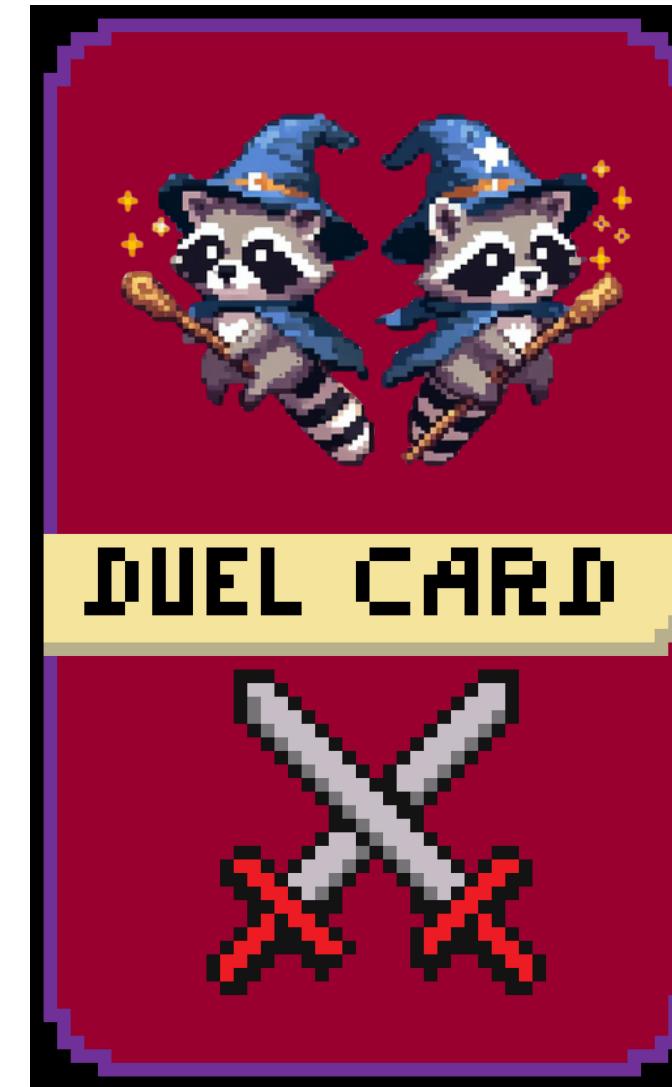
**Description:** Make the enemy lose 30HP for every non-damaging move they do. Lasts 8 turns.

**Accuracy:** 70%

**Damage:** 30 x N

**Effect:** Enemy gets 30 damage per non-damaging move they do. Lasts 8 turns. Does not include challenge cards.

# CARTAS DUELO



# GUNFIGHT



## ¿Qué es?

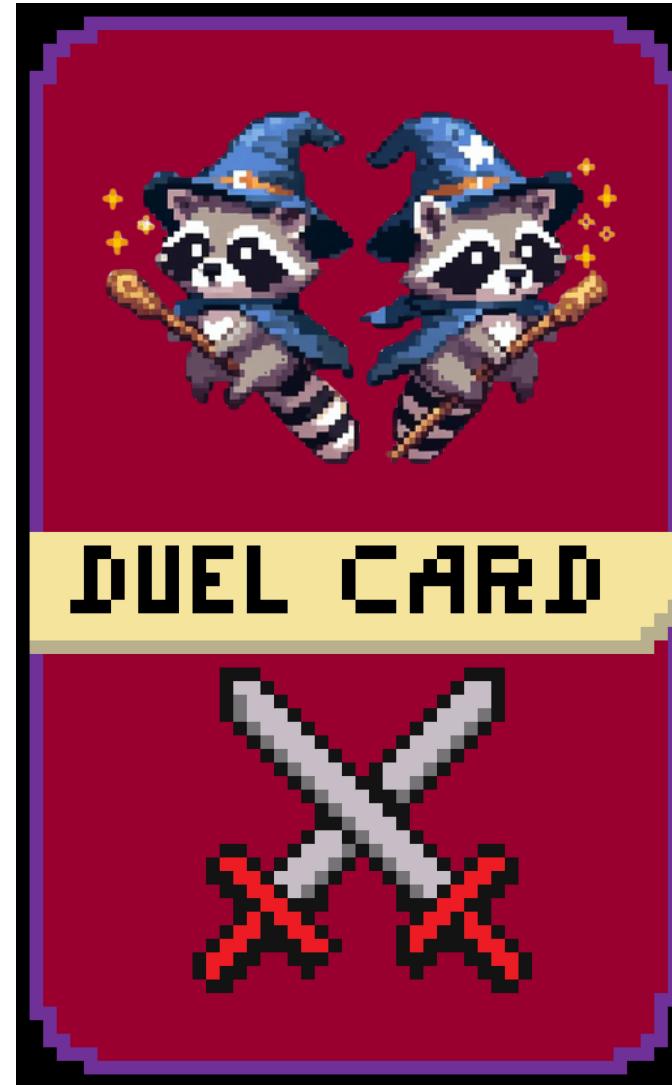
Es un minijuego con **top down view** donde los jugadores se enfrentarán en un **1v1**, estilo CS2D o Enter the Gungeon. Cada jugador tendrá su arma propia y su rate of fire y projectiles disparados dependerá de su **clase** y habilidades utilizadas en el juego.

El minijuego acaba cuando la vida de uno de los dos llegue a **0** o se **acabe el tiempo**, en el segundo caso, todos los ataques tendrán una efectividad de **x2** en el siguiente turno.

# GUNFIGHT MOODBOARD



# FLAPPY DUEL



## ¿Qué es?

Es un minijuego estilo **flappy bird** donde los dos jugadores se enfrentarán en una competencia de quién acumula más puntos volando. Estos se traducirán en daño al oponente.

El juego acaba cuando uno de los jugadores colisione con algún objeto del entorno.

# PARKOUR RACE



## ¿Qué es?

Es un minijuego estilo run and gun, donde el objetivo es llegar a una meta antes que el oponente, dependiendo de tu clase se te otorgarán habilidades para empujar al enemigo y evitar que llegue.

El juego se acaba una vez uno de los jugadores llegue a la meta, el tiempo se acabe o uno de los jugadores caiga fuera del mapa.