

Card Lore Framework Document

Card lore exists to emotionally support gameplay. It is designed to reinforce the player's decisionmaking experience by communicating intent, pressure, and consequence. Lore is short, presentfocused, and action-oriented. It does not explain history; it intensifies the moment of play.

This game's world is a competitive arena where every action is deliberate. Lore should feel tense, purposeful, and immediate. Each card's story must align with its gameplay role and evoke a clear emotional response in the player.

Standard Lore Template

Every card must follow the same three-part structure:

1. **Identity Line** — Defines what the unit represents in the arena
2. **Intent Line** — States the unit's objective or behavior in combat
3. **Impact Line** — Describes the emotional or tactical effect on the opponent

Emotional Hooks

Each card must focus on **one dominant emotion**, chosen from the following set:

- Urgency
- Pressure
- Confidence
- Risk
- Control
- Threat
- Panic

The emotional hook must align with the card's gameplay role.

Flavor Text Rules

Flavor text is a short, memorable line that reinforces emotion.

Structure Rules:

- Length: 8–14 words
- Written in present tense
- No names, dates, or locations
- Focus on action or consequence
- Arena-centric language only

Aesthetic Consistency Rules

To maintain world identity:

- No personal names
- No historical backstories
- No peaceful or passive language
- Avoid emotional softness or humor
- Use strong verbs over descriptive adjectives
- Lore must feel playable, not readable

Sample lore for 12 units

1. Fast Attacker

Emotional Hook: Urgency

Lore:

Enters the arena without hesitation.
Strikes before reactions can form. Punishes
every moment of delay.

Flavor Text:

The fight starts now.

2. Heavy Attacker

Emotional Hook: Confidence + Risk

Lore:

Moves forward with unstoppable weight.

Commits fully to every advance.

Rewards resolve, punishes doubt.

Flavor Text:

Momentum favors the committed.

3. Defender

Emotional Hook: Safety

Lore:

Holds position under constant pressure.

Stabilizes chaos through restraint. Punishes reckless aggression.

Flavor Text: *Stand*

firm.

4. Swarm Unit

Emotional Hook: Chaos

Lore:

Floods the arena in overwhelming numbers.

Distracts through constant movement. Wins when positioning collapses.

Flavor Text:

Too many to track.

5. Swarm Killer

Emotional Hook: Relief

Lore:

Cuts through numbers with precision.
Restores order through decisive action.
Punishes careless flooding.

Flavor Text:

Clear the field.

6.Support Unit

Emotional Hook: Control + Foresight

Lore:

Strengthens allies without direct conflict.
Builds advantage through coordination.
Punishes isolated play.

Flavor Text:

Victory is prepared, not rushed.

7.Pressure Builder

Emotional Hook: Growing Tension

Lore:

Gains strength through neglect.
Forces attention over time.
Becomes dangerous if ignored.

Flavor Text:

The threat grows quietly.

8.Punisher

Emotional Hook: Satisfaction

Lore:

Waits for a single mistake.
Transforms defense into sudden offense.
Rewards precise timing.

Flavor Text:

One error is enough.

9. Disruptor

Emotional Hook: Confusion

Lore:

Breaks rhythm and expectation.

Interrupts plans mid-execution.

Punishes predictability.

Flavor Text:

Nothing goes as planned.

10. High-Risk Unit

Emotional Hook: Anxiety + Excitement

Lore:

Offers overwhelming payoff at great cost.

Demands confidence and judgment.

Punishes hesitation and miscalculation.

Flavor Text:

All in.

11. Control Unit

Emotional Hook: Dominance

Lore:

Slows the match to its pace.

Dictates movement and timing. Punishes rushed decisions.

Flavor Text:

Play by my rules.

12. Finisher

Emotional Hook: Power

Lore:

Enters only when advantage is secured.

Converts pressure into conclusion. Ends
any chance of recovery.

Flavor Text: *End
it.*