

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, present-focused, 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.*