Card game design document

1. Game story background

In fable place of crisis "ridden with death", where all lives who dare to step in would be swallowed, an ancient folklore exists. It says that there are five types of fragments of five arcane hidden gems, which store the unlimited fierce power. The Explorer, Pirate and Wizard, who come from different parts of the world, claimed to find the uncharted legacy. Unfortunately, one of the three characters was killed at the very beginning, and only the other two have made it to the place. They see each other as enemies and the only way to defeat the other is to hold three gems out of five.

2. Game System and Objectives

Uncharted Legacy is a fantasy card game for 2 players. At the beginning of the game, each player randomly chooses one Character from card pile. (Pirate and Explorer have their own initial weapons but Wizard does have his own monsters to start with.)

Place 12 back-oriented cards on the table in two rows; the number in each row is 1, 2, 3, 4, 5, and 6 respectively. As the cards are flipped, the aligned cards create a conflict. The person who wins one conflict would obtain fragments from the pile of fragments.

The objective of the Uncharted Legacy is to win three gems out of five.

The game consists of 3 character cards with two for each one, 5 gem stones, 5 gem fragments with 4 for each type, 4 arcane fields with two for each type, 11 monsters, 16 weapons, 3 arcane spells with two for each type, and 2 potions. The total number of the game cards is 74.

1) Three different characters include Explorer, Wizard, and Pirate.

   Explorer has 20 defense points.

   Wizard is able to control monsters by giving up 5 points of attack or letting go.

   Pirate is able to plunder one weapon from his competitor.

2) Five different Gem Stones （Tesseract, Chaotic gemstone, Gem of flame, Soul stone, and Aether） are the ultimate weapons, which are the targets of collecting.

3) Five kinds of gem fragments are used to conjure their corresponding gems.

4) Arcane fields, including Wraith Field, Icy Field, Heat of The Ocean, and Space Blockade, are used to influence the battle and to turn the battle over.

5) Monsters are Wizards' weapon, but nightmares for Explorer and Pirate, unless Explorer and Pirate can control monsters and turn them to their own weapons. There are three kinds of monsters: 3

Treants, 3 Fiery Dragons, and 5 Zombies. Each skull on the monster card equal 5 points of attack.

6) Game Props include 16 weapons, 6 spells, and 2 potions.

Weapons, which are used for attack, include 4 Swords of Flame (20 points of attack), 4 Ghost Axes (5 points of attack, 10 points when attacking monster), 8 Ancient Swords (5 points of attack and could be used to exchange Sword of Flame by cooperation with fragment of inferno).

The three Arcane Spells, namely Out-Of-Body, Thunder, and Defender, are the ways of attack besides using weapons. With them, characters can gain power to turn the battle over.

Potion has 10 points of defense; Potion cannot be used to attack itself, unless a player attacks at the same time in a round.

3. Game rules

1) The same cards have the power to nullify one another.

2) The winner of each fight would use the difference of strengths divided by 5 and take that number of fragments from the pile of fragments.

3) When only six cards are left on the table, new back-oriented cards would fill the gaps.

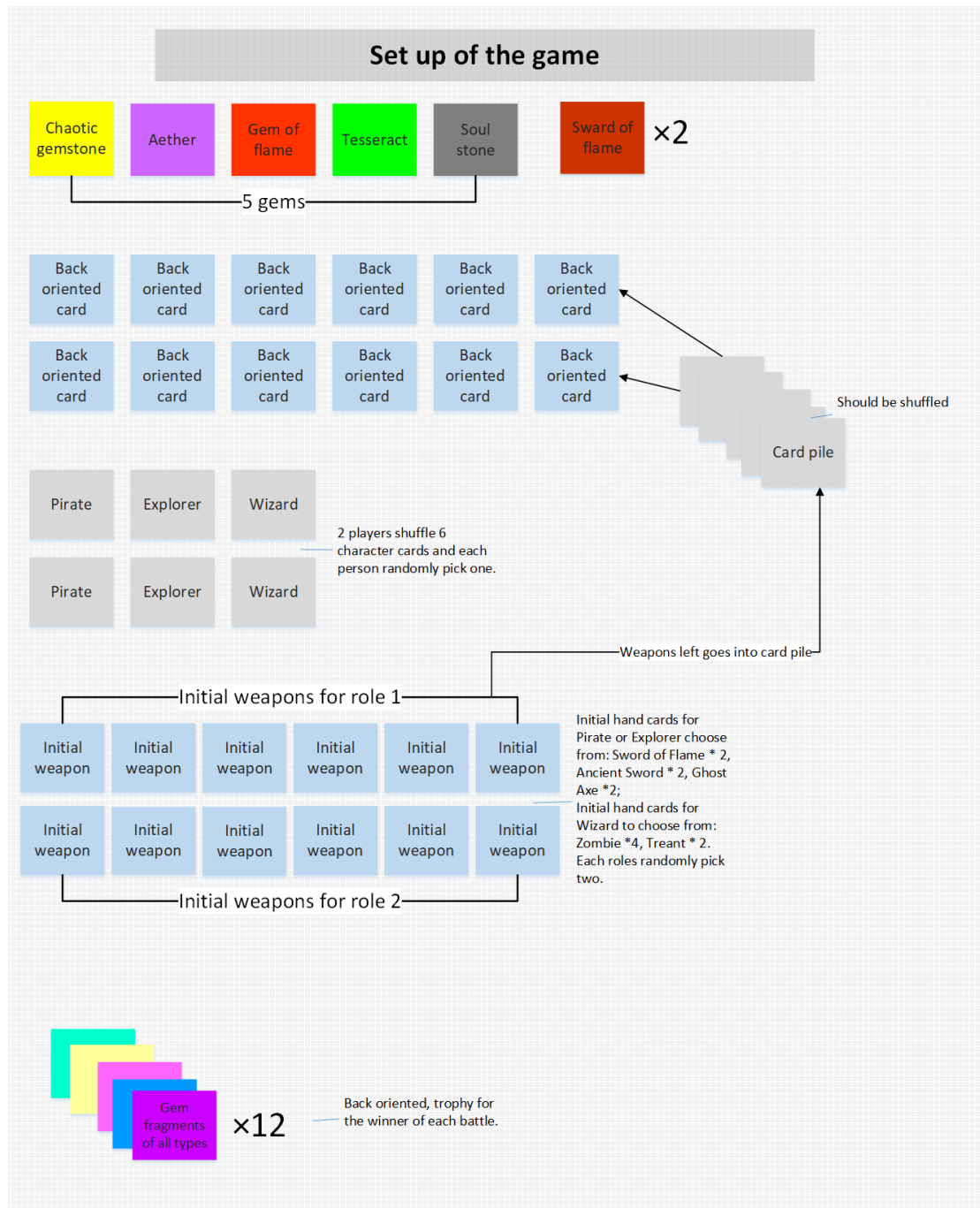4) The player who has 3 gems out of 5 would win the game and capture the relic. If not, a draw would be the result.

5) After all the cards are distributed, an inevitable battle would be activated.

6) Pirate and Explore have to defeat monsters once they have encountered, followed by battle with rivalry (possibly). Wizard must give up 5 points in order to domesticate monsters, or it can give up the card, which means no need to fight.

7) Explorer: she has two potions with her before entering battle, each with 10 points of defense.

8) Pirate: he has the ability to plunder one weapon from his opponent (weapon only)

9) Wizard: he has to give up 5 points each time he finds a monster (not including initiative weapons) in order to domesticate monsters.

10) When two players are fighting, always calculate sum of points of attack and points of defense. Spells are instantaneous attacks.

11) Use 3 same types of fragments to conjure corresponding gemstones and first come first serve. Moreover, soul stone could only be obtained by giving up 30 points of attack.

12) Special case: if there is no card left in the card pile but no one gather 3 gem stones, an inevitable battle would be activated.

4. Game Setup

1) Place 5 gem stones on the side of the desk (Tesseract, Gem of

flame, Aether, Chaotic gemstone, and soul stone, which cannot stay inside the card pile).

2) Prepare the cards pile of 12 fragments (they are trophy for the winner of the battles) and make sure they are in random order.

3) Prepare initiative hand cards (Out-Of-Body *1 for Pirate and Explorer). Explorer and Pirate would select 2 out of 6 cards from their initiative weapon piles (Ancient Sword*2, Ghost axe*2 and Sword of Flame*2). Wizard would select two out of 6 cards from monster piles (Treant*2 and Zombie*4)

4) Set two of Swords of Flame beside. They could be obtained by composing inferno fragments and ancient sword.

5) Players randomly pick up a character card from the pile. Secondly, shuffle the rest of the card pile.

6) Place 12 back-oriented cards on the table in two rows. In each row, the cards are numbered 1, 2, 3, 4, 5 and 6 respectively. If the cards flipped are lined up in a turn, then the conflict will start. The person who wins the conflict would take fragments from the fragment card pile as trophy. New cards will fill the gaps if only 6 cards are left on the table.

Set up of the game

| Chaotic gemstone | Aether | Gem of flame | Tesseract | Soul stone | Sward of flame ×2 |

└────────── 5 gems ──────────┘

| Back oriented card | Back oriented card | Back oriented card | Back oriented card | Back oriented card | Back oriented card |

| Back oriented card | Back oriented card | Back oriented card | Back oriented card | Back oriented card | Back oriented card |

Should be shuffled

Card pile

| Pirate | Explorer | Wizard |
| Pirate | Explorer | Wizard |

2 players shuffle 6 character cards and each person randomly pick one.

Weapons left goes into card pile

└────────── Initial weapons for role 1 ──────────┘

| Initial weapon | Initial weapon | Initial weapon | Initial weapon | Initial weapon | Initial weapon |

| Initial weapon | Initial weapon | Initial weapon | Initial weapon | Initial weapon | Initial weapon |

└────────── Initial weapons for role 2 ──────────┘

Initial hand cards for Pirate or Explorer choose from: Sword of Flame * 2, Ancient Sword * 2, Ghost Axe *2;

Initial hand cards for Wizard to choose from: Zombie *4, Treant * 2. Each roles randomly pick two.

Gem fragments of all types ×12

Back oriented, trophy for the winner of each battle.

5. Difference of the three versions of the "Uncharted Legacy Game"

There are three versions of the "Uncharted Legacy" game.

The first version is a dice game based on a map of uncharted legacy.
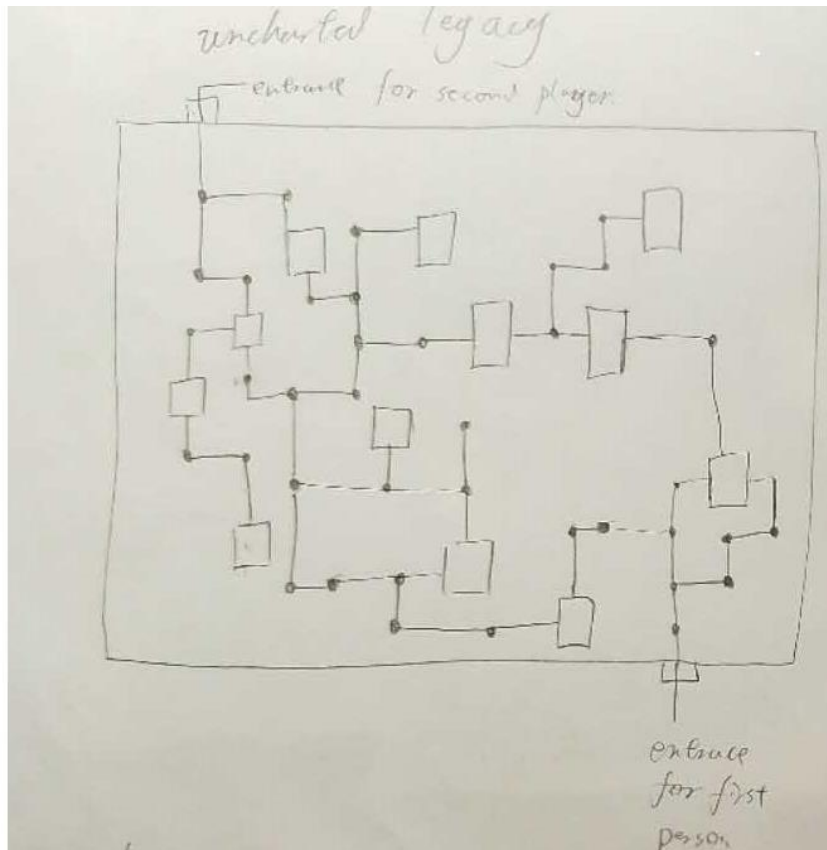
Game objective: Find 3 gems out of five

How to begin: Each player chooses his/her initial weapons and starts from either side of the map.

Play the dice game and that number respects the number of steps to begin with.

If your spot you end up is a back-oriented card, then it goes into your hand directly, unless it is a monster and you have to defeat it. If you are killed by the monster, you would lose everything you have. But you can still come back later to defeat it.

Whoever get 3 gems wins the battle.

Second version: without the map

No dice game, because it costs too much time and there is no strategy at all.

Compared with Version 2, Version 3 has the following modifications:

Change the heart of ocean from "to set the seal on 3 monsters" to "to set the seal on 1 monster".

Add "turns" in each battle you have in a game. That gives the card game more possibilities and makes it more interesting to play. Especially for the person who has lower points of attack or defense, he/she can have a chance to have fragments.

Add the fragments pile (all types of fragments, 12 of them in total)

Add the rule of that: same type of card could nullify one other.

Change "Ancient Sword" to five points of attack.

Delete the special abilities of different types of fragments and make each type of fragments have 5 points of attack.

Change the points to defeat pit lord from 25 to 30.

"Tesseract" would apply 5 points of defense.

There would be no escaping battle anymore.

"Gem of flame" cannot burn monsters anymore.

"Chaotic stone" could only draw 1 card from the card pile when new cards fill in the gaps.

"Pirate" could only plunder the weapon once.

"Explorer" would only have 2×10 points of defense.

"Wizard" has to give up 5 points of attack in order to domesticate monsters.