

Assignment 2 - Serious Game

I. Game Synopsis

Nucleic Evolution is a fast-paced game involving both skill and luck, knowledge, strategy and bluff.

Each player selects cards in order to establish their combat zones before engaging in confrontation.

It is composed of multiple decks of cards and can be played from 2 to 3 players.

II. Game components and details

- The images on the cards are produced using AI
- Each card has a specific utility
- Unit cards have values that greatly influence the final confrontation

III. Rules

The goal of this game is to accumulate the most amount of resources among players. This is done by combining unit resources within a zone to have more than your opponent's in their opposing zone. From there, cards are eliminated... A fight is won through the combat of values, the player with the most combat wins the zone. The zones that are won give the winning player all remaining resources. At the end of the combat, the player with the most resources wins the game.

The game is made of 6 phases :

- phase 1 : Land (*yellow* cards are drawn) - 3 draws
- phase 2 : Unit (*blue* cards are drawn) - 3 draws
- phase 3 : Power Up (*purple* cards are drawn) - 3 draws
- phase 4 : Civilization (*red* cards are drawn) - 2 draws
- phase 5 : Confrontation
- phase 6 : Result

Simplified rules (casual format) :

- > draw three hidden
- > chose one place face down
- > pass other 2 to opponent who does the same
- > then they do same thing but they start repeat until 3 lands 3 units in each lane for both players and 3 power ups for each player in any lane
- > then same principle for civilization cards but only twice and they're used immediately >Combat where stronger unit wins, lane by lane, starting with the first

Casual format - Starting The Game

Set up :

The Game starts by deciding the first player, this can be done by rolling a dice. The winning player proceeds to start the first phase.

First player - The player going first

Second player - The player going second

Both players decide on **3 factions** to play (for example, ancients, androids and dragons)

To these 3 factions, will be added the cards with the **Basic** card type.

ALL these cards will be separated into **4** distinct piles, based on their types (color backs), then shuffled individually and placed on the side.

The Game Board :



Zone 1

Zone 2

Zone 3

1. Land Phase

First player draws 3 cards from the **yellow** pile (without showing them to other players) and secretly picks one card to keep and place in one of their 3 zones, which **does not** already have one of their **yellow** cards, face down in front of them.

Second player does the same with one of the two remaining cards and discards the remaining card face down to a discard pile.

This process is repeated **3** times, each time changing the player drawing 3 cards.



Notes :

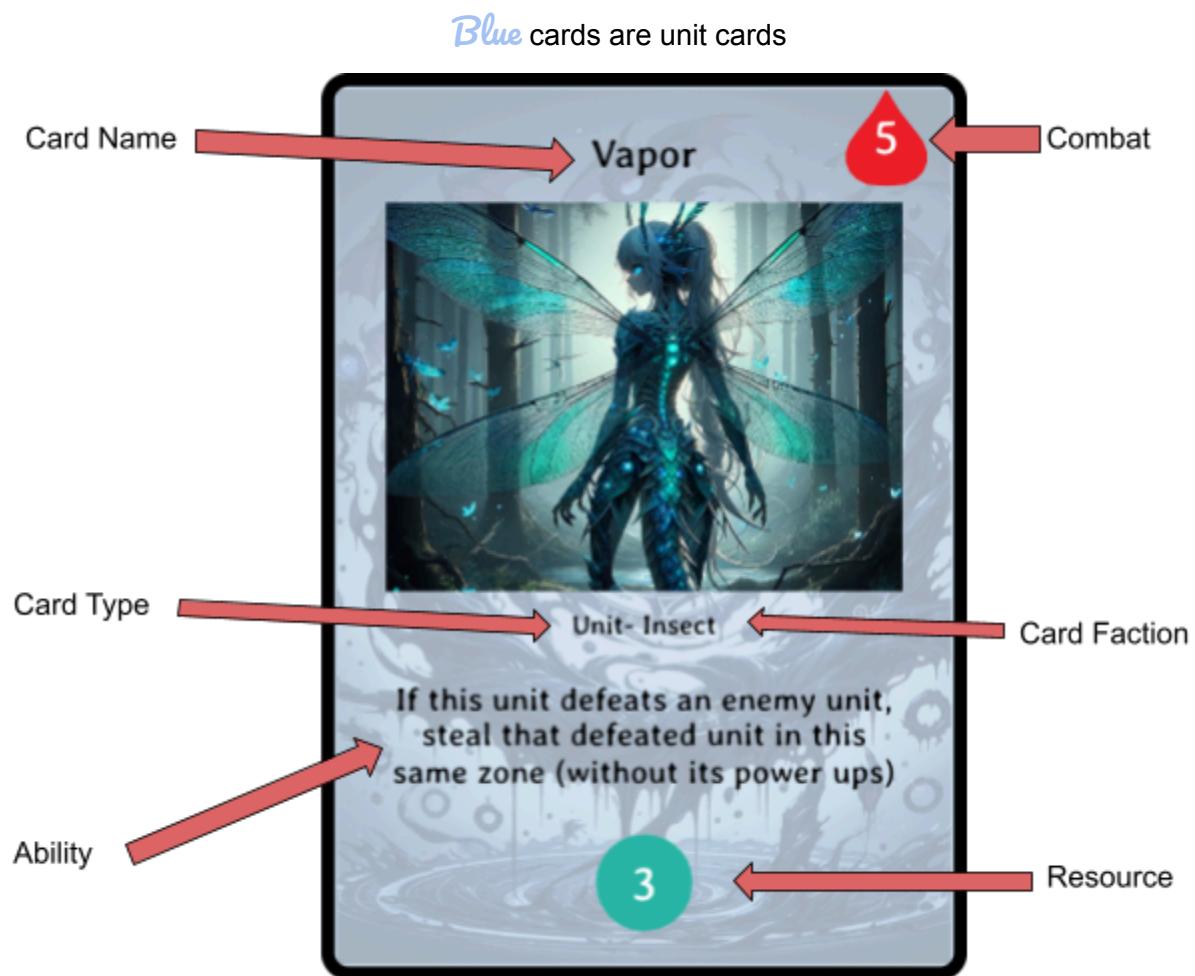
- Do not mix the cards in zones with your opponent's
- Players may not move cards after they are placed face down, except with an ability
- Players may look at their own face down cards at any given moment
- **NEW!** Both Players should have 3 **yellow** cards face down and should have one in each zone at the end of this phase

2. Unit Phase

Second player player draws 3 cards from the *blue* pile (without showing them to other players) and secretly picks one card to keep and place in one of their 3 zones, which **does not** already have one of their *blue* cards, face down in front of them.

First player does the same with one of the two remaining cards and discards the remaining card face down to a discard pile.

This process is repeated **3** times, each time changing the player drawing 3 cards.



Notes :

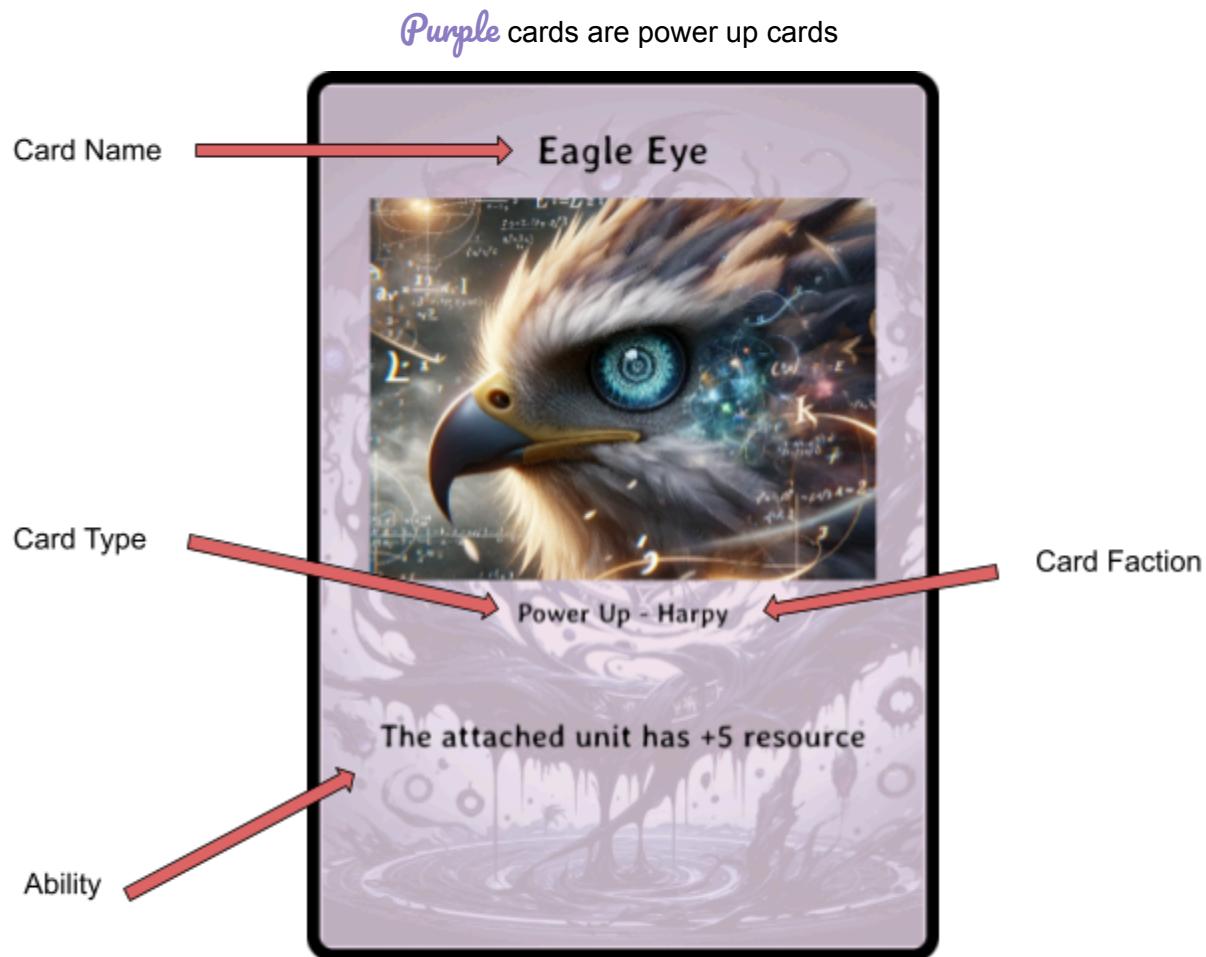
- Do not mix the cards in zones with your opponent's
- Players may not move cards after they are placed face down, except with an ability
- Players may look at their own face down cards at any given moment
- **NEW!** Both Players should have 3 *yellow* cards and 3 *blue* cards face down and should have one of each color in each zone at the end of this phase

3. Power Up Phase

First player player draws 3 cards from the *purple* pile (without showing them to other players) and secretly picks one card to keep and place in one of their 3 zones face down in front of them, which **can** already have one of their *purple* cards, attaching it to one of their *blue* cards.

Second player does the same with one of the two remaining cards and discards the remaining card face down to a discard pile.

This process is repeated **3** times, each time changing the player drawing 3 cards.



Notes :

- Do not mix the cards in zones with your opponent's
- Players may not move cards after they are placed face down, except with an ability
- Players may look at their own face down cards at any given moment
- **NEW!** Both Players should have 3 **yellow** cards and 3 **blue** cards face down per zone and should have 3 **purple** cards face down in any zone at the end of this phase

4. Civilization Phase

Second player player draws 3 cards from the **red** pile, which can be shown to both players, picks one and applies the ability on the card right away. If the card cannot be played, they simply do use it without applying its ability and pass their turn.

First player does the same with one of the two remaining cards and discards the remaining card to a discard pile.

This process is repeated **2** times, changing the player drawing 3 cards.

Red cards are Civilization cards



Notes :

- Do not mix the cards in zones with your opponent's
- Players may not move cards after they are placed face down, except with an ability
- Players may look at their own face down cards at any given moment
- Both Players should have 3 **yellow** cards and 3 **blue** cards face down per zone and should have 3 **purple** cards face down in any zone at the end of this phase
- **NEW!** Players may keep **red** cards face up in front of them if they affect the confrontation phase (example, adding combat to units), otherwise they may discard them to a discard pile
- **NEW!** These first four phases constitute the core aspect of this game, the key is providing a strong combination of these cards and deducting the cards in your opponent's possession
- "Play as a land" cards are not treated as land cards themselves (they cannot be swapped with lands")

5. Confrontation Phase

Players flip face up ALL cards in **Zone 1**. They then proceed to read all the abilities in that zone.

-> This is the moment when **Before confrontation** effects apply. Units use these abilities before taking into account ANY land, civilization and power up abilities (for instance nullification abilities).

Then both players compute their unit's combat, taking into account unit abilities, land abilities in this zone, as well as power up and civilization cards.

The player with the unit with the highest combat wins that zone. The opposing unit is then defeated and is sent to a discard pile as well as any power ups attached to it.

-> This is the moment when **If this unit defeats an opponent's unit** abilities apply. Units use these abilities, then power ups, then lands and finally civilization cards.

-> This is the moment when **If this unit is defeated** abilities apply. Units use these abilities, then power ups, then lands and finally civilization cards.

The Player with the winning unit may move the **land** card to his side in that same zone as it now belongs to them.

This process is repeated for **Zone 2**, then for **Zone 3**.

Notes :

- ALL abilities of cards of the same type with the same timing apply simultaneously for both players
- Resource and combat values can be negative (fall below 0)
- If both players have the same combat values, both units remain in the zone but the lands are sent to a discard pile instead (none of the units is considered as being defeated)
- "Raw" is a keyword which means the printed number on the card, ignoring modifiers
- The "nullify" keyword removes the ability of the card it concerns, if it specifies while it is "active", it does not nullify "if this unit is defeated" abilities
- Units of multiple types do not count towards "non-insect" abilities if one of their types is insect. They do however count for "insect" abilities if one of their types is insect (insect as an example, could be any type).

As a Summary for Ability priority order : units are always in priority over other cards. Then come power ups, lands and finally civilization cards.

6. Resolution Phase

The resolution phase is simply each player adding up their resource, for the cards that are still left on the board after the confrontation. They should take into account unit abilities, land abilities, power up abilities and civilization abilities.

Only units and lands have resource values, however these can be modified.

Notes :

- The last two phases are simply the resolution of this process, with a reveal, a battle and counting resources. They should not involve any decision-making.

Competitive format - differences

Set up :

Notable differences : both players have their own decks, at least 10 cards per phase deck (max 20), two unit types (ex : insects and dragons) and up to 1 dual unit bridging those types.

During phases - differences

The starting player **Reveals** to both players the top 3 cards, then picks one (which is hidden from the other player), plays it face down in one of their zones, and discards the rest face down. The second player does the exact same with their own deck.

Other key differences

The games are a best of 2. Meaning 2 to 3 rounds are necessary to declare a winner. Also, in between these rounds, players are allowed to interchange some of their cards with others which would fend off better against some specific opponents. These constitute the side deck.

- Only 5 side deck cards are permitted per game

To note :

- One single competitive deck can be used to play with up to 3 players in the casual variant!

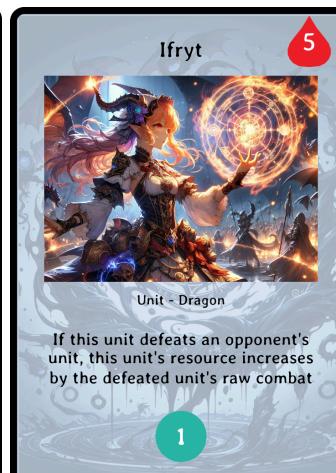
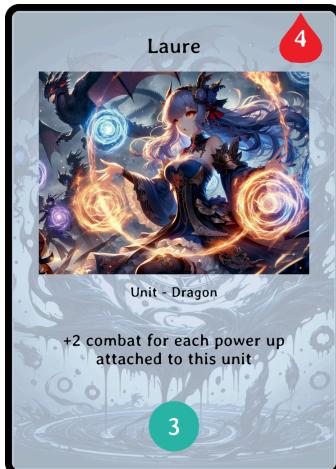
Insects

<p>Mantis 4</p>  <p>Unit - Insect</p> <p>Before confrontation, change this ability to another unit's ability in this zone (cannot copy abilities used before confrontation)</p> <p>3</p>	<p>Vapor 5</p>  <p>Unit - Insect</p> <p>If this unit defeats an opponent's unit, steal that defeated unit in this same zone (without its power ups)</p> <p>3</p>	<p>Stinger 3</p>  <p>Unit - Insect</p> <p>Nullify ALL abilities of opposing units in this zone while this unit is active</p> <p>4</p>
<p>Centurion 7</p>  <p>Unit - Insect</p> <p>Before confrontation, if an opponent's unit in this zone has higher raw resource, swap this unit's raw resource and combat</p> <p>2</p>	<p>Nommad 2</p>  <p>Unit - Insect</p> <p>Before confrontation, steal a power up attached to another unit in this zone and attach it to this unit</p> <p>3</p>	<p>Antique 4</p>  <p>Unit - Insect</p> <p>Before confrontation, nullify all land abilities in this zone while this unit is active</p> <p>5</p>
<p>Awakening</p>  <p>Power Up - Insect</p> <p>+2 combat</p> <p>Land abilities which affect the combat and resources of the attached unit are applied an additional time</p>	<p>World Tree</p>  <p>Land - Insect</p> <p>-4 resource to ALL non-insects here</p> <p>11</p>	<p>Swarm</p>  <p>Civilization - Insect</p> <p>+2 combat and -4 resource to ALL of your units</p>

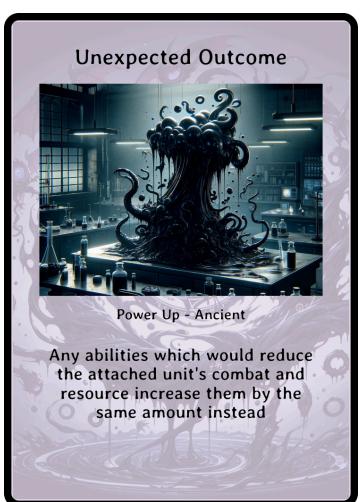
Angels



Dragons



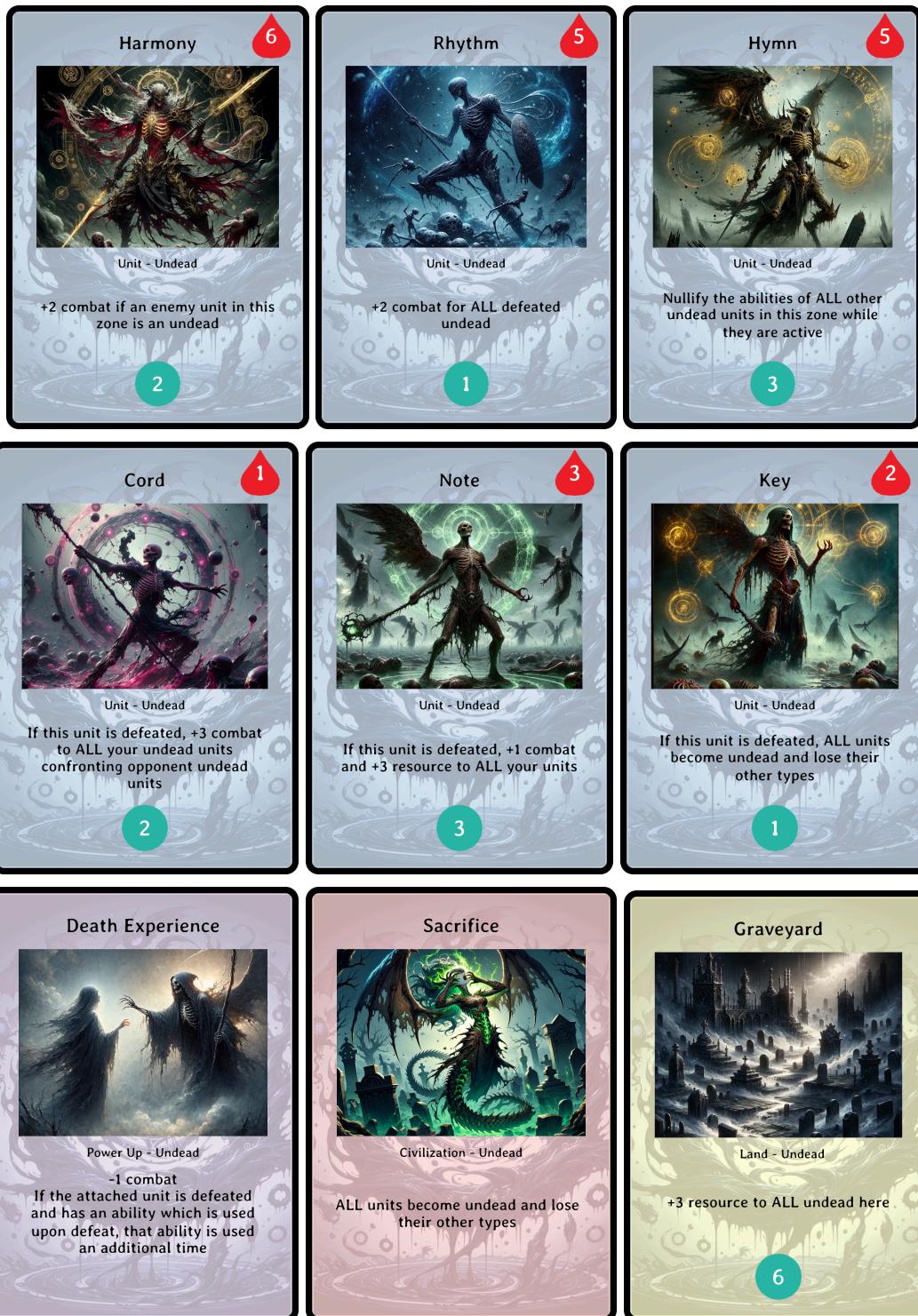
Ancients



Harpies



Undeads



Androids



Formats

- Casual (2-3 players): game consists of 4 decks, at least 10 phase cards for each deck (land, unit, power up and civilization). Players may play any cards
- Competitive (2 players): both players compose their deck with at least 10 phase cards per deck (up to 20). There must be only two tribes (and basic cards) in decks
- In all formats, only 1 copy of each card per deck is allowed
- The dual-typed units must bridge the tribes accordingly

Abandoned idea :

- After this process is completed, and before proceeding to the next phase, an Event happens.
- An Event affects all players and can be beneficial or tragic. The event which happens upon entering the conflict phase is fixed and will be explained at a later date.

Disclaimer :

This game concept is entirely original, some game elements might be similar to the Hearthstone Arena system, Smash-Up!, Marvel Snap or even Yu-Gi-Oh!, however the game is not plagiarizing any of these games and similarities were not considered while developing this game.

Entirely created by Dorian Ellwyn Wolff, report written the 12th of march 2024 after completion of version 2.0