Liches

Design document

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# Player

**The Player** is anyone, who plays Liches, including you! Player has several levels of control over the game and two sets of resources.

While not in a match you can browse game menus, change global game settings, create and destroy cards and decks. Creating and destroying cards will add or remove your in-game currency **– Aether**. Aether can also be earned by completing competitive matches, no matter the result.

During the match players have the following set of resources:

[Health](#_Health_pool);

[Mana](#_Mana);

[Defence](#_Defence);

[Attack](#_Attack);

[Spell power](#_Spell_power);

[Active effects](#_Active_effects);

[Remaining cards](#_Remaining_cards);

[Remaining turn time](#_Remaining_turn_time);

[Dominance and Power Balance](#_Dominance_and_power).

## Health pool

**icon required**. **Health** is one of the primary resources, because when it reaches 0 the player loses. This resource is closely tied with [Win conditions](#_Win_conditions).

Each player starts the game with 20 health. Your health pool can be **Overhealed** for up to 30 health. 30 health is the maximum amount of health.

When a player has 5 health or less, they receive **Verge of Death** status. This status can affect and synergize with different cards.

**Table 1.** Health indicator colours

| **Colour type** | **Verge of Death**  **5-** | **Normal HP**  **6-20** | **Overheal**  **21+** |
| --- | --- | --- | --- |
| **Hex** | - | - | - |
| **RGB** | - | - | - |
| **HSV** | - | - | - |

## Mana

**icon required**. **Mana** is the resource used to play the cards. If a card costs more mana than you currently have, you will not be able to play it. Mana can’t be less than 0.

Mana gain and distribution is closely tied with [Turn-mechanics](#_Turns).

## Defence

**icon required**. **Defence** is used to lower the incoming damage. If your defence is more than 0, it will be subtracted from the opponent’s damage.

***NOTE****: the spell cards with direct magic damage, such as* ***Magic Orb****, ignore the opponent’s defence*.

Defence is closely tied with players’ [Attack and defence stage](#_Attack_and_defence).

Each player starts the game with 0 defence. Defence can’t be less than 0.

## Attack

**icon required**. **Attack** is used to bring your opponent’s health down to 0. This resource is closely tied with players’ [Attack and defence stage](#_Attack_and_defence).

Each player starts the game with 0 attack. Attack can’t be less than 0.

## Spell power

**icon required**. **Spell power** directly affects the damage that your spell cards deal, for example:

*Your.SP = 1*

*Deal 2 (+1) damage to your opponents*

Each player starts the game with 0 spell power. Spell power can’t be less than 0.

## Active effects

**icon required**. The number of your **active effects** depends on the cards that you play. Also the number of effects can affect and synergize with different cards.

Each player starts the game with 0 active effects. The number of active effects can’t be less than 0.

## Remaining cards

**icon required**. The **number of cards remaining in your deck** is one of the primary resources, because when it reaches 0 the player loses. This resource is closely tied with [Win conditions](#_Win_conditions).

Each player starts the game with a full deck of 20 cards.

## Remaining turn time

**icon required**. **Remaining turn time** is the indicator between the player stats and the card area. Once the turn starts it will constantly decrease. When the indicator disappears, the turn will end. This resource is closely tied with [Turn-mechanics](#_Turns).

## Dominance and Power Balance

**icon required**. **Dominance and Power Balance** are the indicators in the card area, used to show the number of cards of certain factions that were played during the match. To learn more about this synergy, read the [**Dominance**](#_Dominance) keyword description.

# Cards

**A Card** represents various gameplay advantages and/or drawbacks, which you or your opponent will receive upon playing it. On a card you can see its **Name**, **Effect**, [**Rarity**](#_Rarity), number of turns it affects, [**Card Origin**](#_Card_Origin) and the amount of mana needed to play the card.

**screenshot required**

**Screenshot 1.** Card examples

Cards usually modify one or several of your resources, e.g. give bonus attack or heal you. Some cards introduce synergetic mechanics into the match by using [**Keywords**](#_Keywords) in their effect description.

## Rarity

**Rarity** shows how rare a card is compared to others. There are **Common**, **Rare**, **Epic** and **Legendary** cards. Rarity affects the card’s creation and destruction costs as well as its drop chance after a victory.

**Table 2.** Card rarity specifications

| **Rarity** | **Creation cost** | **Destruction cost** | **Victory reward chance** | **Number of copies in deck** |
| --- | --- | --- | --- | --- |
| **Common** | 40 | 5 | 75% | 2 |
| **Rare** | 100 | 20 | 15% | 2 |
| **Epic** | 400 | 50 | 8% | 2 |
| **Legendary** | 1000 | 200 | 2% | 1 |

**screenshot required**

**Screenshot 2.** Cards of different rarity

Card rarity is also important during deckbuilding. Cards of any rarity, except Legendary can have 2 copies in a deck. Legendary cards can only have 1 copy in a deck.

## Card Origin

**Card Origin** shows whether it is a Creature or a Spell, allowing different kinds of synergies for each type.

Creatures usually play towards improving your resources and/or accumulation of keywords, whereas spells are capable of dealing damage, ignoring opponents armour, and are affected by [Spell power](#_Spell_power).

## Keywords

**Keywords** are used to describe special gameplay mechanics in a single word or expression.

### Dominance

In Liches some Creature cards belong to certain factions. Every time you play a faction card, a global counter of that faction increases.

The **Light** and **Dark** factions act as the scales. If there are more Light cards played at any given point in match, the situation is called **Light Dominance**. If there are more cards from the Dark faction, it’s **Dark Dominance**.

If the amount of Light and Dark cards played is equal, it’s called **Power Balance**.

***NOTE****: if neither of players have played Light or Dark faction cards (both counters are at 0), Power Balance synergies will not activate*.

It is possible to have negative value in your faction counter. During the match players can see the Power Balance on a special [indicator](#_Dominance_and_power).

### Discard

**Discard** describes the action of removing a card from a player’s hand and/or deck for the entirety of the match.

### Overheal

**Overheal** is a special status that a player gets by having more than 20 health.

### Verge of Death

**Verge of Death** is a special status that a player gets by having 5 or less health.

# Library

***NOTE****: players can’t create more than 2 copies of each card (or 1 copy of each Legendary).*

# Decks

**Decks** consist of 20 cards. Players can have up to 2 copies of each card (or 1 copy of each Legendary) in their deck.

The list of cards in deck is sorted by mana in ascending order and duplicates **are** shown.

# Aether

The in-game currency – **Aether** – is used to create cards. Players gain Aether when they [destroy their cards](#_Rarity) or as a [match reward](#_Match_rewards).

# Board

[Turns](#_Turns)

[Card draw and fatigue](#_Card_draw_and)

[Attack and defence stage](#_Attack_and_defence)

[Win conditions](#_Win_conditions)

[Match rewards](#_Match_rewards)

**The Board** is where all the gameplay in Liches happens. The Board layout includes information about stats for each player, **End Turn** button, **Turn Timer**, **Power Balance** indicators, card area, where all the cards are placed every turn, **Match Timer** and **Menu** button.

**screenshot required**

**Screenshot 3.** Board layout

## Turns

**Turn** is a set amount of time, during which a player has to play their cards. You can see your remaining time on the [Turn Timer](#_Remaining_turn_time). If the player has already played all their cards or has no mana to play more cards, they can end their turn by pressing **End Turn** button.

The first turn of the game always belongs to Player-1 (on the left side of the Board). Player-1 gains 1 mana during this turn and 1 mana with their consecutive turns, until they have 10 mana total. To balance out the first turn advantage Player-2 starts the game with 2 mana on their first turn, but doesn’t gain 1 mana on the second turn.

When a player reaches 10 mana, they no longer gain mana.

**Table 3.** Turn-based mana distribution

| **Turn** | **Player-1 mana** | **Player-2 mana** |
| --- | --- | --- |
| **1** | 1 | 2 |
| **2** | 2 | 2 |
| **3** | 3 | 3 |
| **4** | 4 | 4 |
| **5** | 5 | 5 |
| **6** | 6 | 6 |
| **7** | 7 | 7 |
| **8** | 8 | 8 |
| **9** | 9 | 9 |
| **10** | 10 | 10 |
| **11+** | 10 | 10 |

## Card draw and fatigue

Every turn 4 random cards are drawn from the player’s deck and displayed on the Board. When the turn ends and the player has played their cards, the remaining cards are shuffled back into the deck.

***NOTE****: if the player has 4 or less cards left in their deck, they only draw 1 card every turn*.

In order to prevent endless matches the following measures are in effect:

* If at turn 15+ the player has 15 or more cards in his deck, they take 5 damage at the start of their turn.
* At turn 25+ each player starts taking 5 damage every turn.

***NOTE****: exact values are subject to change, but these are the initial ones.*

## Attack and defence stage

At the end of every turn both players enter **Attack and defence stage**. During this stage the players deal damage to each other, depending on their current stats. The following formulas lie at the base of this interaction:

*Opponent.HP -= Your.ATK - Opponent.DEF*

*Your.HP -= Opponent.ATK - Your.DEF*

***NOTE****: the spell cards with direct magic damage, such as* ***Magic Orb****, act during player’s turn instead*.

## Win conditions

The primary goal of Liches is to face other players in competitive matches. There are different ways to win or lose a match so beware:

* If a player reaches 0 health, they lose the match.
* If a player has ran out of cards in their deck, they lose the match.
* Some cards and card combinations provide alternative win conditions.

## Match rewards

At the end of the match both players receive a reward, depending on whether they have won or lost.

Losing player gets a set amount of Aether. Winning player receives 4 times that amount, plus a random common or rare card.

***NOTE****: if the player already has a maximum amount of copies of that card, they automatically receive its destruction value.*

**Table 4.** Match rewards

| **Player** | **Aether** | **Common card** | **Rare card** |
| --- | --- | --- | --- |
| **Winner** | 20 | 80% | 20% |
| **Loser** | 5 | 0% | 0% |