MOMENT RIVALS

Turn your collection into competition

SECTION 1: GAME OVERVIEW

- **Title:** Moment Rivals
- **Genre:** Competitive Trading Card Game (TCG)
- **Platform:** Browser-first, mobile-optimized
- **Target Audience:** Top Shot collectors, NFT gamers, sports fans
- **Comparable:** *Marvel Snap* meets *Top Shot Fast Break*

Core Thesis

You're the coach. Your cards are your plays.

Build a deck of real NBA Top Shot Moments, gear up your squad,
and outscore your rival over 4 quarters of tension-fueled gameplay.

- Play Moments to score. Counter with defense.
- Stack momentum to unleash legendary highlights.
- Craft your playbook. Pump fake your rival.
- Can you own the court and master the moment?

Game Goals

- **Quickfire Matches** – 3–5 minutes, high replayability
- **Strategic Depth** – bluffing, timing, comeback mechanics
- **Collector Utility** – real Top Shot NFTs become weapons
- **Basketball Energy** – momentum, quarters, buzzer-beaters

What Makes It Original

- Based entirely on the **language and rhythm of basketball**
- **MP = Momentum Points**: a true energy + tempo system
- Decks built from actual NBA history via Top Shot Moments
- Comebacks, quarter play, pump fakes, and power moves
- No reskins. No clones. 100% Moment Rivals.

⬛ SECTION 2: GAMEPLAY LOOP + STRUCTURE

⬛ Match Format

- **1 Game = 4 Quarters (aka Zones or Lanes)**
- **Each Quarter = 3 Turns (aka Possessions)**
- **Each Turn = Both players secretly play cards**
- Cards are played face-down, revealed per flow below

⬛ Turn & Reveal Structure (Finalized)

Turn	Draw	PlayPhase	RevealTiming
1	+1 Card	Spend MP, play cards	**⬛Revealed immediately after both lock in**
2	+1 Card	Spend MP, play cards	⬛Hidden
3	+1 Card	Spend MP, play cards	**⬛Reveal Turn 2+3 together**

- All plays are hidden until reveal — **no pre-view advantage**
- Bluff, bait, and build tension through the quarter
- One quarter = a full basketball arc

⬛ Momentum (MP) System

- **MP = Momentum Points**, used to play **all cards**
- MP is gained every turn
- **Unused MP carries over** between turns/quarters (up to a cap)
- Players can "pass" to gain **bonus MP** and stack for big plays

⬛ MP Flow Chart

Phase	MPGained	PassBonus	Notes
Game Start	+3	—	Starting base MP
Turn 1	+1	+1 (ifpassed)	
Turn 2	+1	+1 (ifpassed)	
Turn 3	+1	+⬛	No pass bonus
End of Q	—	—	MP carries in to next qtr

Strategic Notes:

- Passing lets you store MP for bigger plays later
- Rare/Legendary cards cost more MP → require build-up
- Comeback Bonus: trailing players may get bonus MP between quarters

  (tuned in balance phase)

⬜ Power Curve (Typical MP Costs)

Card Type	MP Cost	Range
Common Moment	1–2 MP	
Rare Moment	3–4 MP	
Legendary Moment	5–6 MP	
Gear Cards	1–2 MP	
Facility Cards (ranked only)	2–3 MP	

⬜ Quarter Scoring Rules (Updated)

- Each *successful offensive play* = adds PTS (score)
- Each *successful defensive stop* = also adds PTS (score)
- Score is based on **Power (PWR)** comparison per turn
- Defense subtracts or cancels offense PWR — if **net result favors defense**, they score
- At end of each quarter → **tally total PTS** from all 3 turns
- After Q4 → **player with highest total score wins**

⬜ Win Conditions

- Victory = First to win 3 quarters
- If tied → enter **Clutch Time**

⬜ Clutch Time (Overtime Rules)

- Each player auto-plays **top 3 remaining Moment cards**
- Can add **1 Gear card from hand**
- All 3 turns play out → winner = highest combined **PWR** total
- Clutch Time = sudden-death showdown
- **Every tied game ends like a buzzer-beater**

⬚ SECTION 3: CARD SYSTEM & DECKBUILDING

⬚ **Overview** Moment Rivals is built on a tight, collectible-driven card system.

Every card
you play is rooted in NBA history via Top Shot Moments and customized with
in-game Gear or Facility boosts. There are **3 core card types**:

- **Moments**— The primary plays of the game (offense or defense)
- **Gear Cards** — Boosts, counters, effects (like spells, buffs, actions)
- **Facility Cards** — Field-wide effects tied to home court advantage
  (Ranked only)

⬚ Moment Cards (Top Shot-Based)

- **Source:** NBA Top Shot NFTs (user-owned)

- **Function:** Core offensive or defensive play during turns

- **Attributes:**

  – **MP (Momentum Cost)** — How much MP is required to play
  – **PWR (Power)** — Determines scoring potential or defensive
    strength
  – **Type** — Offense (e.g. Dunk, Layup, 3PT) or Defense (e.g. Block, Steal)
    matching players, teams, or sets
  – **Rarity** — Common, Rare, Legendary (influences PWR/MP)
  – **Chain Effects** — Optional synergy bonuses if played alongside

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⬚ GearCards

- **Function:** One-shot boosts, counters, stat modifiers

- **Play Rules:** Can be played on their own or attached to a Moment

- **Examples:**

  – "Hot Hands" (+4 PWR to your next 3PT play)
  – "Lockdown" (reduce next opponent Offense card PWR by -5)
  – "Ankle Breaker" (disable one defense card in current turn)

- **Limitations:**

  – Gear cards cost 1–2 MP
  – Gear cards may be **limited to 1 per quarter** or subject to deck
    constraints (e.g. max 6 per deck)

⬚ FacilityCards(RankedOnly)

- **Function:** Apply lane-wide effects in 2 of 4 quarters
- **Player Use:** Selected pre-match, revealed randomly per half
- **Design:** Inspired by NBA cities, not official teams
- **Examples:**
  - "High Altitude Arena" — Boosts PWR of West Coast Moments, reduces East Coast Moments
  - "Clutch Coliseum" — +1 MP boost in Turn 3 of that quarter
  - "Defender's Dome" — Defense Moments gain +3 PWR if played in lane
- **Rules:**
  - Max 1 Facility card per player
  - Played automatically if active quarter matches

⬚ Card Synergies & Chain Effects

- **Chain Effects** = Bonus abilities triggered by related cards across turns or quarters
- **Trigger Types:**
  - Player-based ("Play Steph Curry in Q1–Q3, give Klay +4 PWR in Q4")
  - Team-based ("2+ GSW cards in same quarter = +2 PWR to all")
  - Season/Set-based ("Run It Back moments get +1 MP refund")
- **Stacking Rules:**
  - Chain effects **can stack** if triggered by different cards
  - **Cannot stack off the same card multiple times**

⬚ Deckbuilding Rules

- **Deck Size:** 30 cards total

  – 20 Moment Cards
  – 8 Gear Cards
  – 1 Facility Card (ranked only)
  – 1 Coach Card (Master Cat — ranked only)

- **Card Ownership Requirement:** Must own the Top Shot NFT to play it

- **CardLimits:**

  – Max 2 copies of any Moment per deck
  – Max 1 copy of each Gear or Facility card

⬚ SECTION 4: SCORING, MATCHUPS & EFFECTS

⬚ PowerMath:HowScoresResolve

- **Offensevs Defense:**

  – Compare total PWR of opposing cards on same turn
  – Defense subtracts directly from offense
  – Remaining PWR = PTS gained that possession PTS

- **Solo Plays:** If opponent doesn't play a card, full PWR is awarded as PTS

- **DoubleDefense:** Compare both defense cardt otals—higher total gains

- **DoubleOffense:** Compare offense totals—higher PWR wins PTS

⬚ Clutch Time Rules

- Each player plays top 3 cards left in deck (auto-selected)
- May play 1 Gear card from hand
- No MP restrictions — all cards are free to play
- Each play resolves in sequence
- Final PWR total = winner

⬚ MatchPacing/TimeManagement

- Each turn = 30 seconds to lock selection
- If inactive 3 turns in a row = auto-forfeit
- Gear cards not auto-played on timeout
- Estimated match time: 4–5 minutes

⬚ SECTION 5: GAME MODES & ACCESS

⬚UnrankedMode

- **Free-to-Play Entry**
- Players use temporary/randomized decks
- No Coach or Facility systems
- Moments shown in placeholder art if not owned
- Smaller PTS payout structure

⬚RankedMode

- **Requires Top Shot ownership**
- Full deck control (custom builds)
- Unlocks Coach and Facility effects
- Advanced matchmaking + high reward tiers
- Chain Effects and synergy scoring enabled

⬚OwnershipCompliance

- Only NBA Top Shot moments owned by the player can be used
- Team owned placeholder decks may rotate for onboarding events

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⬜ SECTION 6: UI / UX PRINCIPLES

⬜ Game Layout

- Vertical layout (mobile-responsive, browser-first)
- 4 lanes = 4 quarters
- Each lane shows 3 turns + reveal phase

⬜ In-MatchUIElements

- MP meter (momentum pool, visible at top)
- PTS tracker (cumulative score)
- Hand view (cards in hand, max 9)
- Play zone = active cards placed this turn
- Turn timer countdown
- Basket counter = how many baskets or quarters won

⬜ Tooltips & Onboarding

- Hover or tap cards for tooltip details
- Chain effect cards highlight synergies
- Momentum bar pulses if high-cost cards become playable

⬜ Animation Flow (v1)

- Reveal: cards flip in sync, highlight winning play
- Power resolution shows numbers in animated bar fight
- Quarter win = mini celebration animation
- Clutch Time = arena lights dim, crowd audio swells

⬚ SECTION 7: GLOSSARY & GAME LANGUAGE

⬚CoreStats

- **MP (Momentum Points):** Energy used to play cards
- **PWR (Power):** Card strength — determines scoring
- **PTS (Points):** Total score accumulated by player

⬚ Roles

- **Coach:** PFP NFT (Master Cat collection first) that applies deck-wide buffs (Ranked only)
- **Facility:** Environment that applies lane-wide buffs (Ranked only)
- **Player:** The human user, acting as digital playmaker

⬚ Game Terms

- **Deck:** 30-card build submitted before each match
- **Lane:** One quarter of play (1 of 4)
- **Possession:** One turn within a quarter (3 per lane)
- **Reveal:** Moment when cards flip to show outcome
- **Clutch Time:** Sudden death round in case of tied score
- **Chain Effect:** A conditional bonus triggered by synergy
- **Pump Fake:** Bluff move by low MP play or passing turn