

Game Design Document: Loki Chronicles

A Foundational Strategic Card Game for the Project Loki Universe
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1. Executive Summary

1.1. High Concept

Loki Chronicles is a free-to-play, strategic Collectible Card Game (CCG) set in the world of Aethelgard. Players, known as "Architects," assemble decks of cards representing historical heroes, powerful spells, and advanced technology to battle for supremacy. The game serves as the foundational first phase of the Project Loki universe, introducing core lore, establishing a player-driven economy on the Solana blockchain, and creating assets that will have future interoperability with the planned Action RPG, *Project Loki Tower*.

1.2. Genre

Strategic Collectible Card Game (CCG), Turn-Based Strategy, Web3 Game.

1.3. Target Platform

PC (via Steam or custom launcher), Mobile (iOS & Android).

1.4. Target Audience

- Fans of strategic CCGs (e.g., *Hearthstone*, *Legends of Runeterra*, *Magic: The Gathering*).
- The Web3 gaming and NFT collector community.
- Players interested in narrative-driven worlds and building an early stake in a new gaming IP.

1.5. Unique Selling Points (USPs)

- **True Asset Interoperability:** The first CCG designed from the ground up where collectible card NFTs will have a direct, transformational utility in a future Action RPG, rewarding early players with tangible, long-term value.
- **AI-Generated Unique Cards:** A "Genesis Seed" system allows players to use generative AI to create visually and mechanically unique Legendary cards, ensuring no two "Genesis Hero" cards are identical.
- **Dynamic "Lite" Economy:** Utilizes a simplified version of the Dynamic Equilibrium Protocol to regulate the scarcity of rare cards based on collective player activity, creating a more stable and sustainable economy than previous GameFi titles.

2. Game Vision & Design Pillars

2.1. Experience Goals

- To provide deep, strategic, and rewarding turn-based gameplay that is enjoyable for both competitive and casual players.
- To create a profound sense of collection and ownership through beautifully illustrated cards and true asset ownership via NFTs.
- To immerse players in the world of Aethelgard, using card lore and game events to tell the story of "The Great Silence" and the "Spire of Genesis."

2.2. Design Pillars

- **Strategic Depth, Not Complexity:** The game should be easy to learn but offer a high skill ceiling through card synergies, resource management, and tactical positioning.
- **Player-Driven Narrative & Economy:** The collective actions of players will influence card scarcity and trigger in-game events, making the world feel alive and responsive.
- **Fair-to-Play, Rewarding to Earn:** Player success should be primarily determined by skill and strategy. The economic model is designed to reward dedication and strategic trading, not just spending power.

3. Gameplay & Core Mechanics

3.1. Core Loop

1. **Acquire Cards:** Players obtain new cards by opening packs (earned or purchased), crafting them with resources, or trading on the marketplace.
2. **Build Deck:** Players construct a 40-card deck based on their strategy and collection.
3. **Play Match:** Players engage in 1v1 turn-based matches against other players or AI opponents.
4. **Earn Rewards:** Winning matches grants experience, in-game currency, and progress on daily/weekly quests and the Battle Pass.
5. **Strengthen Collection:** Use rewards to acquire more cards, refine decks, and improve strategy.
6. **(Meta Loop):** Trade NFT cards on the marketplace; participate in governance.

3.2. The Game Board

The battlefield is divided into two symmetrical sides. Each side contains:

- **Architect Portrait:** Displays the player's health (starting at 30) and selected cosmetic avatar.
- **Essence Meter:** The game's resource (mana). Starts at 1 and increases by 1 each turn, up to a maximum of 10.
- **Hand:** Holds the cards the player can play. Maximum of 10 cards.
- **Deck:** The player's 40-card library.
- **Void:** The discard pile for destroyed Units and used Spells.
- **The Field (3 Lanes):** The main gameplay area. Each player controls three lanes where

Unit cards are placed. A Unit can only attack the opposing Unit directly in its lane or the enemy Architect if the lane is empty. This adds a crucial layer of positional strategy.

3.3. Card Anatomy

- **Essence Cost:** The amount of Essence required to play the card.
- **Card Art:** High-quality illustration depicting the unit or spell.
- **Card Name:** The unique name of the card.
- **Card Type:** **Unit** (a creature/character that stays on the field) or **Spell** (a one-time effect).
- **Faction:** The card's allegiance. Decks can be built with cards from one primary Faction plus a neutral Faction.
- **Attack (ATK):** The damage a Unit deals in combat.
- **Health (HP):** The amount of damage a Unit can sustain before being destroyed.
- **Ability Text:** Describes the card's special skills and keywords.
- **Lore Text:** A short flavor text connecting the card to the world of Aethelgard.

3.4. Turn Structure

1. **Start of Turn:** "Start of Turn" effects trigger. The active player gains 1 Max Essence and refills their Essence meter.
2. **Draw Phase:** The active player draws one card from their deck.
3. **Main Phase:** The active player can play any number of Unit and Spell cards from their hand, provided they have enough Essence. They can also initiate attacks with any of their Units that are ready.
4. **End of Turn:** "End of Turn" effects trigger. Control passes to the opponent.

3.5. Core Keywords & Abilities

- **Guard:** This Unit must be attacked before other Units in non-Guarded lanes or the enemy Architect can be attacked.
- **Swift:** This Unit can attack on the same turn it is played.
- **Overwhelm:** Excess damage dealt to an enemy Unit is dealt to the enemy Architect.
- **Echo:** When this card is played, create a copy of it with 1 HP and 1 ATK in your hand. The copy costs 1 less Essence.
- **Genesis (Unique to AI-generated cards):** This card possesses a unique combination of existing keywords or slightly modified stats, determined at the moment of its creation.

3.6. Deckbuilding Rules

- **Deck Size:** Exactly 40 cards.
- **Card Limit:** No more than 2 copies of any single card. Legendary cards are limited to 1 copy.
- **Faction Allegiance:** A deck must be composed of cards from a single chosen Faction, plus any cards from the Neutral Faction.

4. World, Narrative & Factions

The game's narrative unfolds through card art, lore text, and limited-time events. Players are

"Architects," powerful individuals who can channel the "essence" of past realities, manifesting them as cards in a world threatened by "The Great Silence."

Initial Factions:

1. **The Cogwork Order (Tech/Control):** A faction of engineers and artificers who believe logic and technology can restore the world. Gameplay focuses on board control, powerful artifacts, and late-game inevitability.
2. **The Verdant Wardens (Nature/Ramp):** Druids, shamans, and beasts dedicated to preserving the natural lifeblood of Aethelgard. Gameplay focuses on accelerating Essence generation to play large, powerful Units.
3. **The Gilded Syndicate (Commerce/Combo):** A network of spies, merchants, and assassins who thrive in the chaos. Gameplay focuses on complex card combinations, drawing many cards, and surprise burst damage.
4. **The Echo Drifters (Chaos/Aggro):** Comprised of the chaotic, unstable remnants of "The Great Silence." These are the monsters of the world. Gameplay is aggressive, focusing on swarming the board with low-cost Units to win quickly.
5. **Neutral:** Mercenaries, fundamental technologies, and basic spells available to all Factions.

5. Assets and Content

5.1. Card Set Plan

- **Core Set 2025:** The initial launch set, containing ~250 cards distributed across all factions to establish baseline strategies.
- **Expansion 1 - The Spire's Shadow:** Planned for 6 months post-launch, introducing a new keyword and ~100 new cards that delve deeper into the mystery of the tower.

5.2. Card Rarity

- **Common:** The backbone of most decks.
- **Rare:** More complex or powerful effects.
- **Epic:** Build-around cards with unique, strategy-defining abilities.
- **Legendary:** Named characters and powerful spells with game-changing impact.

5.3. Generative AI & Genesis Seeds

- **Genesis Seeds** are extremely rare, non-purchasable rewards earned through top-tier gameplay (e.g., reaching the highest competitive rank in a season, winning official tournaments).
- A player "plants" a Genesis Seed at a special in-game altar. They choose a Legendary Unit card they own as a "template."
- The generative AI model creates a new, unique version of that card:
 - **Unique Art:** The card art is a distinct variation of the original.
 - **Unique Trait ("Genesis" Keyword):** The card gains a new combination of existing keywords or a slight stat variation (e.g., +1 Health).
- This new "Genesis Hero" card is then minted as an NFT. It is mechanically unique and

represents the pinnacle of collectible assets in the game.

6. UI/UX Design

The UI will be clean, intuitive, and mobile-friendly, with a consistent visual aesthetic that blends futuristic and fantasy elements.

- **Main Menu:** Hub providing clear access to Play, Collection, Store, Marketplace, and Quests.
- **Deckbuilder:** A drag-and-drop interface with robust filtering (by cost, faction, rarity, keyword) and the ability to share deck codes.
- **Collection:** A visually rich interface for viewing all owned and unowned cards, with full-art views and lore text.
- **Marketplace:** A clear, searchable interface for listing and purchasing NFT cards, integrated with the player's Solana wallet.

7. Technical & Web3 Integration

- **Game Engine:** Unity (recommended for cross-platform support).
- **Blockchain:** Solana.
- **NFT Standard:** Metaplex.
- **Metadata Storage:** Arweave, to ensure the permanence of card art and attributes.
- **Wallet Integration:** Phantom, Solflare, and other popular Solana wallets.
- **Game Currencies:**
 - **Shards (Soft Currency):** Earned by playing. Used to craft non-NFT cards.
 - **Soul Crystals (Premium Currency):** Purchased with fiat or crypto. Used for cosmetic items and card packs.
 - **\$LOKI (Web3 Token):** Used for minting fees, marketplace transactions, governance, and premium tournament entries.

8. Monetization

- **Sale of Card Packs:** Players can buy packs using Soul Crystals.
- **Seasonal Battle Pass:** A free track with rewards for all players, and a premium track (purchased with Soul Crystals or \$LOKI) with exclusive cosmetics and greater rewards.
- **Cosmetics:** Card backs, Architect avatars, and game board skins.
- **Marketplace Fee:** A small percentage fee (e.g., 2.5%) on all NFT transactions, paid in \$LOKI. This is the core Web3 revenue stream.