Overrider Design Document

# Basic rules

## 40 cards in deck, picked from 100 cards in beta 0.1.

## Both players have 10 hit point. The purpose is to reduce one’s hp to 0, and win the game.

## 4 different levels of cards, with each level owns a different basic power.

|  |  |
| --- | --- |
| **Lv** | **Basic Power** |
| 1 | 2000 |
| 2 | 5000 |
| 3 | 8000 |
| 4 | 12000 |

## The finger-guessing’s winner judge who is first to play (or just random judge who is the first one).

## First, both players draw an Lv.1 card to avoid card-stuck in hand.

## Both players draw 3 cards, with a chance to redraw all of them.

## Game start, with following 3 phase for both players:

Draw Phase-->Summon Phase-->Battle Phase

## In Draw Phase, players can draw one card from deck to hand, however, first player can’t draw card in his Start Phase as a punishment.

## The field is just like the table as following:

|  |  |  |
| --- | --- | --- |
| Player 1  Right cell | Player 1  Middle cell | Player 1  Left cell |
| Player 2  Left cell | Player 2  Middle cell | Player 2  Right cell |

## Each card can have 0-2 effect.

White card, with basic power, no other effect.

Blue card, with power low than basic power, and a draw effect.

Green card, with power low than basic power, and an override effect.

Orange card, with power quite less than basic power, but both draw effect and override effect.

White card can exist in one deck for at most 3 same card, while blue and green are 2 same card, and orange card only 1 same card in one deck.

**Draw effect:** Effect taken when card is drawn in reason for an attack.

**Override effect:** Effect taken when card override summon other cards.

## Different card owns different attributes, such as fire, water, beast, ghost…

## In summon phase, players can summon card to his field.

When cell is empty, only Lv.1 card can be summoned.

When cell is not empty, denote the level of card on top of this cell as n, only Lv.X and Lv.(X+1) can be summoned. This case is called as override. When overriding, if the card owns override effects, enable the effects.

When middle cell is empty, players can only summon card to middle cell.

## In battle phase, players can choose any cell with card existed on it to attack the same cell in its line.

Each cell can have one attack chance in a battle phase.

When attacking, players shall draw a card for judging. With card owns draw effects, enable the effects. Then judge the power between attacker card and defender card, the higher one wins. If power value of attacker card is lower, battle failed. If the opposite players have no card in that cell, then the attacker wins. If power value is same, no winner or loser.

## When battle won, the drawn card shall be deserted. When battle failed, the drawn card will be add to attacker’s hand card. The loser will drop 1 hp.

## Battle phase ends, the other player’s turn start.

## If deck is run out of card, drop 1 hp as punish. Then 2 hp, 4 hp, and so on.

# General card effects

## Draw effect

- add attacker card with X power value

- add specific attribute of attacker card with X power value (e.g., fire attribute, water attribute… )

- judge specific attribute of defender card for a direct win

- change to attack another cell, not the opposite one

- if battle won, drop 2 hp of opposite player

## Override effect

- add X\*1000 power value, X denotes the number of card being overridden

- add power when top card nearby is specific attribute

- self power is double value of the current top card power

- self power is same as the top card power of opposite cell

- this card attack will not drop card when winning occasion, instead, card will be put back into deck