

# SYNDICATION: A Cyberpunk card game

## Key Selling-Points

- Versatility in every deck - play the way you want and represent your faction however you see fit by using decks that encompass various styles of play.
- Combines the intense, addictive gameplay of Hearthstone with the gritty dystopian universe of Cyberpunk.
- Each deck will have a unique aesthetic, featuring different art-styles and keeping a player's cards fresh and interesting.
- Each deck specialises in specific archetypes. Players can take advantage of the Punks' aggression and the Mafia's control.

## Summary

*When society calls for anarchy, who holds all the cards?*

Set in a dystopian, futuristic San Francisco, two factions go head-to-head: the *Punks* and the *West Coast Mob*, locked in an intense territorial war. The *Punks* live as an outcast group of anarchists and delinquents; they take what they please and claim it as their own. If they're not fighting amongst themselves, then they're usually more preoccupied with causing carnage - specifically directed at the Mob.



The *West Coast Mob*, specifically known to have a death-grip on San Francisco and for being bound by bloodshed. They're a highly organised crime syndicate armed to the teeth with guns, vehicles and cybernetics. Having the police force wrapped around their finger, most are weary of getting on their unpleasant side. Loyalty is everything to the Mob - those that aren't with them are against them, and the Punks, in all their anarchy and defiance, are

nothing more than just another rowdy inconvenience that needs to be silenced...

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This wouldn't be a complete card game without variety! There is a wide range of cards to collect within the gritty world of San Francisco: everything from basic blue cards to rarer golden legends; the rarer they are, the stronger the card - and the better your deck will be. Players will have to put up a fight to get these unique cards lest their decks be dismantled much too early, a fitting reward for a Punk's undying rage or the unwavering patience of a true Godfather.

Other participants of the CCG project will conduct testing to provide valuable and much-needed criticism, helping to provide us with insight regarding what the average gamer wants to see in the product. Our goal is to ensure that this game will be the best that it can be and can honour the vast legacy of the Cyberpunk/Cyber noir genre. This game will be Player vs Player (PVP) and will be rated **PEGI 12**.

