



A Cyberpunk Card Game

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1. INTRO

1.1. TITLE: SYNDICATION: A *Cyberpunk Card Game*

1.2. 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 a range of styles of play.
- Combines the intense, addictive gameplay of Hearthstone with the gritty dystopian universe of Cyberpunk.
- Each deck will feature diverse aesthetics, incorporating 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 to overcome their adversaries.

1.3. 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 are not fighting amongst themselves, then they are 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 are 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 are not 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...

This would not 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 legendries; 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).

1.4. DEVELOPMENT:

The game will be developed over the next few weeks using UNREAL 4.25 - and third-party software such as Maya and Photoshop will also be used to create assets and artwork.

1.5. TARGET AUDIENCE:

The game will be rated **PEGI 16**, featuring depictions of violence towards humanoid characters and mild foul language, along with imagery of tobacco usage. This is intended to be a card game for fans of the grittier aspects of the cyberpunk and neo-noir genres to enjoy.

2. THE FACTIONS

2081 – the West Coast. *Walk the blood-soaked streets of San Francisco as crime wracks the once-proud city, vagrants and scum causing pandemonium in the name of their warped cause. Take control of two notorious gangs to take over territory and thoroughly dominate your enemies. Society has called for uprising, and you hold all the cards. Cause some chaos.*

2.1. THE PUNKS:

Anarchy, chaos, and all-around madness. More of animals than they are men, the Punks channel their rage and hatred of the oppressiveness of feeling like society wants them to conform into their brutal violence. They are new players to San Francisco, and they intend on making the poverty-ridden surveillance city their new playground for madness, government be damned.

2.2. THE MAFIA:

Ruthless, cunning, and fiercely loyal. Only one thing matters to them, and that one thing is *power*. From the East to the West, this brotherhood of cutthroats and backstabbers have communed with the government and ruled over New America with an iron fist for decades. They try to avoid unnecessary trouble where they can - but should the need for a violent punishment for insolent, non-complicit thugs arise, they will not back down.

2.3. CARD DESIGN:

The cards themselves feature ornamental designs in conjunction with neo-noir aesthetics, fitting the brooding moods of both factions and avoiding straying too far from the game's overarching themes. Our goal is to attempt to combine the clean-cut neon of the cyberpunk genre's design language with the gilded, suave feel of noir mobster movies of old. To see the final designs, see 4.1. CARDS below

Additional Notes:

The factions differ from each other and specialize in different skills, attributes, and themes. To allow for more versatility, our team will develop a broad selection of artwork and a variety of cards to ensure each card is easily identifiable in a pinch.

3. THE GAME

3.1. GAMEPLAY:

Aesthetics aside, the gameplay bears inspiration from past examples of phenomenally successful collectible card games such as Hearthstone and Elder Scrolls: Legends.

The general vision for the game is similar, in fact; the players will begin with a negligible amount of 'Mana,' only able to afford the absolute most basic minion cards. From there, as rounds proceed, the player gets an extra point of Mana and a new randomly-drawn card at the end of each of their turns – capping off at 10. This allows for them to afford improved cards as the game continuously escalates...enabling the player to clobber their opponent more effectively!

The game ends not when a player runs out of cards to place down, but when the player's avatar's HP reaches 0, beginning the match with 30. This HP value can be inflated using certain 'power-up' cards, and damage to the player can be healed off via clever usage of certain cards' unique abilities. This provides an extra layer of strategy to the game, forcing players to choose between whether it would prove more beneficial to attack their enemy's minions or to take the risk and go for their avatar themselves.

Decks are built with the intention of accommodating for strategies, with Punks leaning more on the playstyle of an Aggro deck whereas the Mafia often veer more towards Control – though cards are interchangeable, allowing for players to modify their decks using faction-specific cards as they see fit!

3.2. RULES:

Start of Game:

Every game starts with a coin toss - and whoever wins it gets to play the first hand.

Each turn:

After every attacking turn, the player gains 1 Mana point - going up to a maximum of 10. At the end of their turn, these points are replenished. During a game, each player can either play a Minion, cast a Spell (change this for genre's sake) or place down a Specialist, provided they have enough Mana.

Each card placed down will consume Mana proportionate to their power. Both players can either choose to use them to directly attack the avatar of their opponent and reduce their overall health - thus coming closer to winning overall - or attack the cards they have played, removing potent threats before *they* have the chance to attack in kind.

Most cards are only able to attack after waiting a turn following their placement on the board – though some can bypass this rule with Specialist abilities. Once a player feels as though they have completed their turn, they can end it without waiting out the timer by clicking the “End Turn” button.

Timer:

Each player, on top of the standard turn-timer, has an ‘activity timer’ that lasts “X” seconds; if the player has failed to take any action whatsoever by the end of this timer, their turn will subsequently be handed over to their opponent. The player must play a card or attack with the cards they already have on the board within this time limit for it to be reset.

End game:

The game will conclude if the following has been achieved:

- The player/opponent has reached 0 health.
- The player/opponent has forfeited or left the game via disconnection.
- A draw: Both players have been reduced to 0 health during the same move.
- If a Mafia deck successfully plays the ‘Founding Father’- card, they can instantly destroy their opponent.

3.3. ABILITIES:

Both Punks and Mafia have certain abilities that will help the players strategize their actions and attacks against their opponents, they are as follows:

- **Battle cry:** The effect of the card will be triggered when played.
- **Death rattle:** The triggered effect will be activated upon the minion’s death.
- **Taunt:** The player must attack the taunt cards before attacking the enemy or their cards.
- **Charge:** This card can immediately be used as soon as it is placed on the board, these are usually minion cards.
- **Drawing Cards:** Usually spell cards – these draw a certain number of cards onto the board or onto the player’s hand.

- **Discard Cards:** Usually spell cards – these are used for the Aggro deck; these removes a certain number of cards from the opponent's hand.
- **Increase Attack:** This is another spell card that increases the specific card type's (usually a minion) attack value to whatever it specifies.
- **Plague-Bearer:** After every turn, this useless card duplicates itself on the opponent's side of the board, consuming valuable board-space unless destroyed.
- **Decrease Player Health:** When this card is played, it will damage the opponent – ignores taunt cards.

3.4. CARD TYPES:

SYNDICATION's overall structure is that of the basic CCG; the basic card types featured in the game are intended to be:

- Minions
- Spells
- Trap
- Founding Father
- Weapon

Minion cards encompass general attacking cards the player can use; cards with no real utility outside of doing damage and persisting on the board suit this role. Taunt and Charge cards often also fall under this category.

Spell cards take the role of one-turn cards that instantly activate a special effect when used – whether it is doing a small chunk of damage to a target or healing the player for a small portion of their health.

Trap cards are used to restrict an opponent and disrupt their strategies. These can be placed on your opponent's side of the board, wasting valuable space unless a turn is wasted to destroy them. These are useful for limiting the opponent's attacks.

The Founding Father card has no ability per-se, but it is one of the more powerful cards in the game with the right setup - using a specific spell card in conjunction with it triggers a massive increase in the card's attack. Use these cards wisely.

Weapon cards give the player's avatar a weapon they can use. They have their own special placement on the board and cannot be attacked. These will target opponents directly, as it will damage both the player and the card.

Our team will continue to develop and expand on some these card types during this project. We will also alter some of these cards, so it does not bear any similarity to any other CCGs gameplaywise.

3.5. RARITY

The game features a color-coded system for players to collect and add to their deck. Mafia and Punk deck differ from colors, purple and orange, respectively. In terms of rarity, each deck will have the same color scheme but altered to display its value.

4. USER INTERFACE

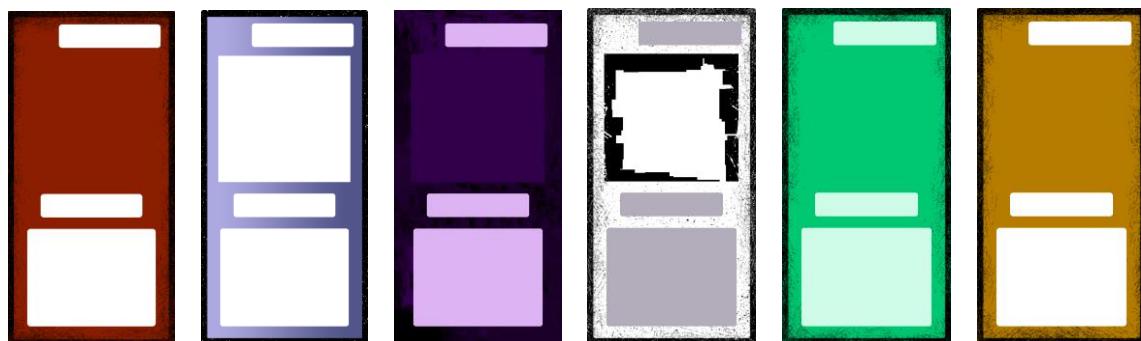
Much like other CCGs on the market, the game supports a standard UI very reminiscent of Hearthstone's general format. We will not be working on a two-sided or multiple board layout as it may overcomplicate gameplay for our target-audience, and we would like this game to be as approachable as possible for our target demographic.

Much like other CCGs, the cards will feature traditional Mana, Health and Attack values that vary from unit to unit (Spell cards will differ in this sense, often lacking Health and Attack values since they are not technically classed as minions and are often one-time use cards).

We will develop the basic structure for the cards so that players can easily identify them. Our intention is for the only text present on the cards to be their names, the type of card they are and any effect they may have - which will help with reducing general visual clutter, allowing for a more legible and cohesive gameplay experience that is not muddled up with unnecessary lore.

4.1. The Cards

The design we hoped to achieve aimed primarily for simplicity and readability in terms of its appearance - we did not want cards to look 'messy', but still wanted to channel the clean-cut look of a neo-noir/cyberpunk aesthetic. The frames themselves were designed using Photoshop, utilizing its variety of tools on hand to come to a final design. Each design is dependent on a card's type, rarity, and even ability. Here are a few examples of the card frames we designed:



Each card has different texture indicating that it does something different; from ability to spells in general.

4.2. THE BOARD

The board is one of the fundamental elements of the game's UI and of gameplay in general; our goal was to create a fully functional and fitting board for the overall aesthetic and mood of our game.

We feel as though we have accomplished that goal. We were able to construct a board that is not overly-distracting on the player's screen – distraction from the gameplay being something we had desperately been trying to avoid.

The first design concept was created in Maya before having imported it into Unreal Engine – though due to technical problems we encountered whilst implementing the board's textures, we were forced to scrap that design in favour of a more 'urban sci-fi' look for the game. Using the 'Soul City' pack from the Epic Games store, we were able to implement some of the assets into the final design to design a top-down city view. With some minor adjustments to the lighting, the game now has that gritty, dark, neo noir appearance, the players overlooking the dark streets of San Francisco. Below are the screenshots taken of the arena from both Player 1 and Player 2's perspectives:

Player 1:



Player 2:



Another technical issue relating to the UI was player 2's perspective, wherein the placement tiles for the board (I.e., the white outlines where the cards are placed) were entirely invisible. We were able to find a workaround by placing a physical placement onto the board itself, ensuring that no matter what the tiles would remain visible for the second player.

4.3 Fonts

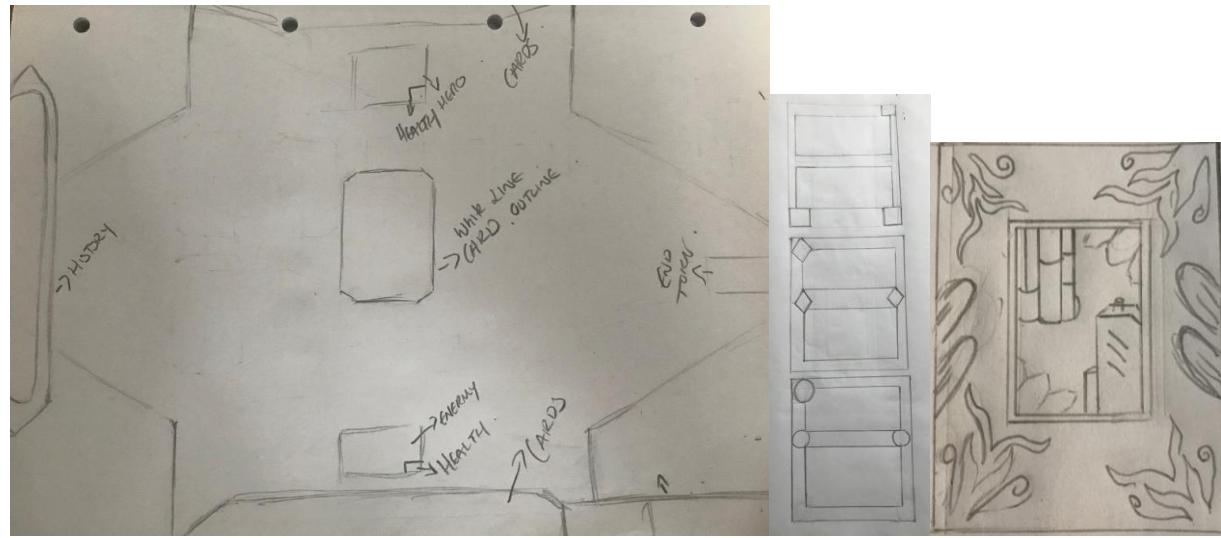
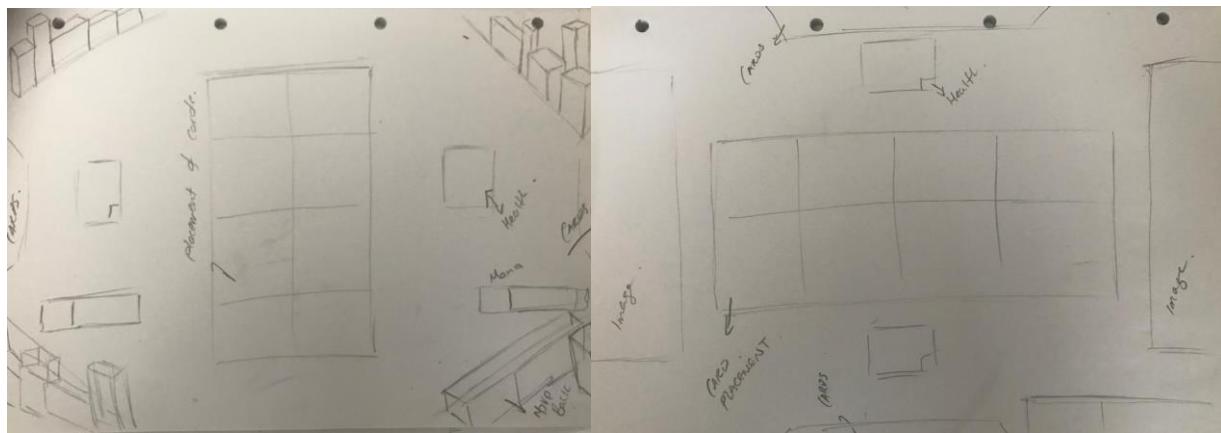
The primary fonts used for the game are 'Cataclysmo' and 'Excluded', which we felt appropriately fit the overall design direction we'd wanted to take the game in.

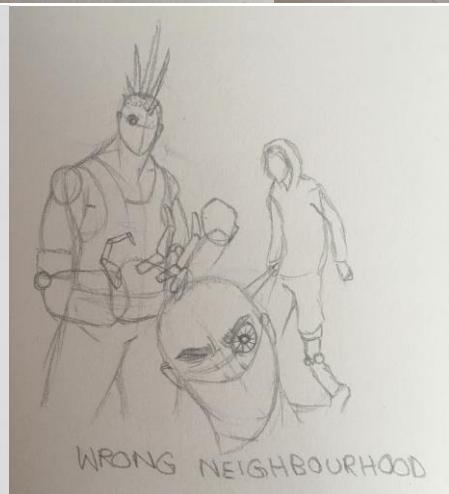
5. THE ART

This concluding section involves the art our team has supplied the game. The sketches made will be further developed pre-alpha to further enhance its design. Use of stock images as well as original artwork will be supplied post-beta.

5.1 CONCEPT SKETCHES

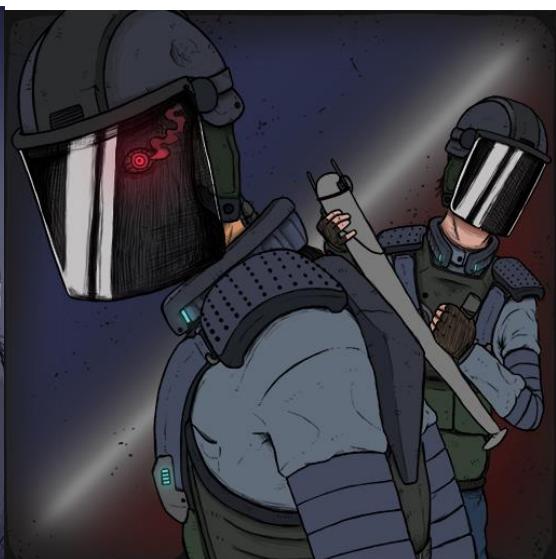
Our team already has some concept artwork in place - and this will be developed further as development continues.





5.2 Final Designs:

The final designs consist of original artwork along with images acquired online that we have adapted to better fit into the game's world - our art team has supplied illustrations to better accommodate the game's aesthetic. Designs are subject to changes as patches roll out.



6. VERSION NOTES

Version 1.0.0 (ALPHA BUILD)

- Added new Decks: **PUNK** and **MAFIA**
- Added Alpha Art

Version 1.0.1 (Post Alpha)

- Added new abilities:
 - Increase Minion Attack to 1
 - Increase Founding Father Attack to 1
 - Divine Shield
- Balancing Fixes (Mana Curve)
- Added new Card Frames

Version 1.0.2 (Post Alpha)

- Balancing Fixes (Mana Curve)
- Added new Icons
- Added new Fonts
- Added new Card Frames
- Added new card types:
 - Weapons
 - Founding Father
 - Minion
- Founding Father Discarded:
 - Replaced with 3 spell cards to trigger 1 Founding Father 'Special Ability'

Version 1.0.3 (BETA)

- Balancing fixes (Mana Curve)
- Reduced the amount of low mana cost cards
- Increased high mana cost cards
- Adjusted Mana attack points for weapons
- Improved Taunt Card Frames
- Added new Fonts
- Fixed crashing issues with weapon cards
- Removed text description for weapon cards
- Added new ability:
 - Give 3 Hitmen cards to player's hand

Version 1.0.4 (BETA)

- Balancing Fixes (Mana Curve)
- Reduced number of Foot Soldier and Backstabber minion cards from 4 to 3
- Changed abilities for these cards:
 - The Loyalist
 - The Made Man
 - The Mad Siren
 - Plague Warrior
 - Yakuza Veteran
 - Yakuza Gunman
 - The Attorney
 - Mongrel Rush