

# [COVER]

## **SYNDICATION**

*A Cyberpunk Card Game*

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## 1. INTRO

### 1.1. TITLE:

**SYNDICATION**: A *Cyberpunk Card Game*

### 1.2. OVERVIEW:

*SYNDICATION* is an online digital collectible card game developed by our team - and has been designed both *for* and *by* cyberpunk and neo-noir enthusiasts! The game has taken inspiration from titles such as *Deus Ex* and the upcoming *Cyberpunk 2077*, alongside classic mob media such as that of the timeless *The Godfather* franchise. Even beyond this, though, *SYNDICATION* seeks to provide a unique and compelling take on both genres, allowing for it to truly make a splash in the ever-growing cyberpunk scene.

The game features a highly intuitive UI with designs befitting of the overall aesthetic of the game, incorporating card designs that accommodate for both the faction they represent's inherent *personality* and even their *style of combat*.

Battles take place on a thematically appropriate board, acting as the players' 'territory'; whoever wins the game and defeats their opponent 'captures' the territory. With plenty of play styles to choose from, ranging from Aggro to Control, players can opt to build their deck however they like!

### 1.3. 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.

### 1.2. TARGET AUDIENCE:

The game will be rated **PEGI 12**, featuring depictions of unrealistic violence towards humanoid characters and mild foul language. This is intended to be a card game all fans of cyberpunk and neo-noir can enjoy, young or old.

## 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're 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.

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#### Additional Notes:

The factions differ from each other and specializes 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 highly successful collectible card games such as Hearthstone and Elder Scrolls: Legends.

The general vision for the game is fairly 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 bigger and better cards as the game continuously escalates...enabling the player to more effectively clobber their opponent!

The game ends not when a player runs out of cards to place down, but rather 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 generally built with the intention of accommodating for particular strategies, with Punks generally 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. 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 (This will be altered to better suit the game's genre)
- Mana (See above)
- Specialist

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

Mana cards seek to serve as a slight boost to a player's productivity in a turn, providing them with a temporary boost of some kind to the resource – be it a slight replenishing of a near-empty Mana bar or adding 2 extra on top of the player's preexisting 10 for a turn.

Specialist cards generally serve a unique purpose, having a special effect when cast or when destroyed along with being able to attack every turn after their deployment in a similar fashion to minion cards.

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 doesn't bear any similarity to any other CCGs gameplaywise.

### **3.3. THE BIG GUNS: RARITY**

The game features a color-coded rarity system for players to collect and add to their deck. Players earn these by playing and winning games. Rare cards depend on the player's playstyle. Agro tactics will gift the players Agro-based card and Control will give the said archetype. Here are the corresponding colors for the rare cards

- BRONZE – Rare
- SILVER – Super Rare
- GOLD – Ultra Rare
- PLATINUM – Legendary (or Badass – might change)

## 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 all cyberpunk fans.

Much like other CCGs, the cards will feature Mana, Health and Attack values that vary from unit to unit (Spell cards will differ in this sense, often lacking Health and Attack values seeing as 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. The intention is for the only text present on the cards to be their names and any effect they may have or the type of card they are; this will help with reducing general clutter, allowing for a more legible and cohesive gameplay experience that isn't muddied up with unnecessary lore.

The UI altogether is a work in progress - our team already has some concept artwork in place - and this will be developed further as development continues.



