

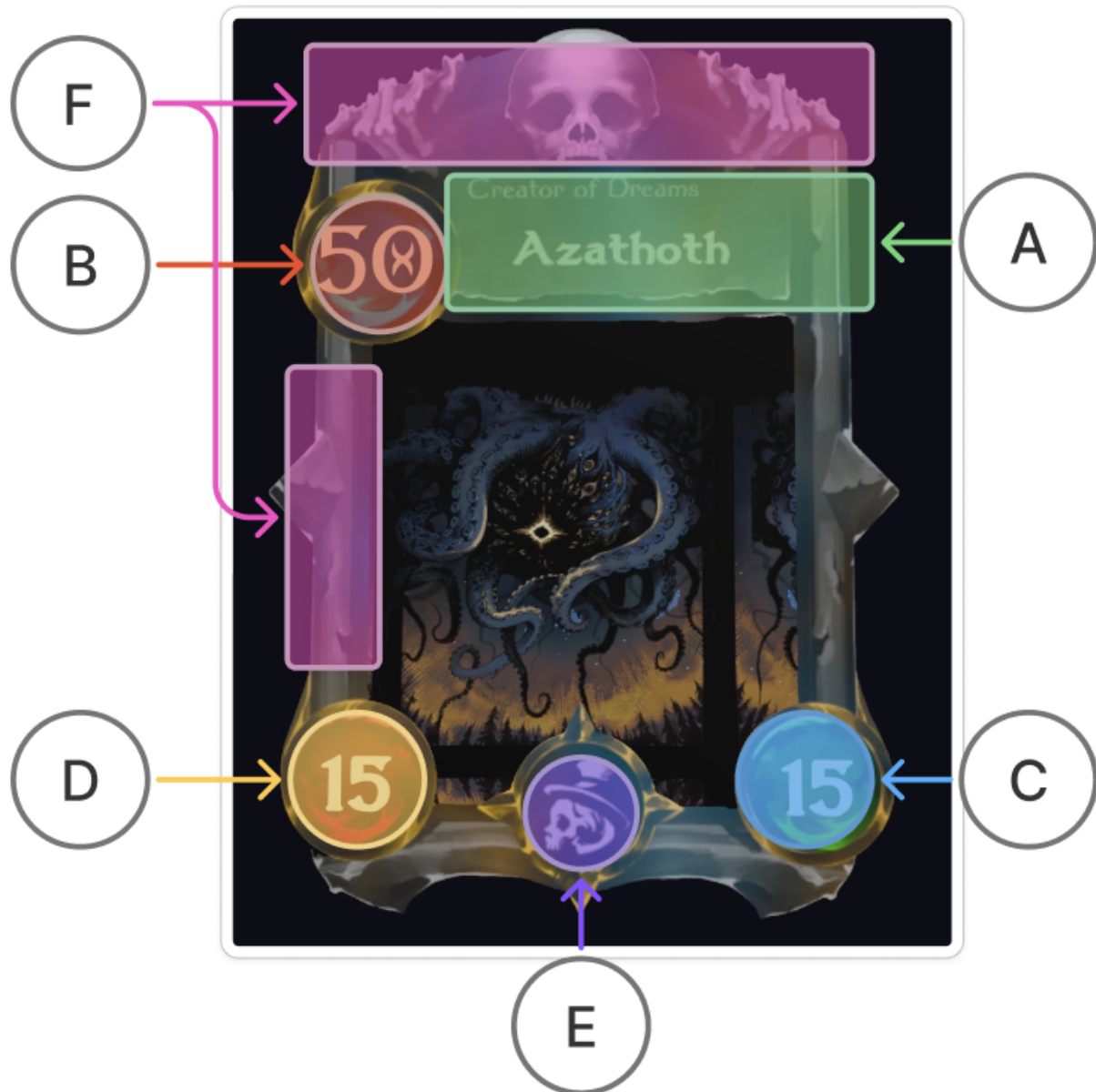
Masterworks of Horror

Design Document

(Ruiqian's Revisions)

4. Cards & Deck Layout

4.1 “Character” Cards



“Character” cards will have the following attributes with their following rules:

- A. **Name:** In the top middle of a card you will find the name of the card, keep in mind several cards will call for specific names of cards.
- B. **Inspiration Cost:** The amount of Inspiration a card costs in order to play it on the play board. This can be found in the very top left hand corner of the card.
- C. **Will:** This represents how much damage a character can take before being destroyed.
- D. **Might:** This represents how much Damage a character will do when interacting with an opposing character.
- E. **Type:** There is a symbol that denotes what type of card it is. For Characters, this is a Skull.
- F. **Border:** The card border also denotes what type of a card it is. Characters have a stylized skull border with spiked sides.

Not Listed Components:

- 1. **Art:** In between all the attributes and on the center of the card is the card’s art.
- 2. **Description:** Card Keywords and Effects can be found when tapping ‘Info’ in the Mulligan screen, tapping the Card while it is in hand, or finding it in the deck builder.
- 3. **Quote:** A small quote from the work the card is inspired by. This is another indicator of which Author cards fall under as every card will be “Quote”- Author not story or character that said it. The Quote is unlisted as it will only appear in a separate box next to the card when it is being inspected by the player.

The quote will be available in the deck builder when the certain card is selected.

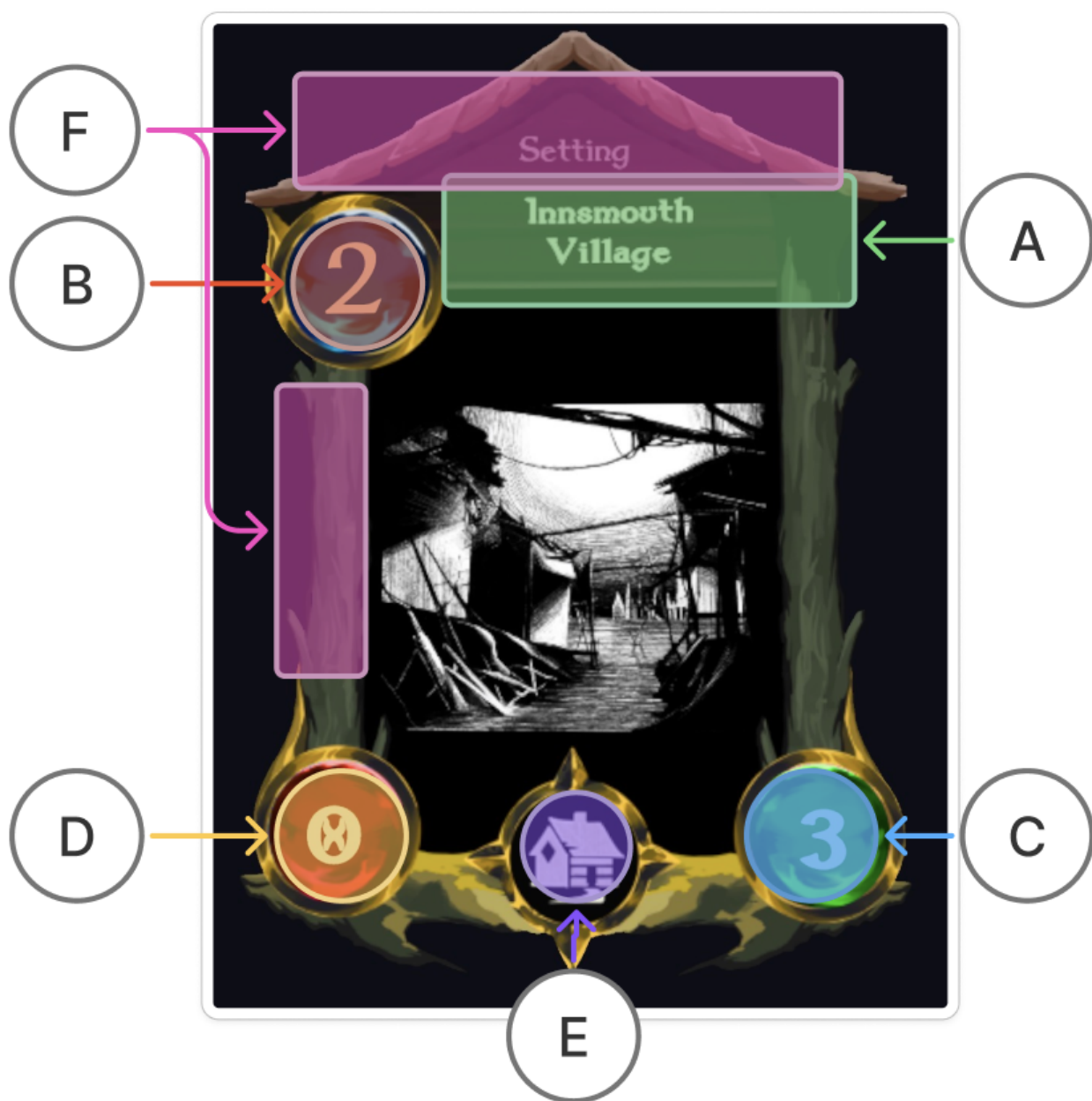
Further Rules on “Character” Cards

Character cards are the heart and soul of Masterworks of Horror. Character cards are the driving force behind both combat as they will move through Zones to fight Enemy Characters and invade the opponents’ Origin Zones while defending yours.

Character cards still in play at the end of an Act are Published (and removed from the match). However, if they have either the “Protagonist” or “Antagonist” Keyword, they will ‘Transition’ into the next Act / Round and stay in the exact same Zone on the Playfield as they were in the previous Act. “Protagonist” and “Antagonist” Characters will thereby stay in play.

If a Character occupies a zone, another Character cannot be played in the zone.

4.2 “Setting” Cards



“Setting” cards will have the following attributes with their following rules:

- A. **Name:** In the top middle of a card you will find the name of the card, keep in mind several cards will call for specific names of cards.
- B. **Inspiration Cost:** The amount of Inspiration a card costs in order to play it on the play board. This can be found in the very top left hand corner of the card.
- C. **Will:** This represents how much Health a Friendly Character will gain upon entering this Setting. Characters keep buffs until they are destroyed.
- D. **Might:** This represents how much Might a Friendly Character will gain upon entering this Setting. Characters keep buffs until they are destroyed.
- E. **Type:** There is a symbol that denotes what type of card it is. For Settings, this is a House.
- F. **Border:** The card border also denotes what type of a card it is. Settings have a triangular house border with splintered sides.

Not Listed Components:

- 1. **Art:** In between all the attributes and on the center of the card is the card’s art.
- 2. **Description:** Card Keywords and Effects can be found when tapping ‘Info’ in the Mulligan screen, tapping the Card while it is in hand, or finding it in the deck builder.
- 3. **Quote:** A small quote from the work the card is inspired by. This is another indicator of which Author cards fall under as every card will be “Quote”- Author not story or character that said it. The Quote is unlisted as it will only appear in a separate box next to the card when it is being inspected by the player.

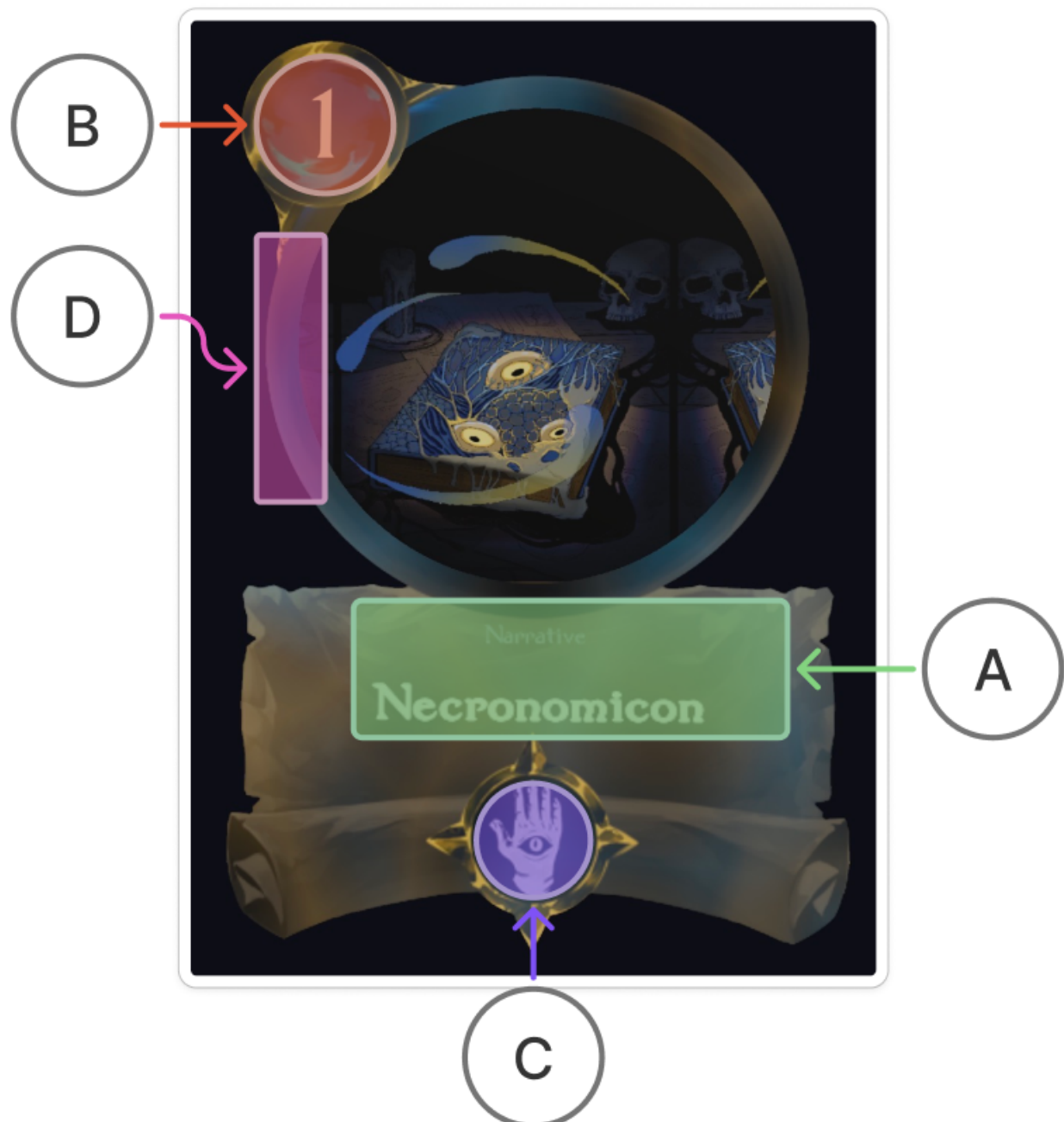
Further Rules on “Setting” Cards

Setting: Setting cards cannot move and will stay in the Zone they are played on. Setting cards can only be played on players’ respective Owned Zones (See Section 6.1). The Effect of a Setting card will trigger when a Character arrives on it (can be either Friendly or Enemy depending on the Effect). The labeled Might / Healthbuff will only apply to Friendly Characters.

Settings cannot be destroyed through direct combat, but can be destroyed through effects. At the end of an Act, if a Setting is still in play, it will also be Published like Character Cards (and thereby removed from the match).

If a Setting card occupies a zone, another Setting card cannot be played in the zone.

4.3 “Narrative” Cards



“Narrative” cards will have the following attributes with their following rules:

- A. **Name:** In the top middle of a card you will find the name of the card, keep in mind several cards will call for specific names of cards.
- B. **Inspiration Cost:** The amount of Inspiration a card costs in order to play it on the play board. This can be found in the very top left hand corner of the card.
- C. **Type:** There is a symbol that denotes what type of card it is. For Narrative Cards, this is a Hand.
- D. **Border:** The card border also denotes what type of a card it is. Narrative Cards have a simple circular border.

Not Listed Components:

- 1. **Art:** In between all the attributes and on the center of the card is the card's art.
- 2. **Description:** Card Keywords and Effects can be found when tapping 'Info' in the Mulligan screen, tapping the Card while it is in hand, or finding it in the deck builder.
- 3. **Quote:** A small quote from the work the card is inspired by. This is another indicator of which Author cards fall under as every card will be “Quote”- Author not story or character that said it. The Quote is unlisted as it will only appear in a separate box next to the card when it is being inspected by the player.

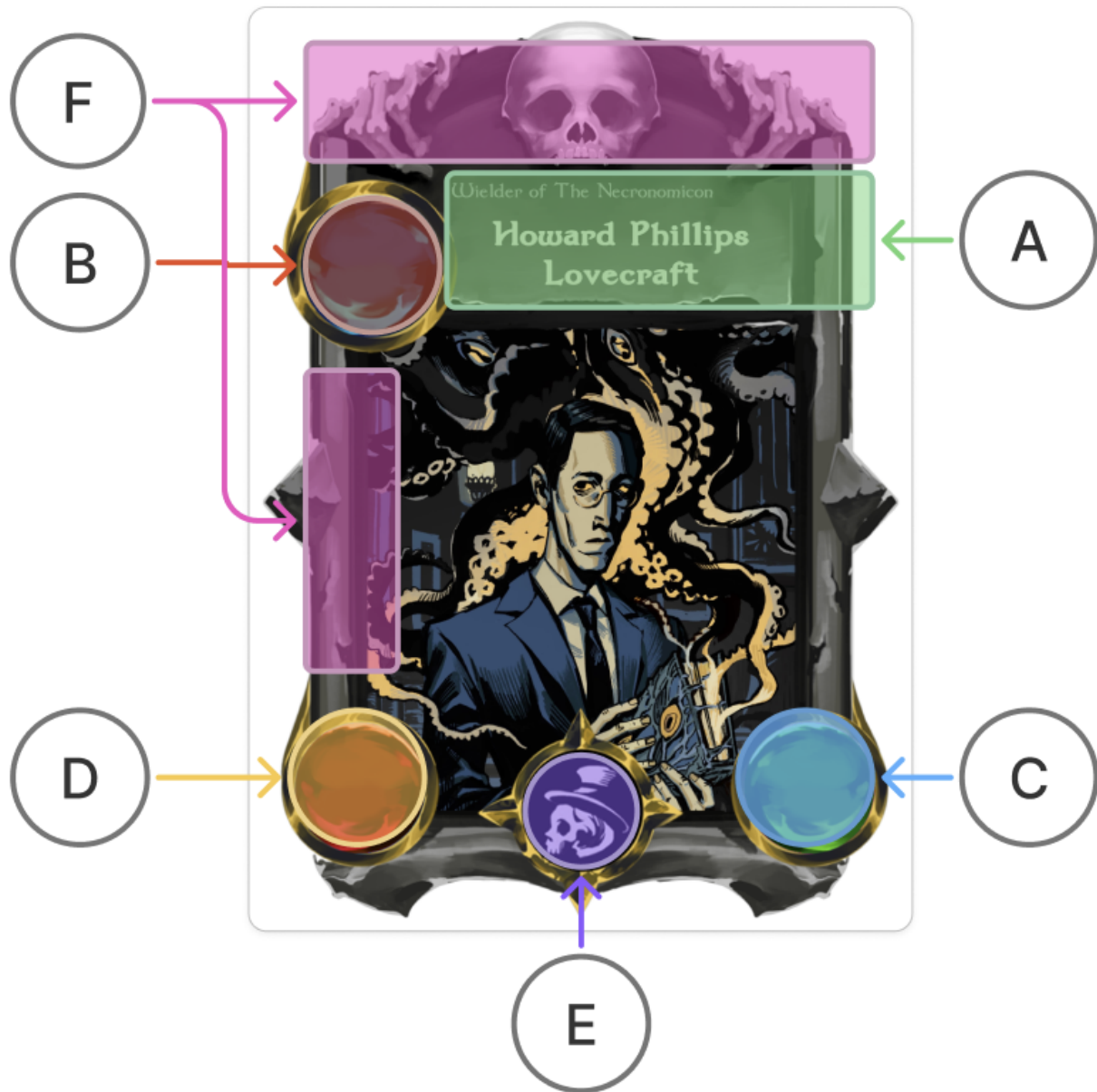
Further Rules on “Narrative” Cards

Narrative Cards do not occupy Zones; instead, they are played directly from the hand. Their effects trigger immediately on play. Some Narrative Cards require players to choose specific targets

EX. “Give a Character +3 Health”

Once a player, Narrative Cards immediately go to the Archive unless specified. Since Narrative Cards do not occupy Zones, they cannot be Published.

4.4 “Author” Cards



“Author” cards have the same attributes as “Character” Cards:

- A. **Name:** In the top middle of a card you will find the name of the card, keep in mind several cards will call for specific names of cards.
- B. **Inspiration Cost:** The amount of Inspiration a card costs in order to play it on the play board. This can be found in the very top left hand corner of the card.
- C. **Will:** This represents how much damage a character can take before being destroyed.
- D. **Might:** This represents how much Damage a character will do when interacting with an opposing character.
- E. **Type:** There is a symbol that denotes what type of card it is. For Author Cards, this is also Skull.
- F. **Border:** The card border also denotes what type of a card it is. Author Cards also have a stylized skull border with spiked sides.

Further Rules on Author Cards

Author Cards do not have a cost. They are special cards in that they cannot start in your deck, but instead are automatically added to your hand upon completion of an in-match objective. These objectives vary depending on the Author card and their deck synergy, but will always be based around reaching a numerical value (X). EX. Trigger Awaken X amount of times.

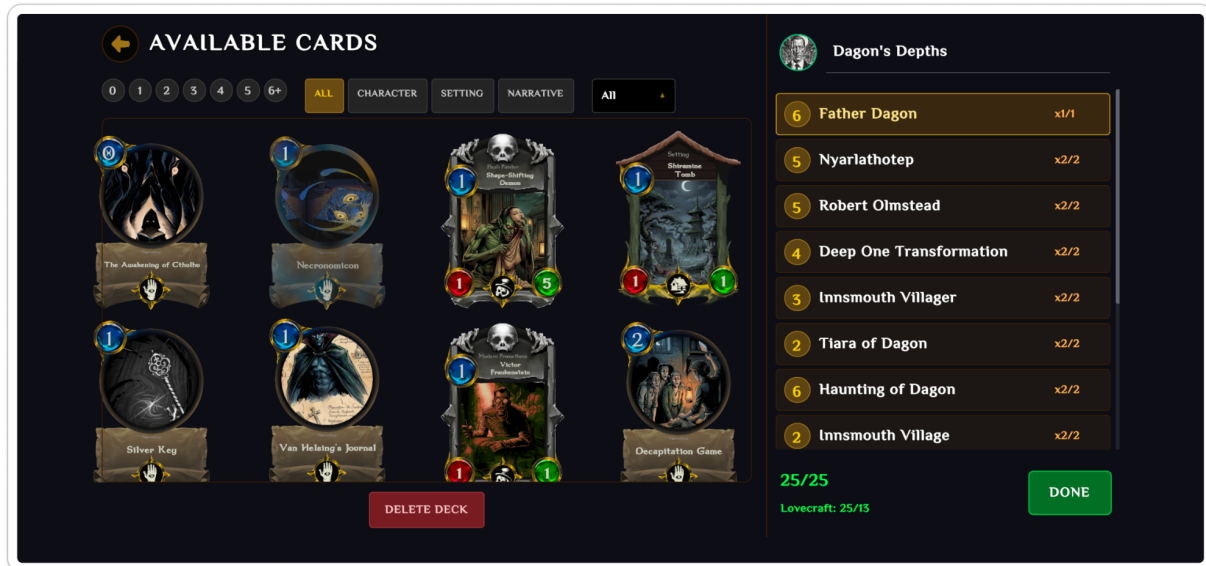
Author Cards can only be unlocked once and cannot be duplicated in any way.

The progress of these objectives can be seen by players through a UI meter.

Author Cards “One Tap”

If an Author Card is able to deal damage to the opposing player’s Masterwork, then instead of the Masterwork taking damage equal to the Author Card’s Might, the Masterwork would be instantly destroyed and the player who controls that Author Card would win.

4.5 Custom Masterworks (Deck Building)



The Deck Builder in-game.

Decks in Masterworks Of Horror consist of 25 Cards each. Of these Cards, Players may have 2 Duplicates of any Card (Except Cards of Fabled rarity). A Custom Masterwork begins by selecting your Author. Once selected you may put as many cards from all Authors as you would like, but more than half the deck must consist of the selected Author's cards.

EX. If I select Edgar Allan Poe my deck must contain 13/25 cards minimum that are associated with Poe.

For more details on Deck Building, refer back to the Deck Building Tutorial under “3.1 Basic Tutorials”.

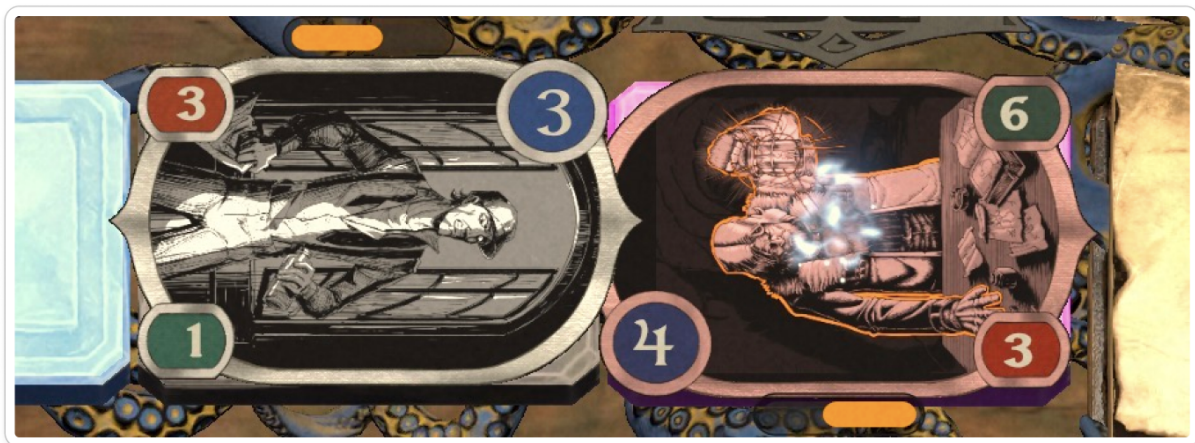
5. Systems Layout

5.2 Combat & Card Movement



The above image shows a Character's movement timer.

All Characters have a movement timer of 6 seconds, which is shown through an orange bar above their border (see above). When a Character's movement timer is full, they will move one Zone towards their opponents' Origin Zones; then, their movement timer will reset to 0 seconds.



The above image shows two opposing Characters and their respective movement timers.

When two opposing Characters are adjacent to one another, whenever one of their movement timer fills up, they will initiate Combat instead of moving. Combat will be initiated until either one of them is destroyed (or both) and sent to their owner's Archive.

If both Characters' movement timers fill up at the same time, Combat will be initiated once. If both Characters are still in play, combat will be initiated immediately again.

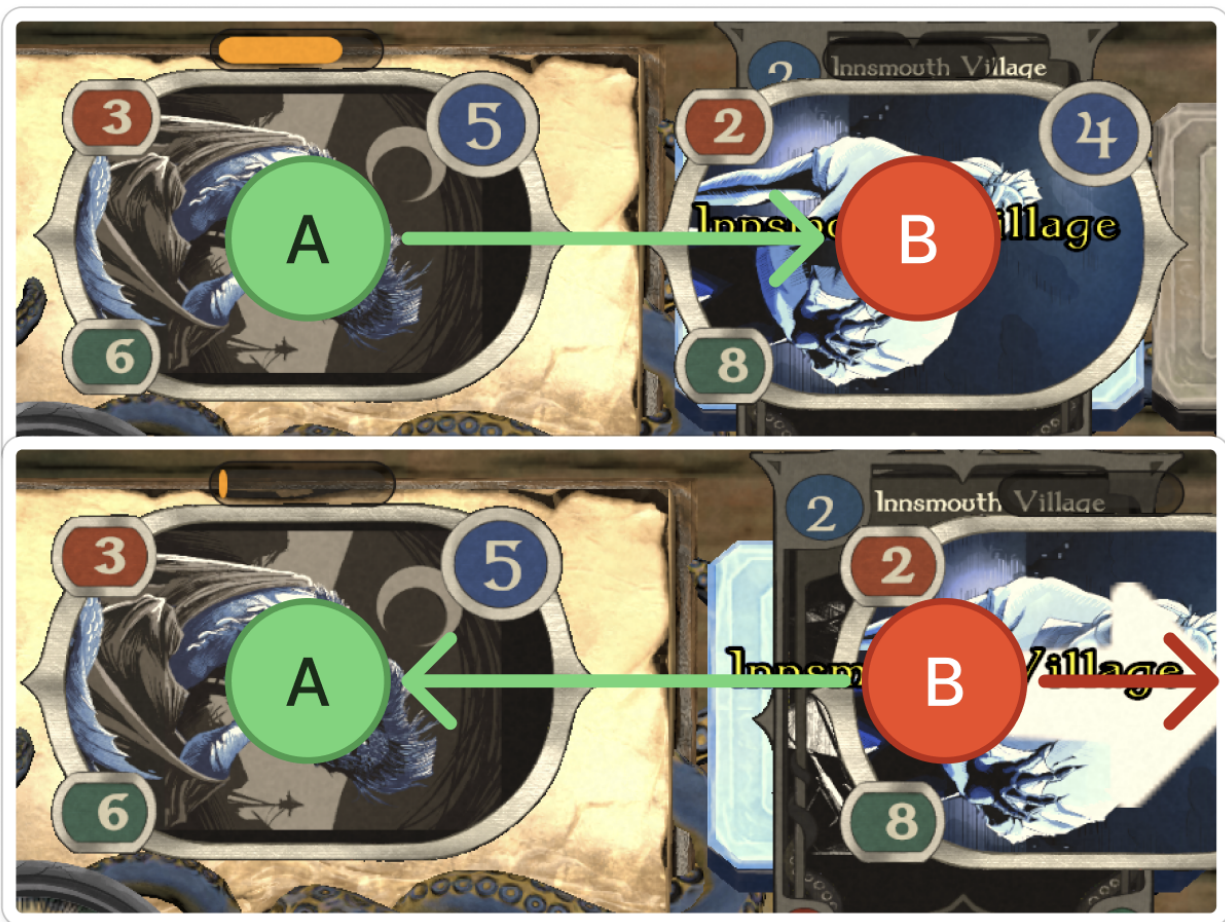
5.5 Traffic System (Movement)

In Masterworks of Horror, there is no point where two Character cards are able to occupy the same zone.

Character Movement and Timing

If at any point a Friendly Character is about to move on to a zone that is currently occupied by another Friendly Character, the moving Character will 'bump' the nonmoving Character into the next zone, creating a gap between the two Characters.

See image below:



Character A's Movement Timer fills up, leading them to move into Character B. Character A is then 'bumped' back to their original position (their Movement Timer is reset) and Character B is bumped into the next zone to the right (their Movement Timer stays the same). Character B will then continue moving away from Character A to prevent this bumping from occurring further.

Character 'Bumps' Into Enemy

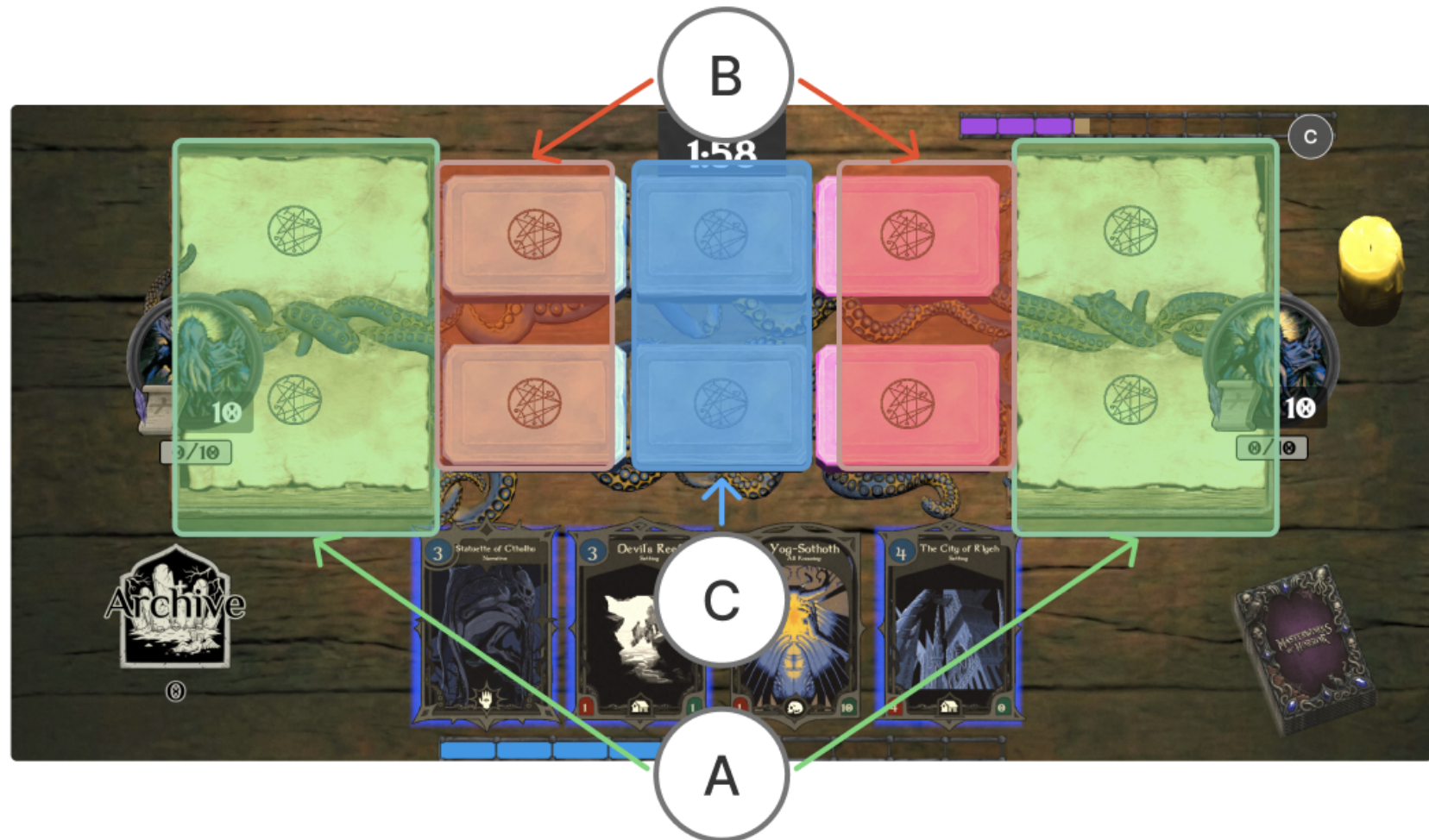
If the traffic system bumps a Friendly Character into an Enemy Character, both Characters will automatically engage in Combat once; their Movement Timers will remain the same.

See image below:



Character B is 'bumped' into Enemy Character C by Character A. They engage in combat, but their Movement Timers stay the same, meaning they may engage in combat again almost immediately after.

6. UI



6.1 Playfield Anatomy

The above photo is a screenshot taken from the current game with added labels.

The Playfield in Masterworks is a **5 x 2** grid (5 Rows, 2 Lanes) of **10** Zones. Zones can be separated into three types:

- A. **Origin Zones:** These books represent the players' Masterworks and either players' "Origin Zones". Only friendly Characters only be played in your Origin Zones (unless otherwise specified)
- B. **Owned Zones:** Adjacent to the Origin Zones are either players' Owned Zones. Only friendly Settings can be played in your Owned Zones.
- C. **Neutral Zones:** In the middle of the Playfield are the Neutral Zones. Neither player can play cards here.

Cards in the Playfield can enter combat in any of these three Zones.

6.2 Lane System

Each Lane is composed of 5 Zones (2 Origin Zones, 2 Owned Zones, 1 Neutral Zone); Each Row is composed of 2 Zones of the same type. These Zones are where Characters and Settings are able to occupy within battle. Zones will never switch types naturally, unless specified by a Card ability.

6.3 Deck, Archive, Hand



There are three other areas of the Playfield that Cards can occupy:

- A. **Masterwork:** This is where players draw cards. Tap on the book in the bottom right corner of the screen to spend one Inspiration and draw one Card from your Masterwork.
- B. **Archive:** This is where destroyed / expended cards go. Tap on the Archive to see what is in it.
- C. **Hand:** This is where Cards that are available to be played occupy. Tap on Cards here to see their descriptions. Drag Cards from here onto the Playfield to play them. You can have up to 7 cards.

[illegible]

- A. **Your Inspiration:** This is where you can see your current Inspiration. Inspiration will accumulate over time.
- B. **Your Opponent's Inspiration:** This is your opponent's Inspiration, which also accumulates over time.
- C. **Act Timer:** Shows the current Act and amount of time left before transitioning to the next Act.
- D. **Page Counts:** Under the Author profile pictures, you can see both you and your opponents' respective Page counts.

- A. **Your Inspiration:** This is where you can see your current Inspiration. Inspiration will accumulate over time.
- B. **Your Opponent's Inspiration:** This is your opponent's Inspiration, which also accumulates over time.
- C. **Act Timer:** Shows the current Act and amount of time left before transitioning to the next Act.
- D. **Page Counts:** Under the Author profile pictures, you can see both you and your opponents' respective Page counts.

7. Term Dictionary

7.1 Game Terms

Acts: Synonymous with 'Rounds' during a match of Masterworks of Horror. There are 3 Acts per game that take place one after another. Once the Act / Round timer reaches 0, the match transitions to the next Act.

Pages: The player's health. When a players' Pages reach a negative number, they lose the match.

Mulligan: At the beginning of an Act, players can choose to reshuffle a Card from their opening hand back into the deck to draw a new one as a Mulligan.

Author Cards: Every author has a special card that is the physical representation of that author in the game. You are able to earn this card by building up enough Author Renown within a game. Once the player has enough, they will be able to click the Author's portrait button and then the card will be added to their hand.

Author Renown: This is the required amount of resources needed to earn an Author Card. The exact amount varies depending on the Author Card.

Different States of Cards:

- **In Hand:** Cards that are considered "In Hand" are cards that are ready to be played. The player must have the required amount of Literary Acclaim to play each card however. Some keywords and abilities will affect hand cards but are stated on the cards themselves.
- **In Play:** Having cards "In Play" means that the player was able to summon these cards onto the Playfield and all of the abilities listed on the card are now being triggered.
- **Archived:** These cards have either been played and then removed from the Playfield or have been discarded due to an ability. Cards that are in the Archive can be affected or accessed by abilities that access this group of cards.
- **Published:** If a card survives the Act that they were played in, they are *Published*, wherein their owner gains Pages equal to its Inspiration Cost, and removed from the game entirely. Published cards are inaccessible by any means unless another Card's ability specifically states otherwise.

Hand: The current playable cards that each player possesses. The current hand limit for the player is 7 cards.

Inspiration: Currency used to play cards that accumulates over time.

Cost: Each card has this to signify how much Inspiration is needed in order to play the card. Unless stated otherwise, 'Cost' will always refer to Inspiration Cost by default.

Keywords: These are special words on cards that help denote further rules and abilities that the card has.

Masterwork: The player's deck. These represent the cards that a player will draw over the course of the game. The player will have these cards predetermined based on what "Masterwork" they have chosen to take into the Literary Battle.

Playfield: The arena of the game which contains all the 2 Lanes and 5 Rows which players are able to play cards in.

Lane: The Playfield has 2 Lanes of 7 Zones which players are able to play cards in.

Row: The Playfield has 5 Rows of 2 Zones which players are able to play cards.

Zone: A Zone are the individual squares on the playboard that cards may occupy. Each Lane has seven zones in each of them.

Origin Zone: These are Zones that players may play Character cards on.

Setting Zone: These are Zones that players may play Setting Cards on.

Neutral Zone: These are Zones that are controlled by neither player.

Might: This is the amount of damage that a card is able to inflict on enemy cards or Masterwork when attacking them.

Health: This is the health a card has. It is displayed to the right of the card's Might. If this is reduced to 0, the card is destroyed.

Archive: When a card is destroyed, discarded, or played (Narrative cards), they will go to the Archive.

7.2 Keywords & Definitions

Below is a list of every Keyword's nested effect / definition.

1. **Written:** Triggers when this enters play.
2. **Eulogy:** Triggers when this is destroyed.
3. **Martyr (X):** Spend X Inspiration to use this effect and Archive this card.
4. **Awaken (X):** An added effect when there are X or more cards in your Archive.
5. **Ceaseless:** Active as long as this card is in play.
6. **Evermore:** Lose 1 Page to shuffle this back into your deck after being destroyed and reduce its cost by 1.
7. **Foreshadow (Xs):** Activates every X seconds.
8. **Mania:** Triggers whenever you gain or lose Pages.
9. **Protagonist:** Stays in play when Published. Gain Pages equal to this card's Inspiration when played.
10. **Antagonist:** Stays in play Published, then your opponent loses pages equal to this card's Might.
11. **Torn:** An effect when this is sent from your Masterwork to the Archive.
12. **Author (KEYWORD):** Cannot be published. When this card reaches your opponent's Origin Zone, destroy their Masterwork.

Additionally, there are a few in-game words with nested mechanical definitions, written for narrative flavor and concision. These are used minimally, but appear on certain cards. They can be found below.

1. **Rewrite:** Revive a card that was previously destroyed, Published, or removed from the playfield in any way.
2. **Hex:** To place a special effect on a tile.
3. **Corrupted:** 'Corrupted' versions of cards will automatically destroy the opposing player upon reaching their Origin Zone.
4. **Erase:** Remove all Keywords from a card.