

# The Immortal Card Game

# Idea

The Immortal Card Game is a card game in which 2 to 6 players duel to first ascend into immortality. The winner is the player who achieves *ascension* first, and the loser is the player to achieve ascension last.

Playing multiple matches the winner gets an incremental advantage when starting the next game, while the loser gets a disadvantage.

# Gameplay

A player may take the following actions on a turn:

Pass - receive 2 resources of his choice

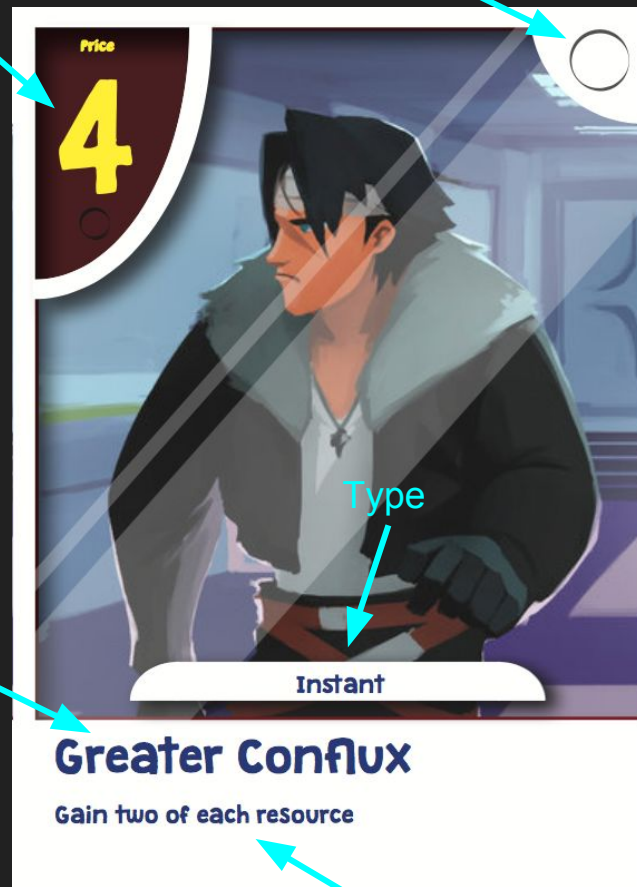
Activate - use card abilities

Buy - buy a card from the market

Immortality is achieved if a player reaches either 10 of each resource or 20 of one resource

Cost

Faction Symbol



Title

Type

Card text

# The Factions

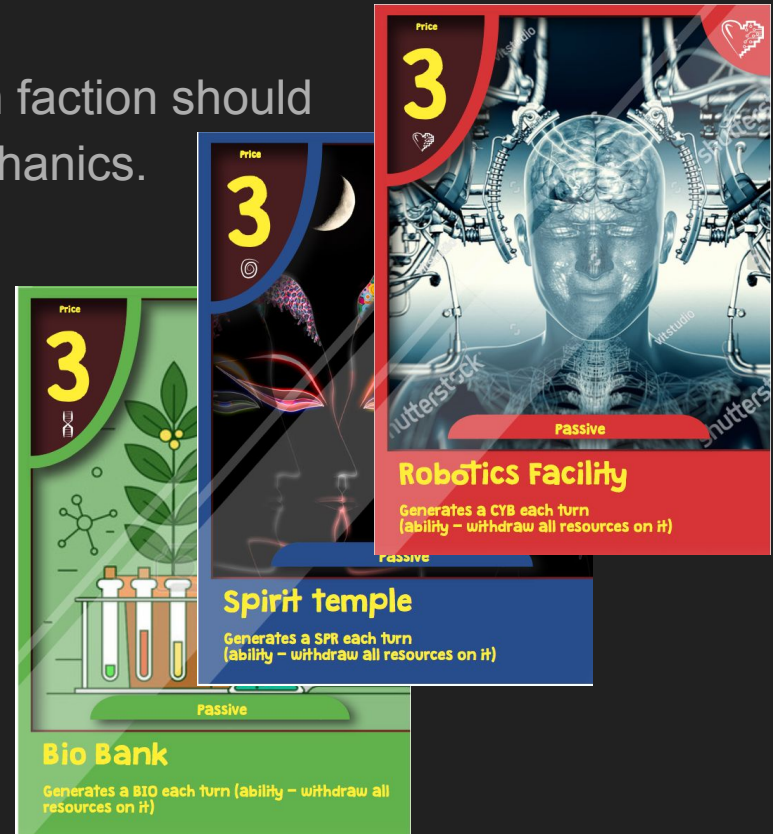
Three factions of immortality are featured. Each faction should have equal balance, but also some unique mechanics.

**Bio-mutation:** Evolve your biology, your very dna, to become something new - something more!

**Cybernetics:** Enhance yourself with robotics, until your body is but a shell of your former self.

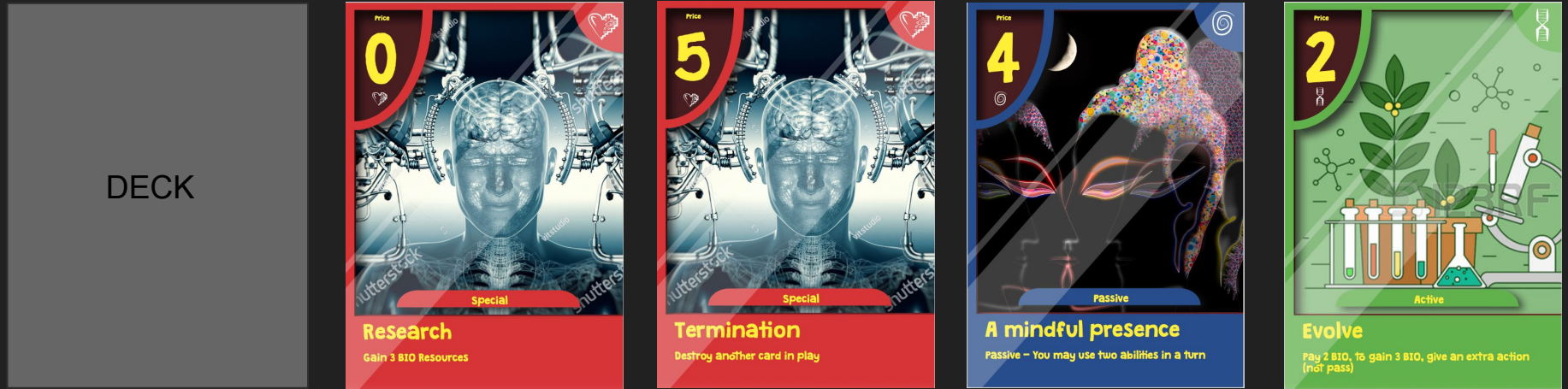
**Spirituality:** Through meditation and spiritual awakening, you ascend into infinity.

**Neutral Cards:** These cards can be bought with any resource, and usually interact with all resources at once.



# The Market

Next to the deck of cards, 4 cards are placed face-up from the top of the deck:



In order to buy a card of a certain faction players must pay either universal resources or resources of that specific faction. If a player buys a card, put a new card from the top of the deck in it's place.

# The Prototype

We decided to start small - designing and printing 5 different card for the various factions (20 different cards in total).

We decided to make a deck of 80 cards to ensure variety - the number cards numbers decided by how strong they felt.

(see the complete cardsheet for all the included playtesting cards)

# Balancing and Playtesting



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Card games can be notoriously hard to balance, before actually testing out the core gameplay.

Through the initial test of the game we found the game to be a bit too slow, and as such tried to make adjustments accordingly. For example we introduced a new starting bank (see p. 3) - one that generates universal resources from the start of the game.

Going forward, we might try out the game in other core setups (deck-building or drafting etc.)



# Select balance changes

A couple of notable changes we did through the initial playtesting:

Resource destruction cards felt degenerate, especially when combined with cards that give multiple actions or abilities.

We changed *Mutations* activation cost to 2 (instead of 1) to activate. This makes it still a very powerful card, but the resource outcome zero-sum.

Ion-Cannon was changed to destroy *banks* instead of resources. This makes it feel less evil, and adds more strategy to when to cash out from your bank cards.

