

## Pitch for Exiles of Embermark Card Game

### Logline:

"Bananas" (obviously working title) is a strategic card game popular in Embermark. Once a noble game of logic and wit, Bananas was bastardized by the six houses of Embermark, as they each created cards to fit their own mindset of battle.

### Game Play Synopsis

#### Objective:

The player with the most health after all six cards have been played, wins.

### Role in Embermark:

The most crucial goal in developing this idea was that it *feel* Embermark and Gunslinger. The cards are a showcase of the six houses and further illustrate that they're based on different personalities, and the game itself is made for the "Gunslinger" feel of under 1 minute.

### Gameplay:

Each player is dealt six of the ten cards in their deck at random. Player 1 flips their first card, and can play the aggressive choice or the defensive choice on the card. This is followed by player 2's turn, P2 back to P1, so on so forth.

The game itself is modeled vaguely after the Chinese game of Pai Gow, where the player must essentially worry about two hands (in this case aggro/defense) to beat the dealer.

There are six suits for each of the Houses. House Revenge would hold highly aggressive cards, House Ronin aimed for defensive, etc.

### Card layout:

Preferably this would be an easy to learn and hard to master game, so there'd only be six possible markings.

**House Revenge** color would be attack value. Simple and straightforward, a card could be played to have attack.

**House Ronin's** color would be defense. THIS IS CRUCIAL for the game to work, the overall meta of cards should have a higher defense value than the meta of card's attack value. I.e., let's say you have two cards of equal rarities. One would have an attack of 8-9, the other would have a defense of ten. The reason this is crucial is that otherwise a cards worth would just be based on its attack value, and any strategy would cease to exist.

**House Majesty's** color would be damage. Damage negates defense, but almost always does less damage than a card with pure attack value. I.e. a standard Majesty card would deal 3 damage directly

whereas a Revenge card would deal 8, although a Revenge card could easily have most, if not all its damage blocked by a Ronin defense.

**House Resolute's** color would be heal. Fairly straightforward, in the opposite of Majesty, it would directly heal your character small amounts.

**House Profit's** color would be an interesting one, in that its "drain" would be a much smaller variant of simultaneous damage and heal. Safest to play.

Finally, **House Secrecy** wouldn't have a color, but a dot in the center of the card. This would be a lightly weaker card all around in defense, attack etc, but would have the unique capability of being played face down. This would confuse the opponent into not knowing if they should be focusing attack or defense.

So an ordinary House Ronin card would look like this:

On the top half, 2 drain & 4.

On the bottom half, 1 attack and 9 defense.

Based on the cards that have been revealed, players would choose whether to play the top or bottom of the card (more offense or more defense).

#### Card Rarity:

Cards could be standardly crafted alongside weapons, and hold rarities from Mendicant to Paragon. While the extremity of the cards shouldn't change too much (i.e. a Mendicant card shouldn't have 5 attack damage to a paragon's 500, rather 5 to 10), the flexibility of the card should change.

What I mean by that is that a complex Paragon card would theoretically have an aggro choice of 4 attack, damage 2, drain 1 and a defense choice of 11 defense and 2 heal. Compare that to a Mendicant card, that would have 5 attack, 8 defense.

The reason this works perfectly is that players would slowly be able to understand the strategy of the game just as the cards they acquire become more complex. It's a slow, perfect learning curve that allows them to appreciate and understand the more complex cards they eventually receive.