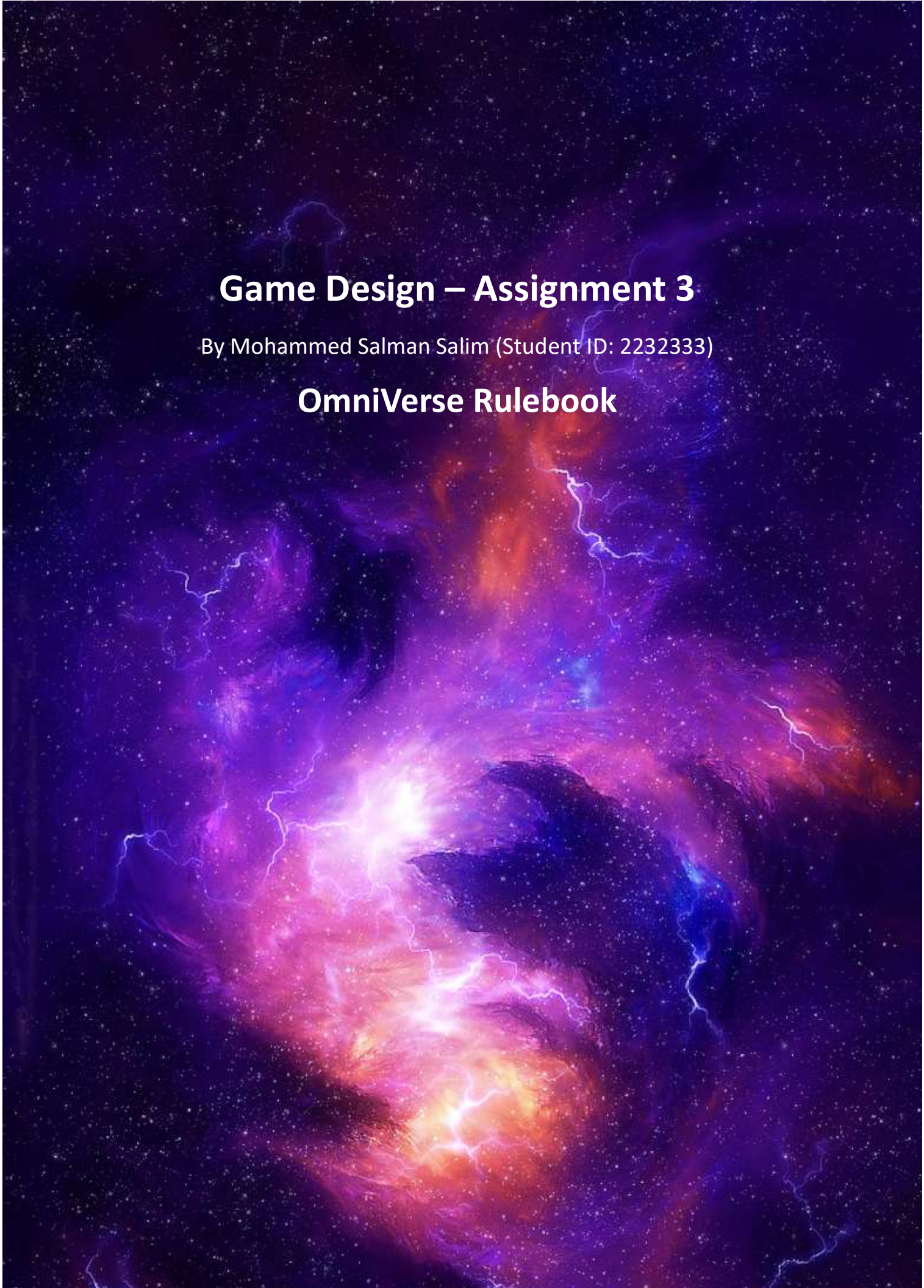

Game Design – Assignment 3

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OmniVerse Rulebook

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Game Details

OmniVerse is a 2-player card battler game based on popular fictional characters. **Omniverse – Chapter 1: Justice League vs. The Avengers** lets the player take part in an interdimensional clash between their favorite iconic heroes and villains from the **Justice League** and **the Avengers**.

Each game session can take around 30 – 45 minutes.

Theme Introduction

While travelling through various universes, the fastest man alive, the Flash, stumbles upon a startling revelation. In all the hundreds of universes he has encountered, he realizes that the Earth from which he originates from is the most unique universe unlike others. In some universes, the Justice League is the sole organization that keeps the peace. Some universes rely on the might of the Avengers to keep the peace. The Seven and Vought Industries safeguard certain universes while Mortal Kombat tournaments maintain harmony among realms in some universes. But on Flash's Earth; All these elements coexist side by side. Maddened by this reality, he seeks counsel with Doctor Fate and the Justice League.

Together, using arcane magic and advanced technology, the Justice League track the cosmic anomaly signature to the Scarlet Witch and conclude that she is somehow connected to this phenomenon. Seeking answers Wonder Woman tries to confront the Scarlet Witch, only to be restrained by Thor as Scarlet Witch is a protected member of the Avengers. Meanwhile, Batman's detective instincts lead him to a surprising revelation – Doctor Strange was aware of this unique convergence all along. The tension between the two mighty factions begin to escalate and the Justice League demands answers from the Avengers, pushing Doctor Strange to reveal the undeniable truth.

Strange reveals that their universe, which he named Earth-OV, occupies the central point of the multiverse – a focal point where all major entities and events from other universes are manifesting and some have already manifested. He admits that Scarlet Witch's involvement seems to be the key to understanding this perplexing phenomenon and that is why he is tutoring her in the arcane ways. However, the Justice League demand her to be imprisoned before she causes more interdimensional harm as Doctor Fate has seen the future in which Scarlet Witch destroys all universes.

Due to this conflict and Doctor Strange keeping secrets from the Justice League, tensions escalate. The clash between the Justice League and the Avengers becomes inevitable.

Choose a side.

Shape the outcome of the conflict.

Decide the ultimate destiny of the Omniverse.

OmniVerse – Chapter 1: Justice League vs. The Avengers.

Game Overview

OmniVerse is a 2-player card battler game in which each player chooses a deck to represent their universe. In Chapter 1, players have the option to choose either the **Justice League** or **the Avengers**. Each deck has ***15 Fighter Cards*** and ***15 Location Cards***. Each ***Fighter Card*** has different **STATS** and **Special Abilities**.

Game Objective

The objective of the game is to analyze the current ***Location Card***, select the right ***Fighter Card*** and defeat the opposing ***Fighter Card***.

Components List & Game Setup

Each universe (**Justice League** or **the Avengers**) has 30 Cards which include ***15 Fighter Cards*** and ***15 Location Cards***.

- ***15 Fighter Cards***
  - **4 TITAN Cards**
  - **4 META Cards**
  - **4 SUPPORT Cards**
  - **3 TRAP Cards**
- ***15 Location Cards***

JUSTICE LEAGUE							THE AVENGERS						
	ID	FIGHTER	SPD	ATK	DEF	SPECIAL ABILITY	SPECIAL ABILITY	DEF	ATK	SPD	FIGHTER	ID	
TITAN	DC001	BATMAN	5	6	5	PREP TIME Reduce all enemy STATS by half. 2 Turns in Rest State.	2 Turns in Rest State.	11	12	7	IRON MAN	MC001	TITAN
	DC002	SUPERMAN	9	11	10	2 Turns in Rest State.	2 Turns in Rest State.	12	10	8	HULK	MC002	
	DC003	WONDER WOMAN	8	12	10	2 Turns in Rest State.	2 Turns in Rest State.	10	10	10	THOR ODINSON	MC003	
	DC004	AQUAMAN	7	11	12	2 Turns in Rest State.	2 Turns in Rest State.	11	10	9	CAPTAIN AMERICA	MC004	
META	DC005	CYBORG	5	7	8	APOKOLIPTIAN TECH Randomly pick a friendly card from hand and use that *SPECIAL ABILITY*.	PHASING Replace current enemy card with a random card from enemy hand.	10	6	4	VISION	MC005	META
	DC006	FLASH	11	5	4	SPEEDFORCE Roll a dice. If result is EVEN, defeat enemy.	HEX MAGIC Roll a dice. If result is ODD, defeat enemy.	7	8	5	SCARLET WITCH	MC006	
SUPPORT	DC007	CATWOMAN	5	4	6	STEALER OF HEARTS Disable *SPECIAL ABILITY* of current & next enemy card.	INCOGNITO Disable *SPECIAL EFFECT* of current & next location.	6	3	6	BLACK WIDOW	MC007	SUPPORT
	DC008	GREEN ARROW	4	5	6	YOU HAVE FAILED THIS CITY! Roll a dice & add that number to the ATTACK of current & next friendly.	TRICK ARROWS Roll a dice & reduce that number to the DEFENSE of current & next enemy.	7	4	4	HAWKEYE	MC008	
	DC009	ROBIN	5	3	7	TEEN TITAN Reduce DEFENSE of current & next enemy card by half even if defeated.	ARSENAL Double the ATTACK of current & next friendly card even if defeated.	7	5	3	WAR MACHINE	MC009	
	DC010	GREEN LANTERN	3	5	7	WILLPOWER Double the DEFENSE of next friendly card.	WEBSLINGER Double the SPEED of next friendly card.	5	5	5	SPIDER-MAN	MC010	
META	DC011	SHAZAM	7	7	6	POWER OF FAMILY Roll a dice. If 4, 5 or 6, defeat enemy. Otherwise do not defeat.	POWER OF COSMOS Roll a dice. If 1, 2 or 3, defeat enemy.	7	6	7	CAPTAIN MARVEL	MC011	META
	DC012	DOCTOR FATE	3	5	12	MEET YOUR FATE Take sum of both cards' DEFENSE. If even, defeat enemy.	SORCERY SUPREME Take sum of both cards' DEFENSE. If odd, defeat enemy.	11	5	4	DOCTOR STRANGE	MC012	
TRAP	DC013	HARLEY QUINN	4	4	2	MAD LOVE If this card is defeated, enemy has to spend +2 turns in Rest State.	CATCHPHRASE If this card is defeated, same enemy card must be used next turn.	0	5	5	DEADPOOL	MC013	TRAP
	DC014	LEX LUTHOR	2	3	5	I AM RICH If this card is defeated, draw a new card from deck.	ASSEMBLE If this card is defeated, randomly draw a previously discarded card.	5	2	3	NICK FURY	MC014	
	DC015	JOKER	4	3	3	WHY SO SERIOUS? If this card is defeated, randomly destroy a card in opponent's hand.	TRICKSTER If this card is defeated, destroy this card and current enemy card.	4	3	3	LOKI	MC015	

Table 1: List of Fighter Cards and its Stats & Special Abilities

As seen in the table above, the **15 Justice League *Fighter Cards*** are listed on the left side from DC001 to DC015 while the **15 Avengers *Fighter Cards*** are listed on the right side from MC001 to MC015. Each ***Fighter Card*** has different **STATS** (**SPEED**, **ATTACK**, **DEFENSE**) and a **Special Ability**.

	ID	LOCATION	SPECIAL EFFECT	FIGHTER BONUS	BONUS EFFECT
JUSTICE LEAGUE	LDC001	**League Watchtower**	DC Fighters go first regardless of SPEED.	BATMAN	Double all STATS of **BATMAN**
	LDC002	**Metropolis**	Reduce **Rest State** by 1 for **TITAN CARDS**. This affects Current Fighter and Fighter Cards already in Rest State.	SUPERMAN	No ***Rest State*** for **SUPERMAN**
	LDC003	**Themyscira**	Only fighters of DEFENSE 8 and above can fight here. If a player does not have a card, opposing player draws a card.	WONDER WOMAN	Randomly place a card from opposing player's hand on ***Rest State 2***.
	LDC004	**Atlantis**	Fighters with lowest SPEED goes first.	AQUAMAN	Double DEFENSE of **AQUAMAN**
	LDC005	**S.T.A.R. Labs**	Switch to the next **Location Card** and use it for current turn and next turn.	CYBORG	***(Replace Ability)*** Selectively pick a friendly card from hand and use that ***Special Ability***.
	LDC006	**Speedforce**	Roll a **Dice** to decide who goes first.	FLASH	**FLASH** always goes first.
	LDC007	**Batcave**	Reduce DEFENSE by half.	CATWOMAN	Randomly draw a ***Fighter Card*** from enemy's deck to player's hand
	LDC008	**Lian Yu**	Disable **Special Ability**.	GREEN ARROW	Add 6 ATTACK to **GREEN ARROW** and next player card.
	LDC009	**Gotham City**	Only fighters of DEFENSE 8 and below can fight here. If a player does not have a card, opposing player draws a card.	ROBIN	Reduce ATTACK of current & next enemy card by half even if defeated.
	LDC010	**Oa**	Fighters with highest ATTACK goes first.	GREEN LANTERN	**GREEN LANTERN** is used for the next turn.
	LDC011	**Rock of Eternity**	Both players discard a card of their choice and selectively draw a previously discarded card (if discarded).	SHAZAM	***(Replace Ability)*** Roll a dice. If result is not 1, defeat enemy.
	LDC012	**Kahndaq**	Cards in Rest State +1.	DOCTOR FATE	Disable Enemy ***Special Ability*** regardless of SPEED
	LDC013	**Arkham Asylum**	Fighters with lowest DEFENSE goes first.	HARLEY QUINN	If this card is defeated, select and draw a previously discarded card from ***Defeated Deck***.
	LDC014	**LexCorp**	Fighters with highest DEFENSE goes first.	LEX LUTHOR	See upcoming ***5 Location Cards***.
	LDC015	**Joker's Funland**	If a current fighter card is defeated, destroy a card in hand instead.	JOKER	Select a ***Fighter Card*** from your hand & swap it with a selected card from opposing player.
THE AVENGERS	LMC001	**Avengers Compound**	Marvel Fighters go first regardless of SPEED.	IRON MAN	If **IRON MAN** is defeated, move it to ***Rest State 1*** instead of Defeated Deck.
	LMC002	**Gamma Lab**	Double DEFENSE.	HULK	***Rest State +1*** (except for Titan Cards) for opposing current card and cards on Rest State.
	LMC003	**Asgard**	Increase **Rest State** by 1 except for **TITAN CARDS**. This affects Current Fighter and Fighter Cards already in Rest State.	THOR ODINSON	Instantly recover all cards from ***Rest State.***
	LMC004	**New York**	Randomly place a Current Fighter from hand.	CAPTAIN AMERICA	Discard a card from hand and selectively draw a ***Fighter Card*** from deck. Then shuffle deck.
	LMC005	**Stark Tower**	Draw a new card.	VISION	***(Replace Ability)*** Replace current enemy card with a selected card from enemy hand.
	LMC006	**Westview**	Place Current Fighter card. Then switch this Location Card with the next Location Card.	SCARLET WITCH	***(Replace Ability)*** Roll a dice. If result is not 6, defeat enemy.
	LMC007	**Triskelion**	Only fighters of ATTACK 7 and above can fight here. If a player does not have a card, opposing player draws a card.	BLACK WIDOW	Selectively draw a ***Fighter Card*** from enemy's discarded deck to player's hand
	LMC008	**Barton's Homestead**	Only fighters of ATTACK 7 and below can fight here. If a player does not have a card, opposing player draws a card.	HAWKEYE	***(Replace Ability)*** Reduce 6 DEFENSE of current enemy and next enemy card.
	LMC009	**U.S. Air Force Base**	Double ATTACK.	WAR MACHINE	Reduce DEFENSE of current & next enemy card by half even if defeated.
	LMC010	**Daily Bugle**	Players have to show and lock the **Fighter Card** that will be played in the next turn to the other Player.	SPIDER-MAN	Opposing player has to use the same current ***Fighter Card*** for next turn.
	LMC011	**Hala**	Only fighters of SPEED 7 and above can fight here. If a player does not have a card, opposing player draws a card.	CAPTAIN MARVEL	***(Replace Ability)*** Roll a dice. If result is not 6, defeat enemy.
	LMC012	**Sanctum Sanctorum**	Instantly recover cards from Rest State.	DOCTOR STRANGE	Use Enemy's ***Special Ability*** *as* ***DOCTOR STRANGE's Special Ability*** first regardless of SPEED
	LMC013	**Deadpool's Apartment**	Swap **ATTACK** and **DEFENSE** of both players.	DEADPOOL	If this card is defeated, move it back to hand instead of ***Defeated Deck***.
	LMC014	**Helicarrier**	Both players draw a card from opposite decks.	NICK FURY	See all ***Fighter Cards*** in enemy's hand.
	LMC015	**Jotunheim**	Only fighters of SPEED 7 and below can fight here. If a player does not have a card, opposing player draws a card.	LOKI	Draw a card from ***Discarded Deck*** and swap it with a random card from opposing player.

Table 2: List of Location Cards and its Special Effects & Bonus Effects

As seen in the table above, there are also ***30 Location Cards*** of which 15 are based on **DC comic universe** (LDC001 to LDC015) and the other 15 on **Marvel comic universe** (LMC001 to LMC015). Each ***Location Card*** has a **Special Effect** and a **Bonus Effect** if a specific ***Fighter Card*** is played in the location.

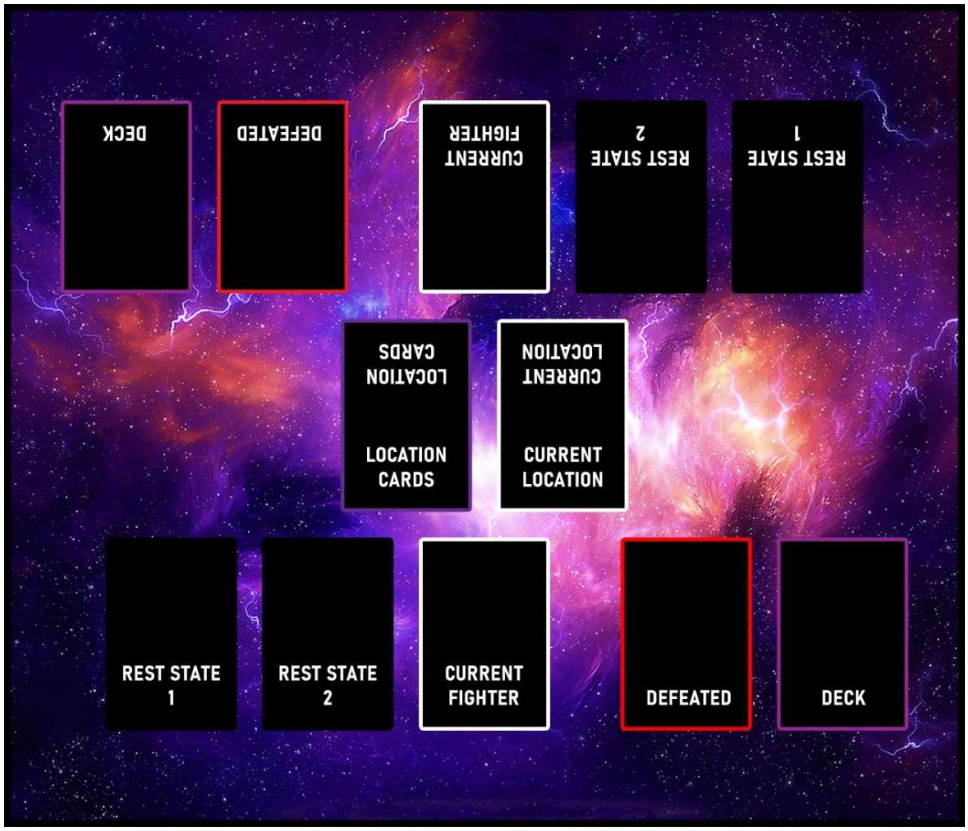
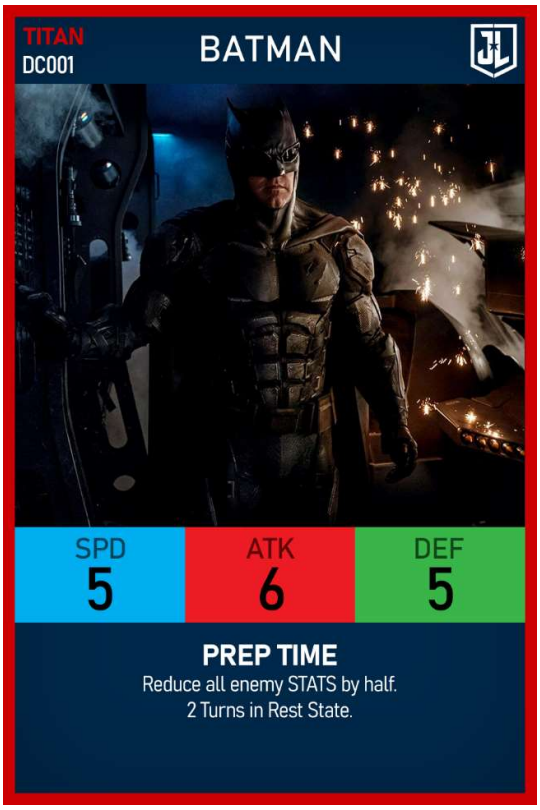
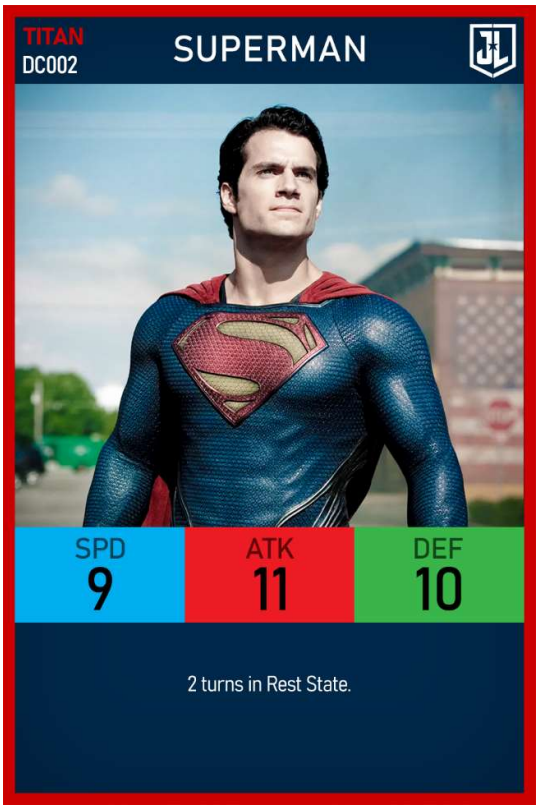


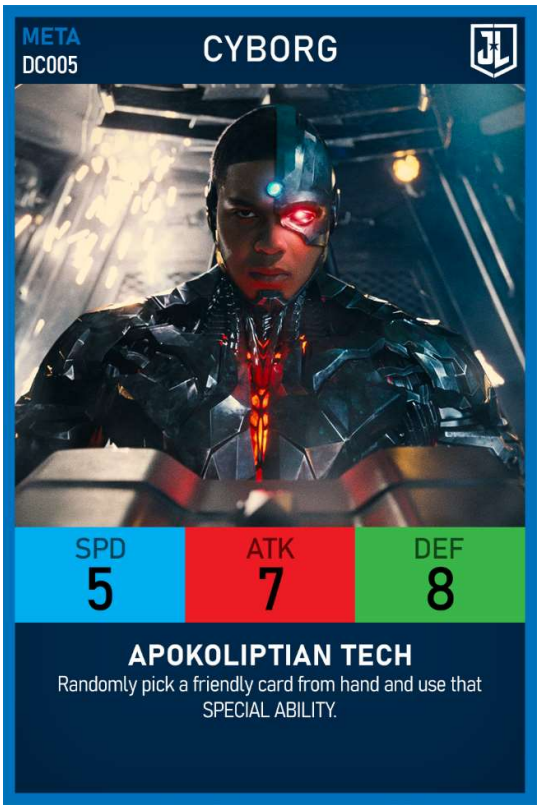
Figure 1: Game Board

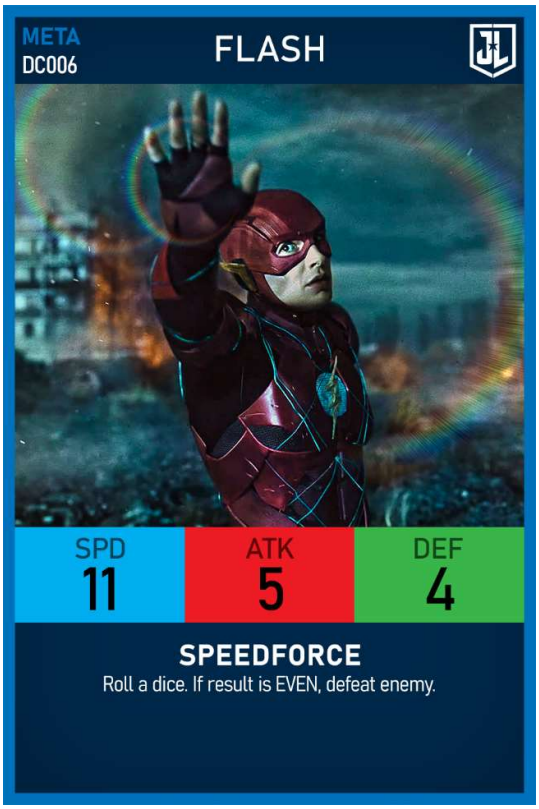
Justice League Fighters – TITAN CARDS





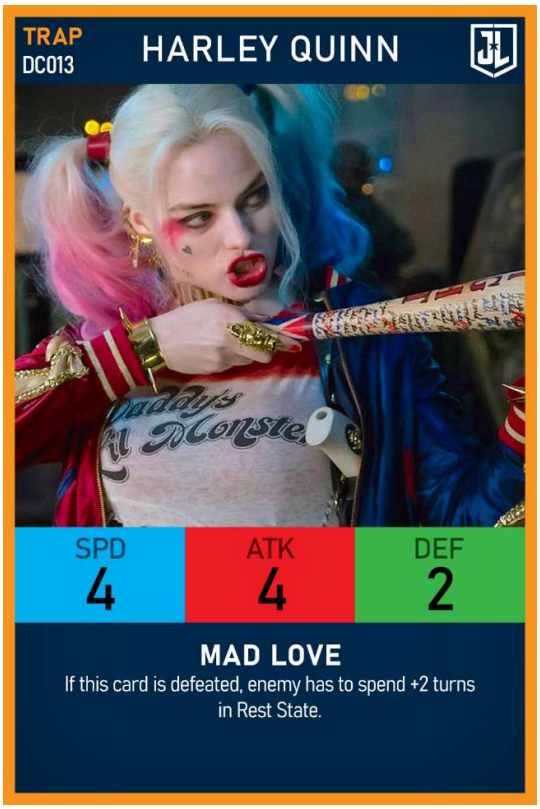
Justice League Fighters – META CARDS

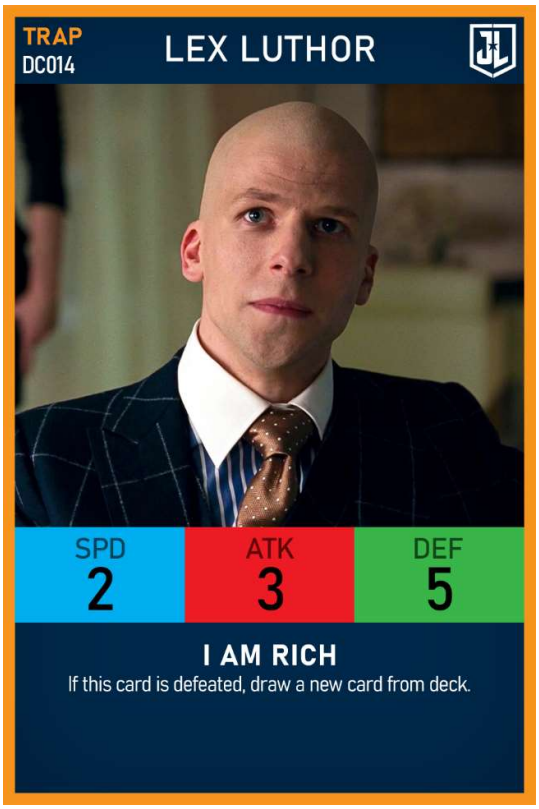


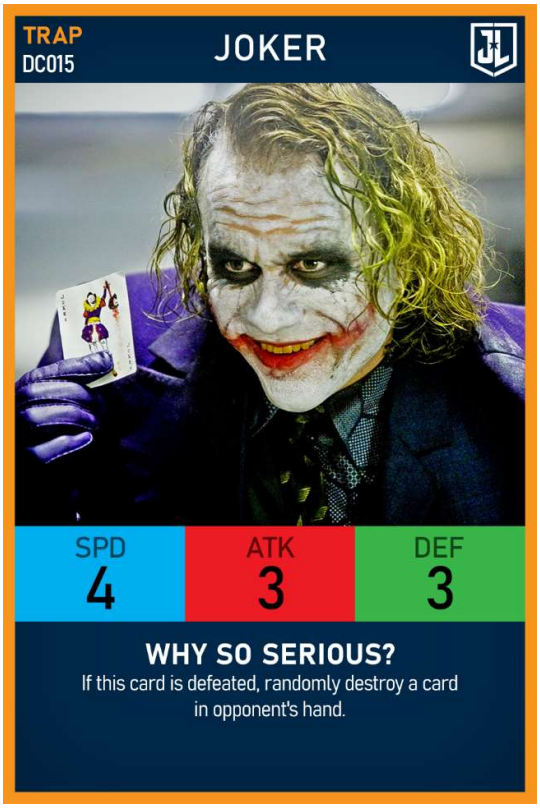


Justice League Fighters – SUPPORT CARDS

Justice League Fighters – TRAP CARDS



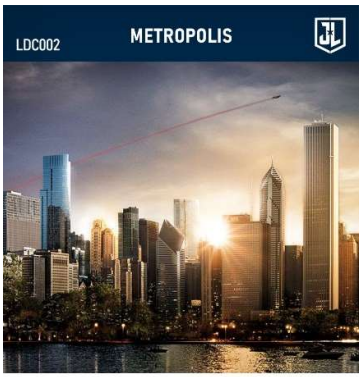




Justice League Location Cards

BONUS EFFECT: BATMAN
Double all STATS of BATMAN

SPECIAL EFFECT
DC Fighters go first regardless of SPEED.

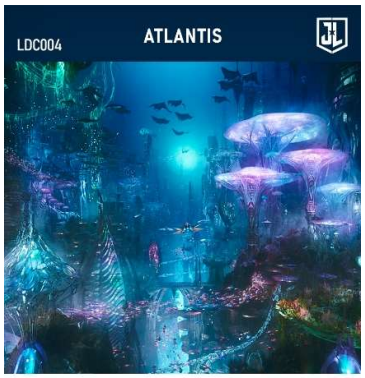


BONUS EFFECT: SUPERMAN
No Rest State for SUPERMAN

SPECIAL EFFECT
Reduce Rest State by 1 for TITAN CARDS.
This affects Current Fighter and Fighter Cards already in Rest State.

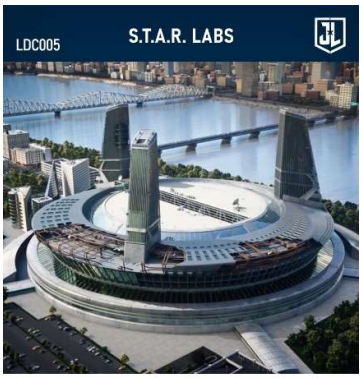
BONUS EFFECT: WONDER WOMAN
Randomly place a card from opposing player's hand on Rest State 2.

SPECIAL EFFECT
Only fighters of DEFENSE 8 and above can fight here.
If a player does not have a card, opposing player draws a card.



BONUS EFFECT: AQUAMAN
Double DEFENSE of AQUAMAN

SPECIAL EFFECT
Fighters with lowest SPEED goes first.



BONUS EFFECT: CYBORG
(Replace Ability) Selectively pick a friendly card from hand and use that Special Ability.

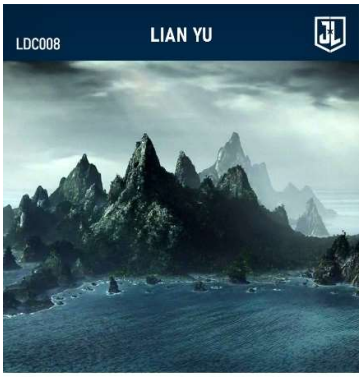
SPECIAL EFFECT
Switch to the next Location Card and use it for current turn and next turn.

BONUS EFFECT: FLASH
FLASH always goes first.

SPECIAL EFFECT
Roll a Dice to decide who goes first regardless of SPEED.

BONUS EFFECT: CATWOMAN
Randomly draw a Fighter Card from enemy's deck to player's hand.

SPECIAL EFFECT
Reduce DEFENSE by half.



BONUS EFFECT: GREEN ARROW
Add 6 ATTACK to GREEN ARROW and next player card.

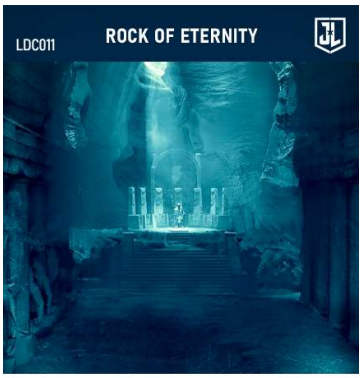
SPECIAL EFFECT
Disable Special Ability.

BONUS EFFECT: ROBIN
Reduce ATTACK of current & next enemy card by half even if defeated.

SPECIAL EFFECT
Only fighters of DEFENSE 8 and below can fight here.
If a player does not have a card, opposing player draws a card.

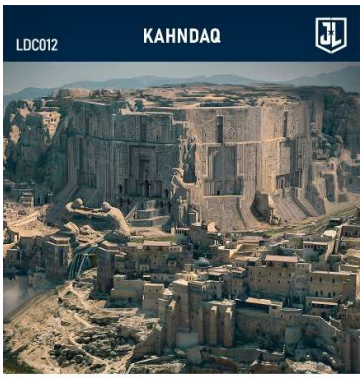
BONUS EFFECT: GREEN LANTERN
GREEN LANTERN is used for the next turn.

SPECIAL EFFECT
Fighters with highest ATTACK goes first.



BONUS EFFECT: SHAZAM
(Replace Ability) Roll a dice. If result is not 1, defeat enemy.

SPECIAL EFFECT
Both players discard a card of their choice and selectively draw a previously discarded card (if discarded).

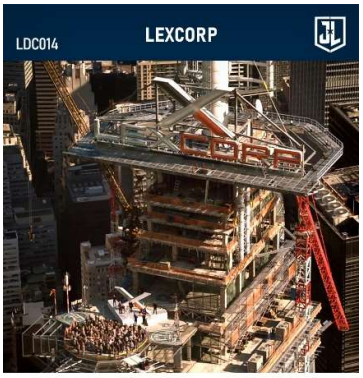


BONUS EFFECT: DOCTOR FATE
Disable Enemy Special Ability regardless of SPEED

SPECIAL EFFECT
Cards in Rest State +1.

BONUS EFFECT: HARLEY QUINN
If this card is defeated, select and draw a previously discarded card from Defeated Deck.

SPECIAL EFFECT
Fighters with lowest DEFENSE goes first.



BONUS EFFECT: LEX LUTHOR
See upcoming 5 Location Cards only for the player with LEX LUTHOR.

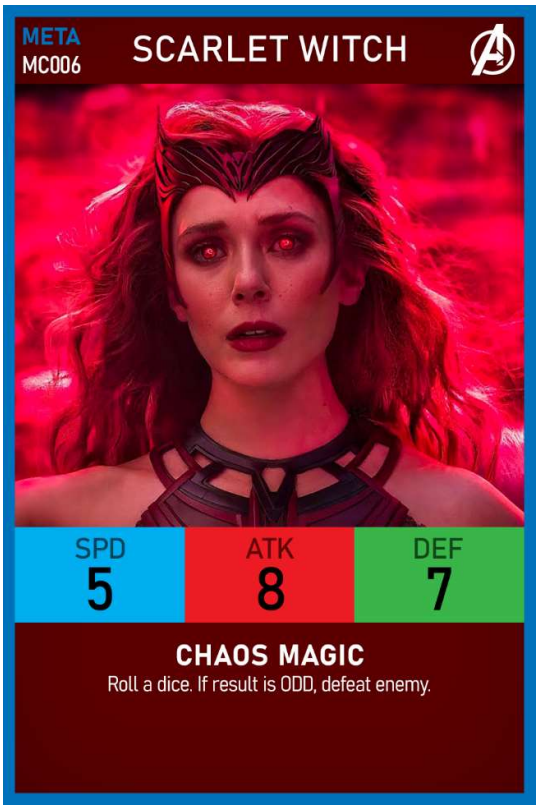
SPECIAL EFFECT
Fighters with highest DEFENSE goes first.

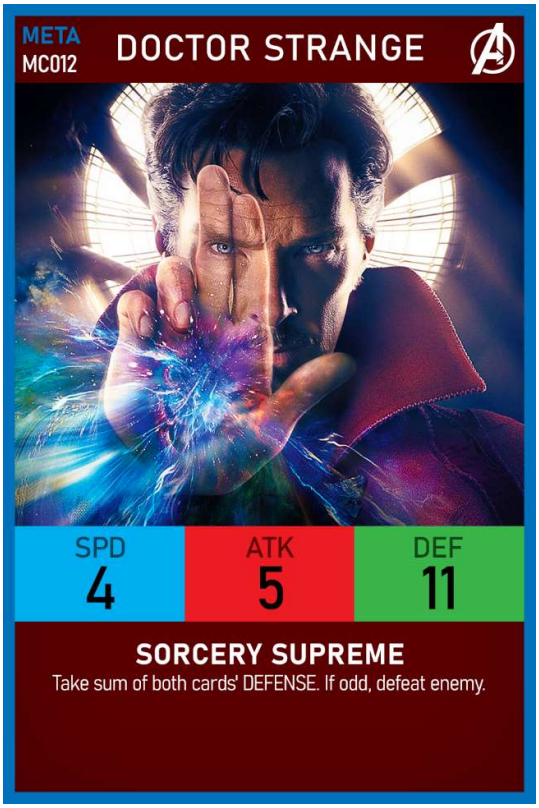
BONUS EFFECT: JOKER
Select a Fighter Card from your hand & swap it with a selected card from opposing player.

SPECIAL EFFECT
If a current fighter card is defeated, destroy a card in hand instead.

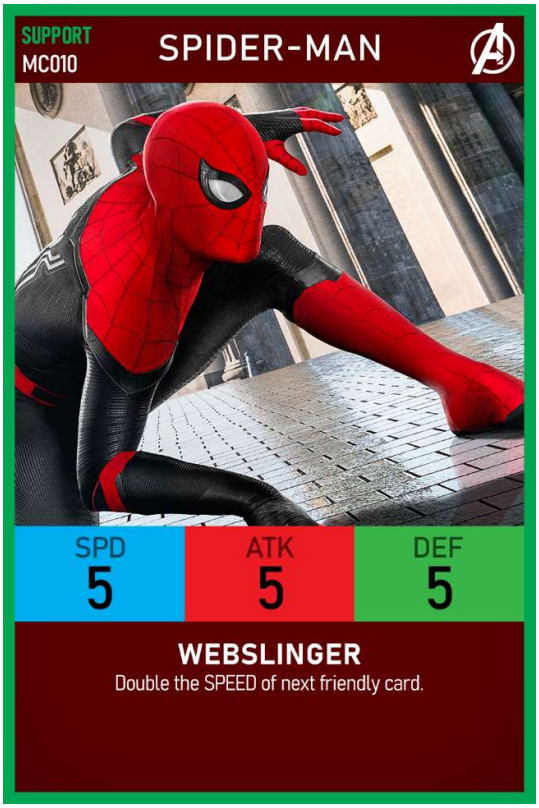
The Avengers Fighters – TITAN CARDS

The Avengers Fighters – META CARDS



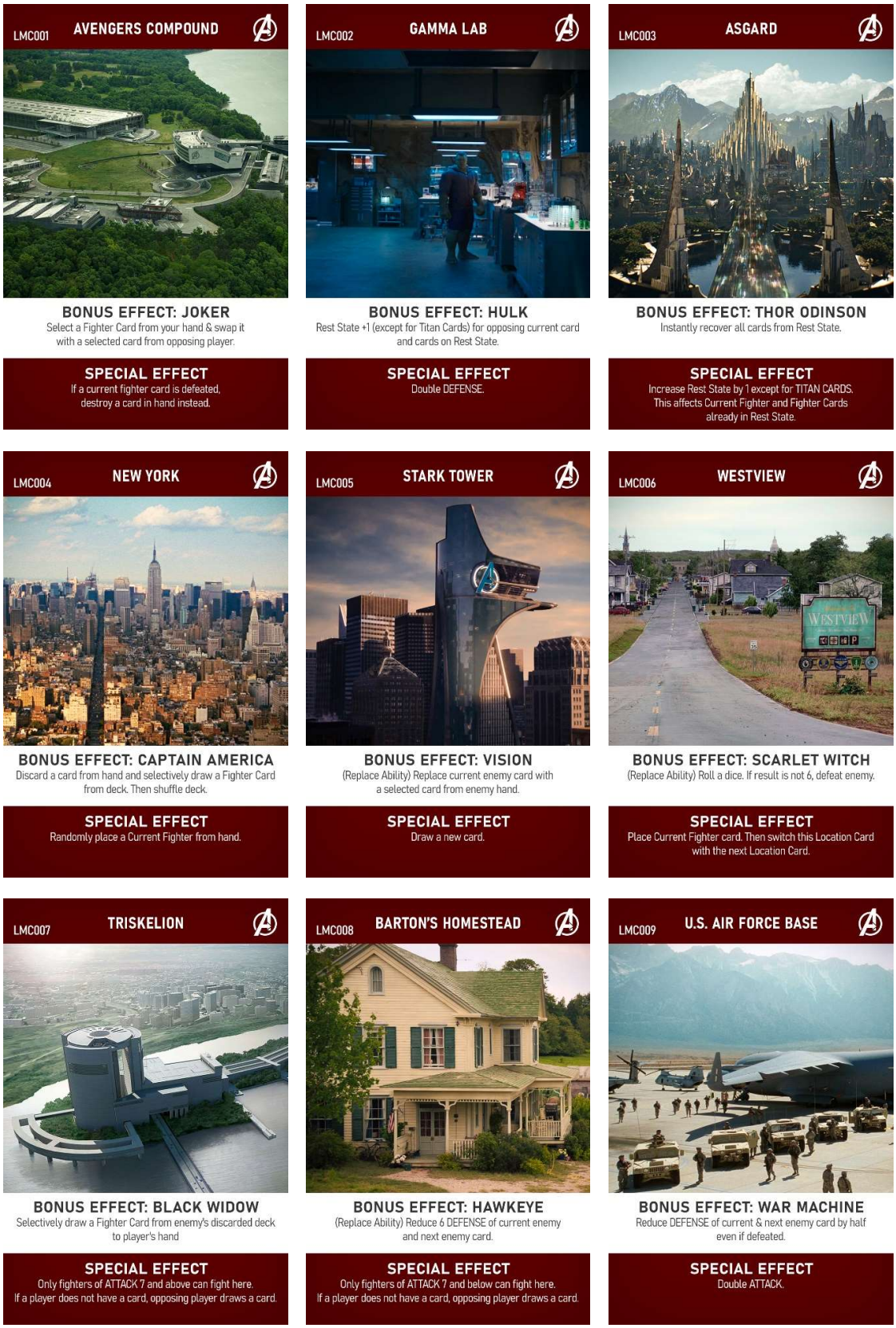


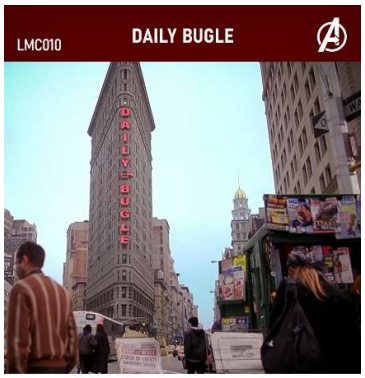
The Avengers Fighters – SUPPORT CARDS



The Avengers Fighters – TRAP CARDS

The Avengers Location Cards



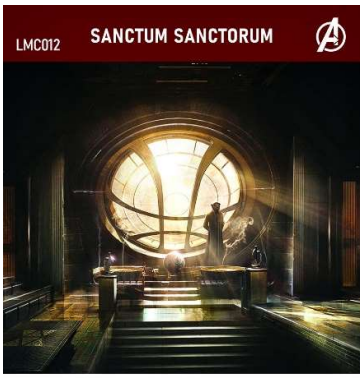


BONUS EFFECT: SPIDER-MAN
Opposing player has to use the same current Fighter Card for next turn.

SPECIAL EFFECT
Players have to show and lock the Fighter Card that will be played in the next turn to the other Player.

BONUS EFFECT: CAPTAIN MARVEL
(Replace Ability) Roll a dice. If result is not 6, defeat enemy.

SPECIAL EFFECT
Only fighters of SPEED 7 and above can fight here.
If a player does not have a card, opposing player draws a card.



BONUS EFFECT: DOCTOR STRANGE
Use Enemy's Special Ability as DOCTOR STRANGE's Special Ability first regardless of SPEED

SPECIAL EFFECT
Instantly recover cards from Rest State.

BONUS EFFECT: DEADPOOL
If DEADPOOL is defeated, move it back to hand instead of Defeated Deck.

SPECIAL EFFECT
Swap ATTACK and DEFENSE of both players.

BONUS EFFECT: NICK FURY
See all Fighter Cards in enemy's hand.

SPECIAL EFFECT
Both players draw a card from opposite decks.

BONUS EFFECT: LOKI
Draw a card from Discarded Deck and swap it with a random card from opposing player.

SPECIAL EFFECT
Only fighters of SPEED 7 and below can fight here.
If a player does not have a card, opposing player draws a card.

Game Structure and Flow

1. The 2-player game begins with each player choosing either **Justice League** or **The Avengers**. After choosing, each player must take the ***15 Fighter Cards*** of their chosen universe.
2. Each player must shuffle their ***15 Fighter Cards*** and draw 6 random ***Fighter Cards*** to their hand and keep the remaining 9 cards in the **Deck Slot** on the game board face-down.
3. All ***30 Location Cards*** must be shuffled together and kept face-down on the **Location Cards Slot** on the Game Board.

Turn & Round Structure

1. Each round begins with drawing a ***Location Card*** and keeping it face up on the **Current Location Slot** on the Game Board. The **Special Effect** of that Location Card is activated.
2. Then the players are free to choose one ***Fighter Card*** and place it face down on the **Current Fighter Slot** on the Game Board.
3. After both players place **1** ***Fighter Card*** face down, both cards must be turned face up together. **Bonus Effect** of the ***Fighter Card*** is activated if the specific ***Fighter Card*** of the Location is played.
4. The ***Fighter Card*** with the highest **SPEED** takes the first turn. The effect of the **Special Ability** of that ***Fighter Card*** is activated. After considering the effect, if the **ATTACK** of the ***Fighter Card*** is higher than the opposing ***Fighter Card***'s **DEFENSE**, the opposing ***Fighter Card*** is defeated and placed the **Defeated Slot** on the Game Board. If the opposing ***Fighter Card*** is not defeated, the turn is shifted to the opponent and follows the same steps. (**SPEED** -> **Special Ability** -> **ATTACK** -> **DEFENSE**)
5. While defeated cards are moved to the **Defeated Slot**, the cards that have not been defeated are moved to the **Rest State 1 Slot** and undefeated **TITAN** **Cards** are moved to the **Rest State 2 Slot.** This marks the end of a round. Cards previously in **Rest State 2 Slot** are moved to **Rest State 1 Slot** and cards previously in **Rest State 1 Slot** and returned to the player's hand.
6. If a Player has 4 Cards in their **Defeated Deck Slot**, that Player can draw a ***Fighter Card*** from Deck. This can be done only once in a game session.
7. Repeat from Step 1 until a Player has 5 cards in their **Defeated Deck Slot**.

NOTE: While this is the regular gameplay flow, the **Special Abilities** of ***Fighter Cards*** and **Special Effects** of ***Location Cards*** bring variety to each turn. For Example, the card with the highest **SPEED** may not always get the first turn as there are ***Fighter Cards*** and ***Location Cards*** that have **Special Abilities** and **Special Effects** to change this.

Win & Lose Condition

WIN: Make the opposing player have 5 cards in their Defeated Deck Slot.

LOSE: Have 5 cards in Defeated Deck Slot.