Mindframe Arena

Game Information Guide

Version 1.0



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Short description
Lead your Tec team on an epic journey through the worlds of Mindframe Arena

Long description
Mindframe combines quirky characters, spell casting and one-on-one challenges - all on a unique tactical game board. Journey to the secret centre of the arena by leading your faction of brave and brilliant Tecs. Each Tec comes with a powerful spell and a power bar for direct challenges. There are 6 Tec classes to collect including the ultra-rare Bionics and Primes.

<u>Game features:</u>

- A unique combination of collectable card gameplay, Tec challenges and spell casting
- A specially designed game board that requires strategy and skill to master
- 6 Tec classes to collect:
    - Rebels
    - Warriors
    - Militants
    - Mystics
    - Bionics
    - Primes
- Over 30 powerful defensive and offensive spells to acquire
- Over 100 levels (6 worlds) to unlock – with more on the way

Common Questions

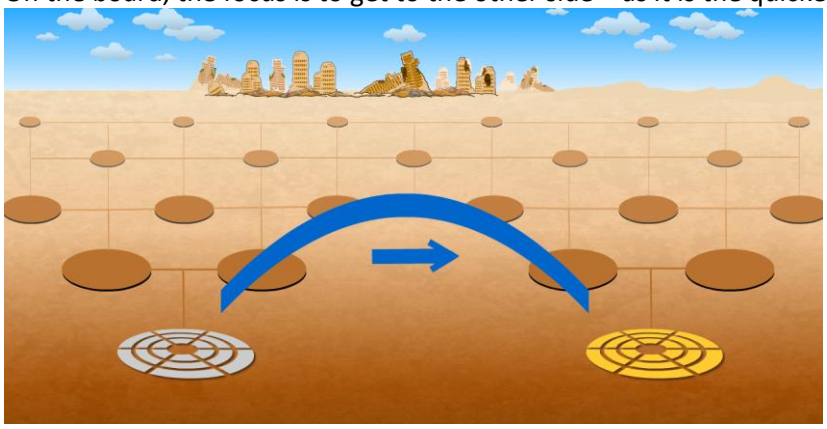
What is the game?
Mindframe is a board game whereby a player needs to get one of their pieces (a Tec) onto their opponents starting point to win. Similar to card games, they start with an initial deck (5 Tec characters) and must upgrade their deck as they encounter more powerful opponents. The game's board layout and character spells bring new innovative features to the card 'battler' game genre.

Where does the game take place?
The game takes place in the Mindframe Arena, a 2D virtual world with distinct themed regions such as the desert, fantasy and urban areas.

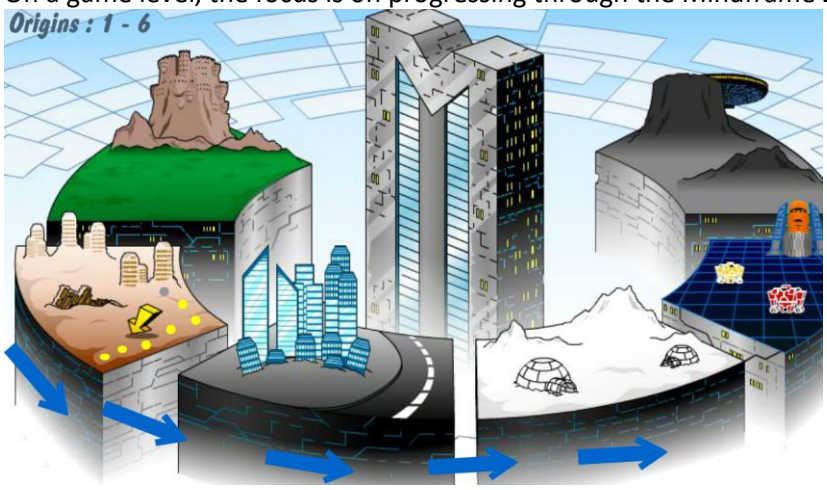
What do I control?
You control a Tec deck, that is a group of 5 Tec characters. Like the Mindframe Arena world, Tecs are themed as well with military, civic, fighting and fantasy figures. Each Tec has a primary attack spell and a secondary special spell.

What is the main focus?
In Mindframe Arena, the main focus is on battling, upgrading and progressing.

On the board, the focus is to get to the other side – as it is the quickest route to victory



On a game level, the focus is on progressing through the Mindframe zones:



GAME

Summary
In Mindframe, a player controls a set of characters cards called Tecs. This set of cards is called a faction. These cards become actual 2D characters when placed on the game board. The board consists of connected nodes and allows Tecs to move across it by selecting a particular node. Tecs can also cast spells. Spells can be used on your own Tecs (e.g. head), the opponent Tecs (e.g. attack, disable), selective boards areas or the entire board.

The game consists of over 100 levels, divided into a set of themed worlds. To progress through a board, a player has to get one of their Tecs on the opponent's spawn node. This node is where Tecs materialise on the board. They also need to protect their own spawn node.

Once a player captures the opponents spawn node, the game session is complete and they will progress further into the Mindframe world. They will also be rewarded with gold and/or additional spells. This allows them to upgrade their faction.

Tecs



Tecs are the characters that players use on the game board. They are 2D animated character with a default attack spell and a special spell. The core of the game revolves around collecting, upgrading and using Tecs to progress through the game world. A player has a pool of Tecs (up to 10) and will use 5 in each game session. Each one has different attack and spell abilities and they are categorised according to these abilities.

Tec Tiers

There are 6 categories (tier 1 to 6), ranging from entry level Tecs to powerful specialised ones. New players start with a set of mainly tier 1 Tecs.



Tec Tiers: 1 to 4

The Game Board

Like many classic board games, there is both a simplicity and complexity to the game board. The simplicity comes from the goal of getting your Tec from their start point (grey) to the opponents (yellow). There are only 4 nodes between the two start points so it will be a quick game if your (or your opponents) start point is not defended.

The distant (level 3 to 5) nodes are for players who wish to use their spells more than direct conflict. They can also be used to shield characters as it takes longer for an opponent Tec to get to your level 5 side.

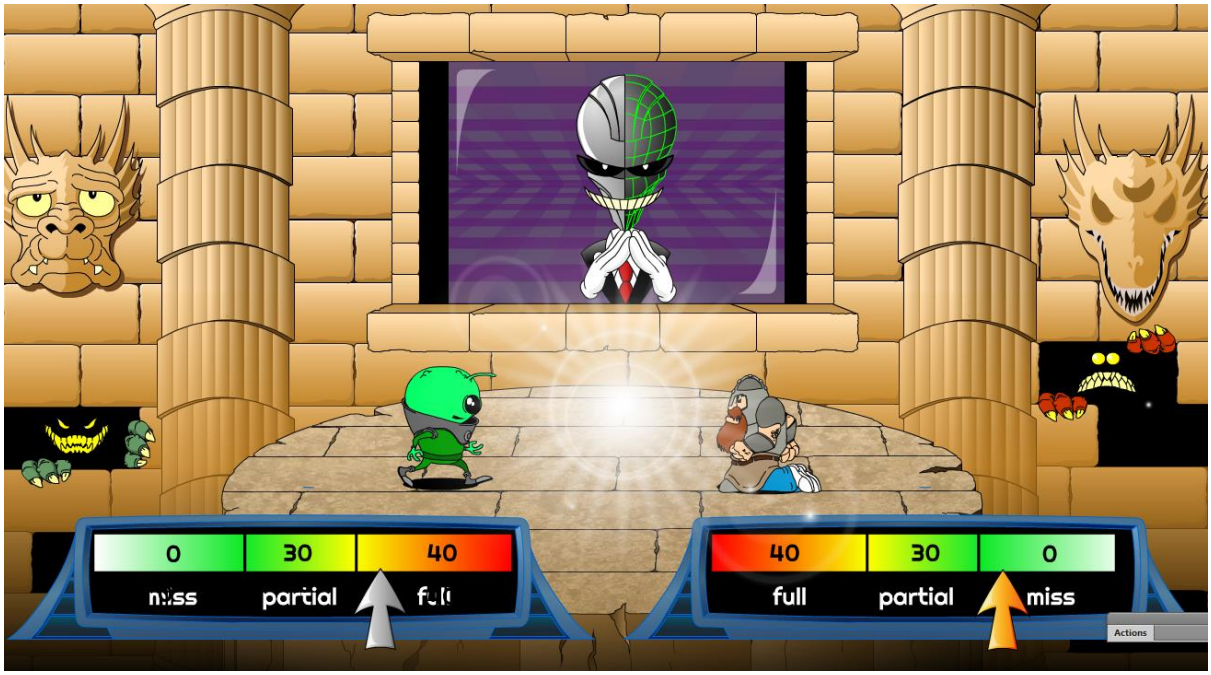


A game session involves a player:

- Selecting their set of 5 Tecs to play
- Moving their Tecs onto the board
- Casting spells or challenges
- Wining by capturing their opponents start point

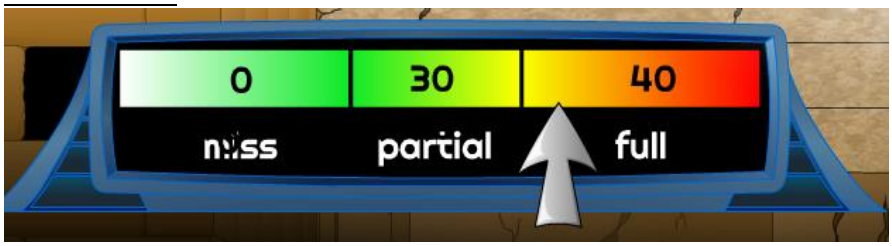
Combat: The Challenge Arena

When you challenge an opponent, you and the opposing Tec are brought to the challenge arena. Note – this is an automated play sequence. The player watches the challenge.



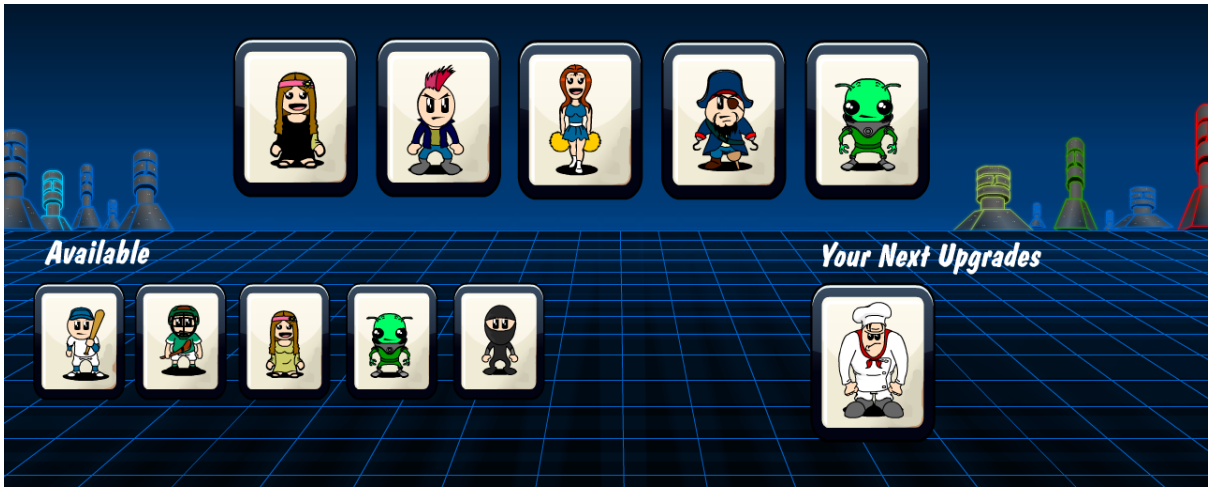
In the arena, both Tec's attack profiles are displayed at the bottom of the screen. 2 pointers move randomly along the profiles. After a few seconds, they stop. Whoever has the highest attack values wins. If both have the same (and it is not 0), both are knocked off the board. If both have 0 (miss), it is a draw and nothing happens to them. The player has no input in this screen i.e. it runs automatically

Attack Profile



Every Tec has an attack profile. It represents their attack strengths (3 possible) and also the likelihood of that strength being selected. The longer the width of a particular strength, the higher the probability it might be selected. You will be able to see an opponent's attack profile before entering a challenge (by tapping them).

Player - Faction Building

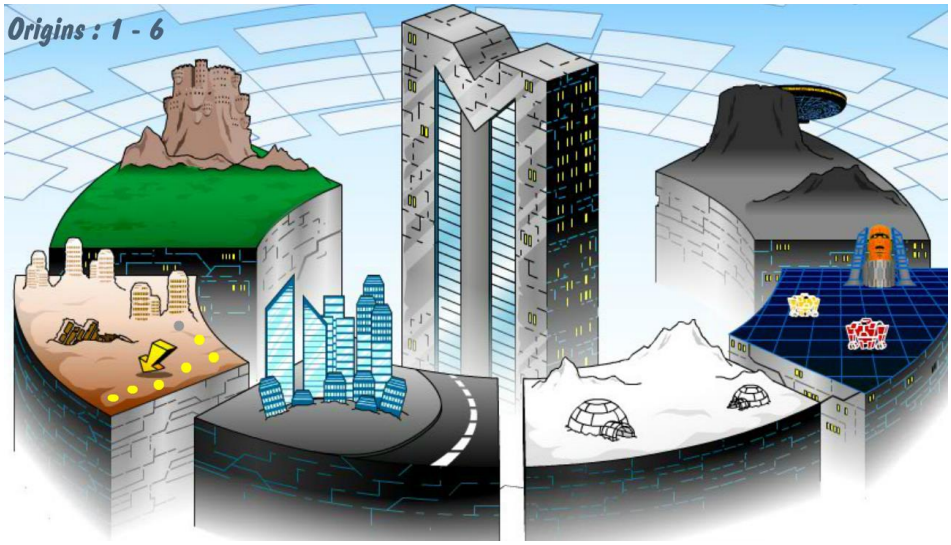


A faction can hold up to 10 Tec cards. For each game session, a player can use 5 of their cards. They need to learn to pick the most appropriate ones for each game.

A new player will be assigned a default set of 5 cards. These will be entry level Tecs, each with some basic spells. As a player progress through Mindframe, they will encounter increasingly difficult opponents.

Overtime, as a player acquire new cards, they will need become increasingly selective about which cards they choose for each session. There is no perfect set of all powerful Tecs. Each one will have a counter Tec or spell.

The Game World



Mindframe Arena has 120 levels divided into 6 distinct zones;

- Desert (Sandstone)
- Urban
- Fantasy (Black Ash)
- Ice
- Virtual
- Alien

Each zone will have 20 levels of gameplay.



Sample: Alien/UFO zone



Sample: Virtual zone

Ranking Points

A player acquires ranking points by playing the game.

Points are received for:

Starting a game	
Completing a game	
Wining a level	
Wining a Challenge	
Acquiring a new Tec	
Spell use	
Putting 3+ opposing Tecs in lockup	

Ranking points are allocated after each completed game. Unless completed, ranking points are not awarded.

GAMEPLAY

Mindframe Arena is a 2-player digital board game in each player controls a team of Tecs. Tec are a diverse set of characters, each with their own individual spells. Each Tec has a common attack spell, which allow them to challenge other Tecs. A challenge can only be made when Tecs are beside each other. When challenged, both Tecs are taken to the challenge arena where they (auto) battle each other, based on their attack profiles.

A player moves their Tecs arounds the board, with the aim of getting one Tec on the opponent's spawn point. The first to get a Tec on the opposing spawn point wins the game. It is a turn based game, with each player having a set amount of time for each turn.

Game Goals

- To progress though the Mindframe Arena
- Defeat other Tec factions to progress
- To build and manage the ultimate Tec Faction



Pre-Game – Choose your Faction Tecs

Before each game, a player can choose their 5 Tecs that will make up their faction. Depending on how advanced they are in the game, a player will have accumulated a pool of Tecs. They can hold up to 10.



Game Turns

Mindframe Arena is a turned based game. During a player's turn, the opponent cannot move or attack. A turn is limited by time - the game timer will display the remaining turn time available. A player does not need to make any moves during a turn. They can use 1 Tec during a term. This can involve moving a Tec and/or casting a spell – this is considered a game action. If they use their primary attack and end up in the Challenge Arena, that is also considered part of a turn.

A turn will end when:

- The player hits the End Turn button (they may not wish to do any game action)
- The turn timer counts down and the player not has not completed a game action

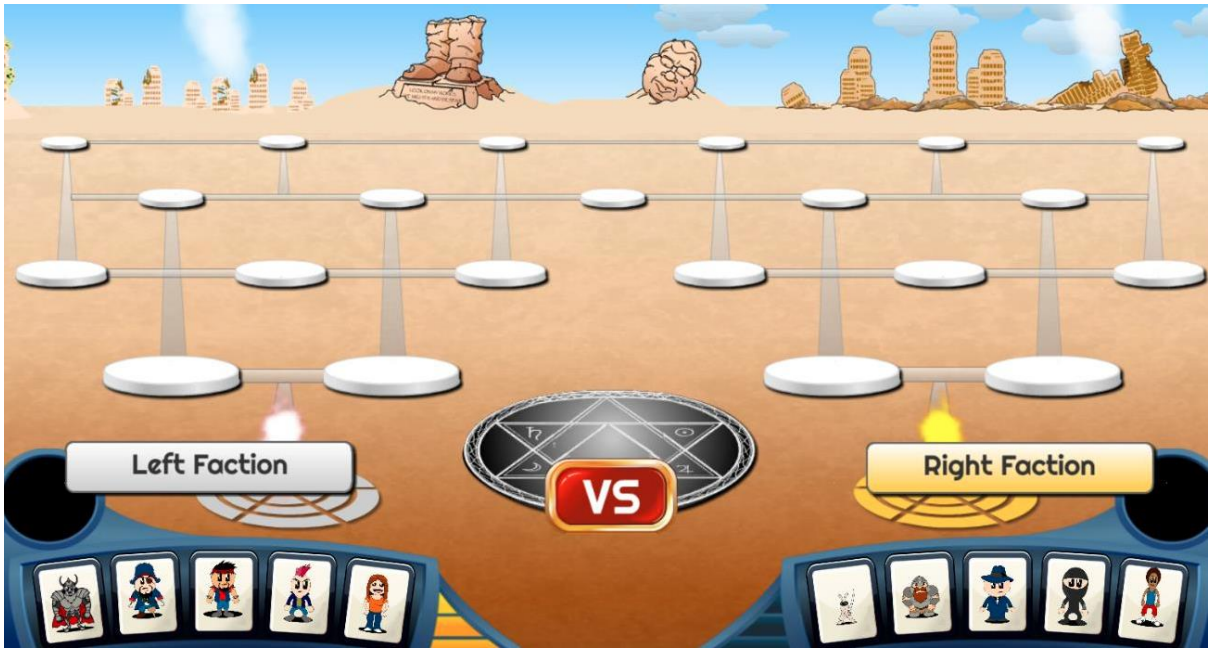
When ended, the turn reverts to the opponent and is indicated by the "your turn" arrow.

When a player completes a game action (and they have no other options), the End Turn button will become much larger and glow.

Starting a Game

When starting a game, a quick sequence of screens will show you your zone, level and opponent.

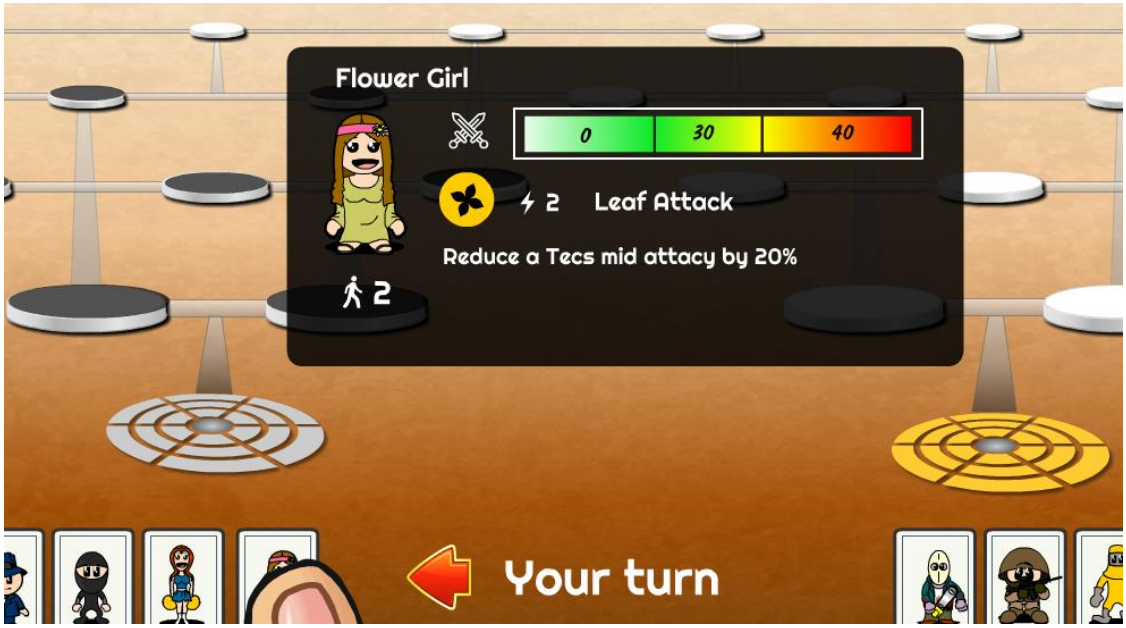




The game decides who goes first and it is indicated by an arrow.


Your Turn
TIME

Tec Info Box



Info:

- Tec name
- Attack Profile
- Spell icon – green for defence, orange for offensive
- Spell recharge rate
- Spell name and brief description
- Movement number

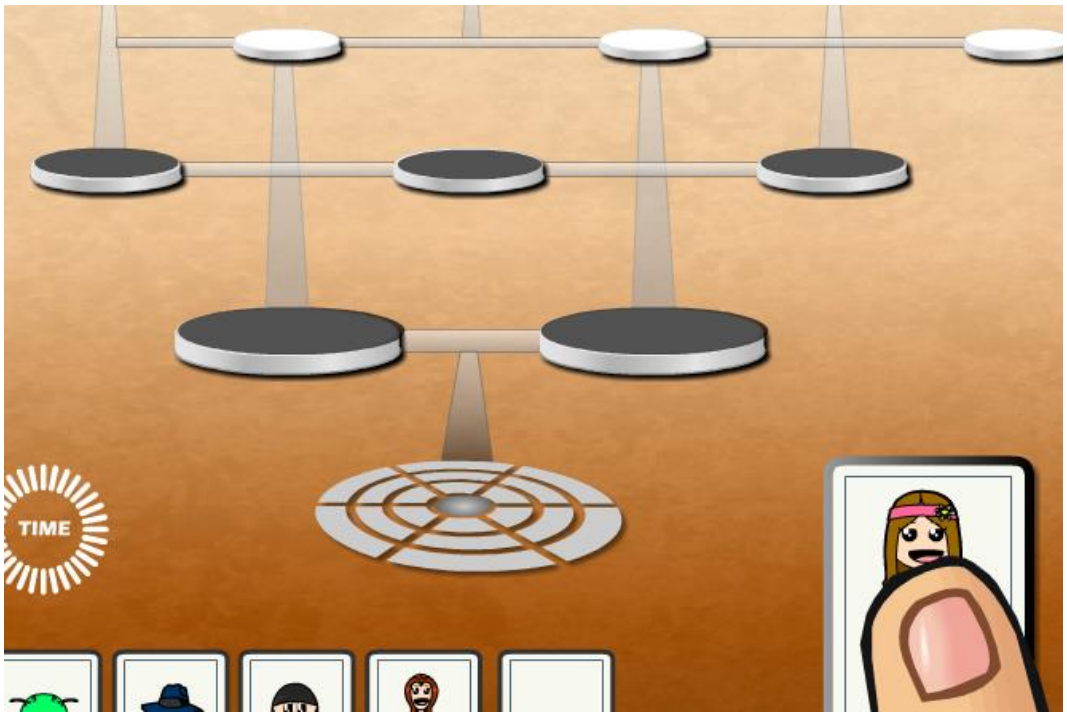
This info box gives the player the most amount of information about a Tec before it is put on the board. After this, only summary information is displayed about the Tec

A player will normally browse the information about their Tecs before placing them on the board.

Tec Spawning & Movement

To start a game, a player selects a Tec to move. As described above, the info box appears. When dragged onto the board, the box disappears and it's movement positions are highlighted. By default, all Tec, have 1 move allowed – some have 2 as the default. A move is from 1 to another, even including a turn left or right. A Tec's moves can be extended with spells.

Note – Tecs are not able to cast spells unless they are on the board.



Highlighted nodes (to move to)

There is now a vacant slot where their Tec card was. This card turns into a holding area if the Tec is defeated in a challenge. We don't kill Tecs 😊

When they have reached their selected node, their spell may be available to use. Spells need to be charged before use. For the first-time use, they are atomically charged. After that, a spell will recharge over a number of game turns.

If a player Tec ends up beside an opposing Tec (no nodes between the), they have the option of challenging the other Tec. A Tec challenge icon will appear– see the section below on Challenges.

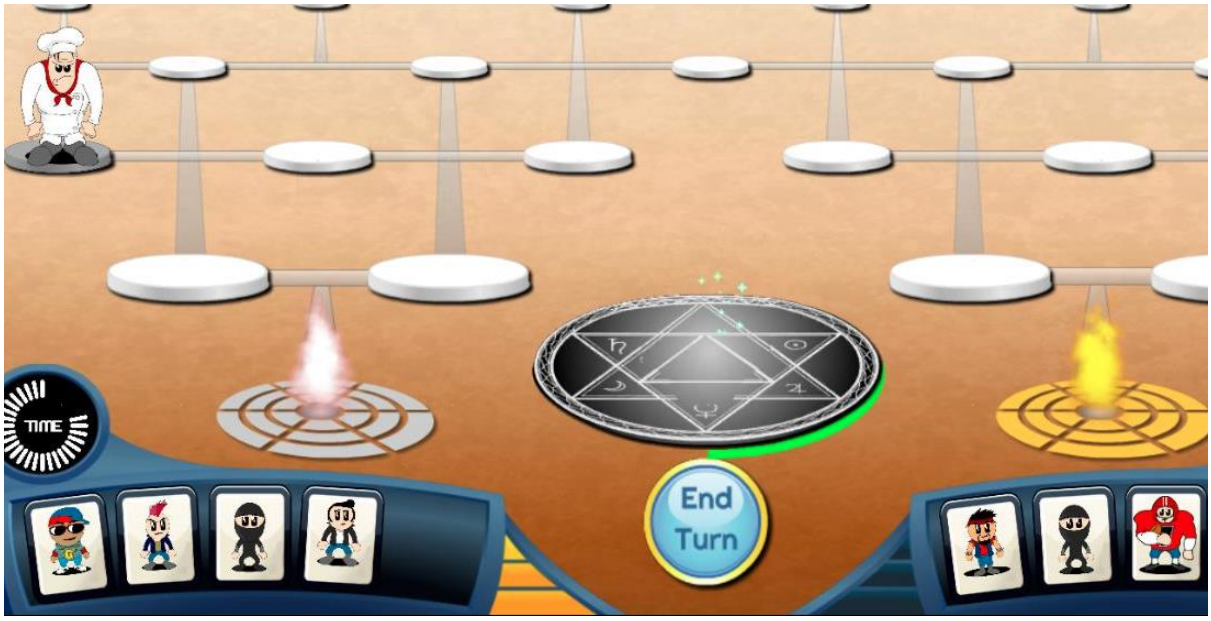
Game Turns

A turn can a maximum of 2 game actions. An action can be:

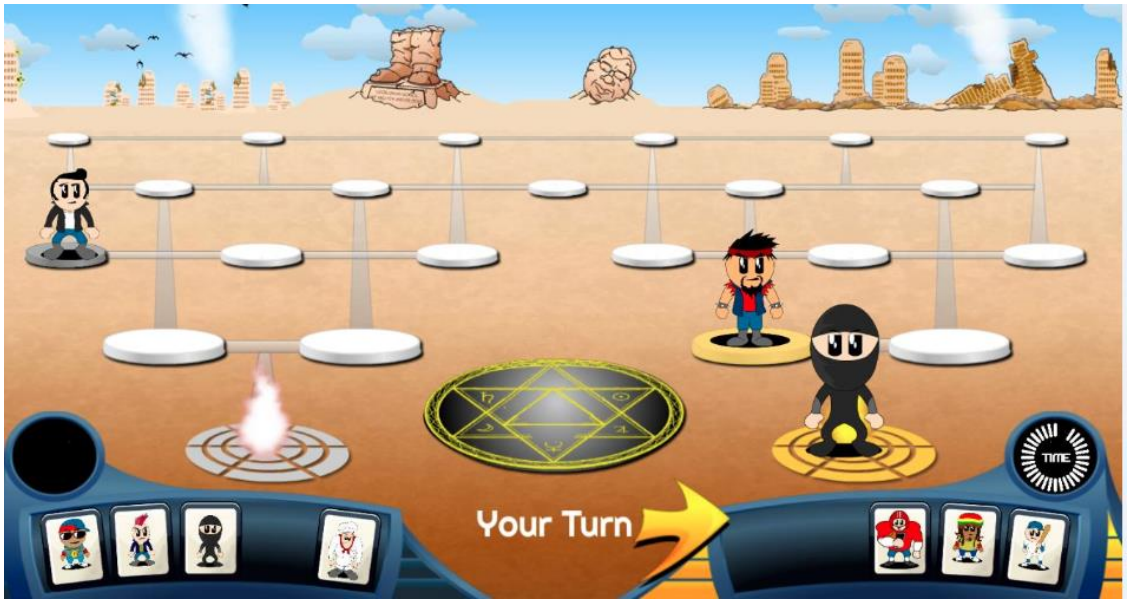
- 1 Tec movement
- 1 spell cast
- 1 challenge.

Typically, a player will want to make the most of their turn so in most cases, this will involve moving a Tec and casting a spell or challenging. Note a player may choose to do nothing during their turn.

The End Turn button is available at times during a player's turn. However, it will highlight (glow) once a player has completed 2 actions and can do nothing further.



When a player's turn is complete, the opponent's turn beings and their timer starts. This is indicated by the arrow and their time (in yellow).



Opponents turn – start

The same sequence will occur for the opponent player's Tec movement onto the board. Their Tec will walk to a targeted spot.



Once at their targeted node, the node will stay highlighted (yellow for opponents). As with the player, a gap will replace their spot on the card deck. Their available spell will appear only if it is charged and available

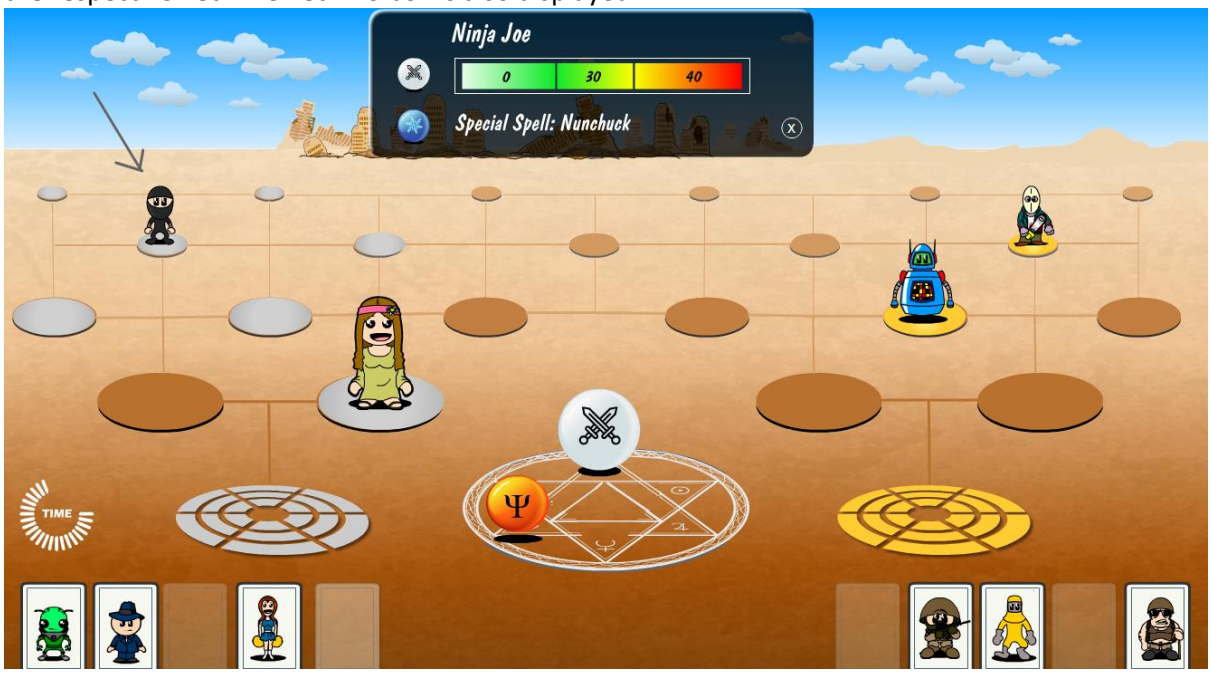


Moving & Casting Spells

As described above, during a turn, a player has the option of using up to 2 game actions. So, they can

- Move and cast a spell after the move
- Cast a spell and not move
- Do nothing and end the turn

Once a game has started, a player taps their Tec and their move options and spells are displayed for the respective Tec. The Tec info box is also displayed



By tapping (keeping their finger on it) a spell icon, the spell information is displayed – in the pop up dialog box



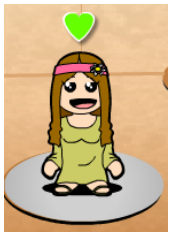
Special Spell – Affect Indicators

Special spells will either have a positive (enhance, release, increase) or negative (reduce, freeze, etc) effect on a player's Tecs and their opponents Tecs. If a player's spell has a negative effect and they are still on the board, a red power indicator will display above the Tec



Negative effect indicator

If a player's spell has a positive effect (on one of their own Tecs), a green heart indicator is displayed above them.



Positive effect indicator

When a Tec is tapped (+ held) and they have an indicator, a popup dialog will give information on their spell indicator. This dialog appears where the spell pentagram normally is. It gives a summary of the spell effects on the Tec.

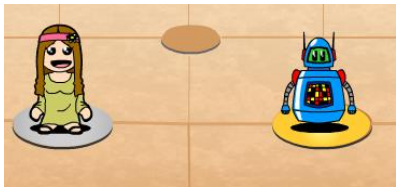


Challenges



Challenge spell

This challenge spell is common to all Tecs and is their direct attack spell against other Tecs. It brings the spell caster and 'castee' to the Challenge Arena, where they directly battle each other, with their attack profiles. It can only be used when Tecs are directly beside each other (e.g. there are no nodes between them) and in direct line of sight.



Ok



Ok

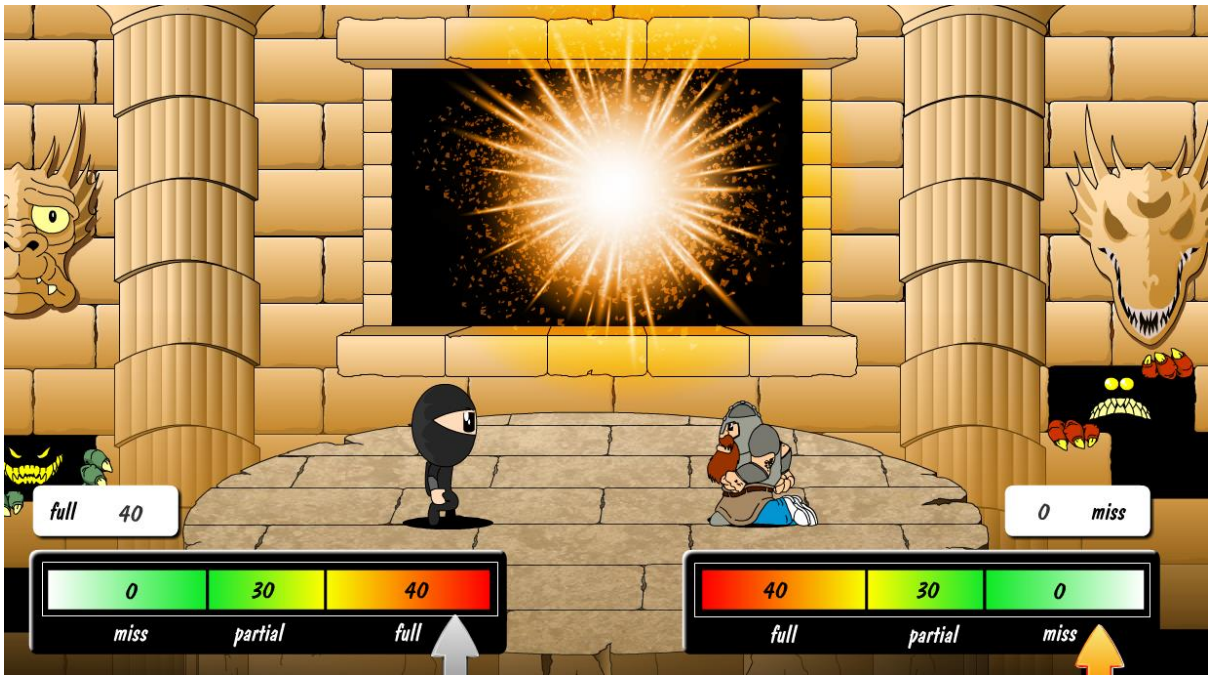


Not in line – not attackable

Challenge Arena

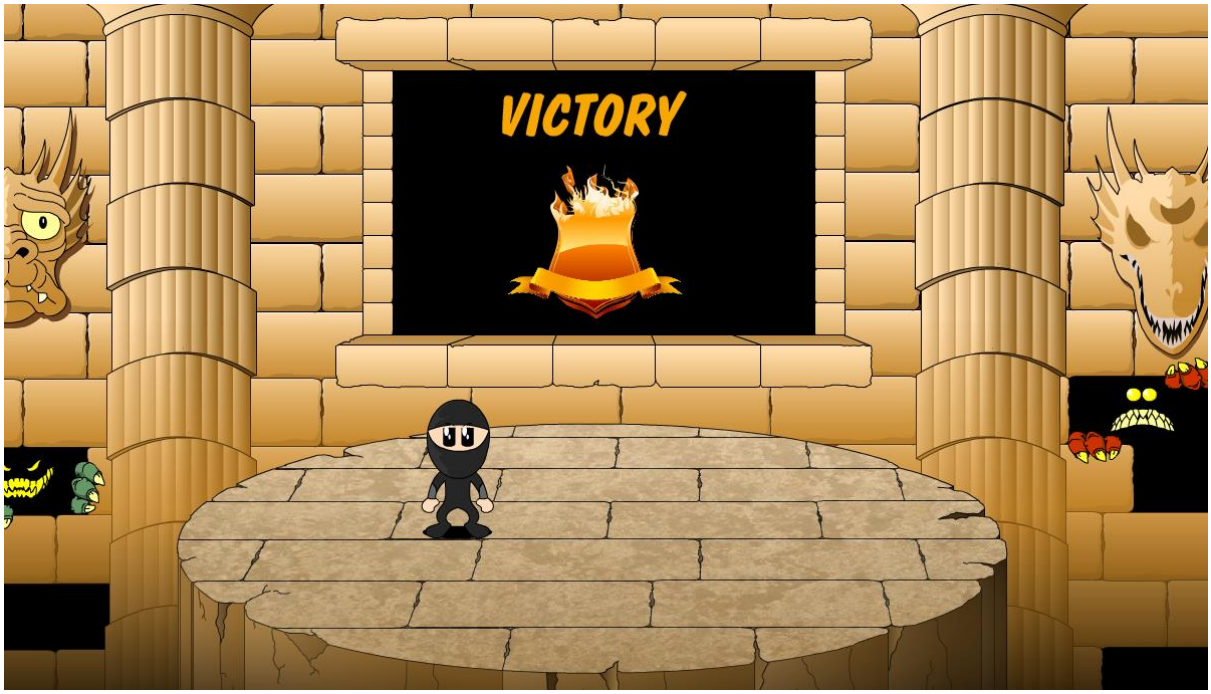






After appearing, the pointers move along their profiles (automatic)

The winner !



Lockup

When a Tec is defeated, they are placed in “lockup”, effectively a jail card. They cannot be used until freed by another Tec. Certain spells can be used to free a Tec from lockup.



A Tec in lockup



Winning the Game

A game can be won in 2 ways:

- Tec reaches the opponents spawn point
- All opponent's Tecs are off the board or unavailable





After the winning screen, the player is brought to their ranking points screen. This shows their points earned in the last game and how far they are from their next points threshold