

ETERNAL FUSION: ESSENCE MATCH Masters

(Match-3 Tactical PvP TCG Hybrid)

★ GAME DESIGN DOCUMENT (GDD)

1. GAME OVERVIEW

1.1 Game Concept

A hybrid between:

- **Match-3 puzzle gameplay**
- **Tactical battlefield combat**
- **Traditional deck-based TCG rules**
- **Unit summoning + ability activation via Essence matching**

The player uses a real Eternal Fusion deck but must match Essences on the puzzle grid to:

- **Summon units**
- **Attack**

- **Cast spells**
- **Activate abilities**
- **Trigger Fusion Evolutions**

The game blends casual match-3 accessibility with deep tactical strategy from your Eternal Fusion TCG.

2. CORE GAMEPLAY LOOP

2.1 Turn Structure

Each round consists of:

(A) Start Phase

- Draw 1 card from deck
- Refresh Hero abilities
- Board may shift (optional mechanic)

(B) Action Phase (Timed Turn: 30–60 seconds)

Player can:

- Match essence tiles
- Summon units
- Power Hero

- Attack with units
- Use Spells
- Activate Fusion abilities
- Build Soul Essence

(C) End Phase

- Apply buffs/debuffs
- Clear temporary effects
- Opponent's turn begins

3. MATCH-3 SYSTEM

3.1 Tile Types (Essences)

Each tile color = an Essence type:

Essence	Tile Color	Gameplay Effect
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Light	White/Gold	Healing, Defense, Morale
Chaos	Red/Orange	Damage, Rage, Explosions
Nature	Green	Regeneration, Growth, Pets
Water	Blue	Control, Freeze, Flow
Aether	Purple	Arcane Power, Mage abilities
Void	Black	Drain, Corruption, Debuffs

Technology Pink/Silver Overclock, Shields,
Machinery

Collective Violet Hive buffs, Duplication

Arcane Gray Universal summoning
Neutral energy

You can later add special tiles:

- **Skulls** → instant damage / fear
 - **Soul Shards** → Soul Essence resource
 - **Jester Tiles** → wildcard tiles
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3.2 Matching Rules

- Match 3+ tiles of the same Essence to generate resources.
- Combos and cascades give bonus Essence.
- Matched Essences go into **Essence Bank**.

4. ESSENCE BANK SYSTEM

4.1 How Essence is Stored

All matched Essences accumulate into the player's **Essence Bank** with no loss until used.

Example:

Match 3 Light = +3 Light Essence stored.

4.2 Essence Bank Limits

Determined by:

- Hero level
- Card rarity
- Faction perks

Example:

Common Bank Limit = 10

Epic Bank Limit = 20

Legendary Bank Limit = 30

5. SUMMONING SYSTEM

5.1 Summon Requirements

To summon a unit, the player must match (or have stored):

- The exact amount of required Essences

Example:

Alliance Knight

Cost: **2 Light + 1 Arcane**

Player must match or bank:

- 2 Light tiles
- 1 Arcane tile

5.2 Summon Flow

1. Select unit in hand
 2. System checks Essence Bank
 3. If criteria met → summon animation triggers
 4. Unit appears on battlefield
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6. COMBAT SYSTEM

6.1 Attack Requirements

Units do **not** attack automatically.

To attack, player must match Essences required by unit's attack profile.

Example:

Knight Attack: **1 Light + 1 Arcane**

Match → Attack triggers → Damage applied

6.2 Special Skills

Units have abilities that also require matched Essences:

- Aether Beam: 3 Aether, 1 Arcane
- Void Drain: 2 Void
- Nature Regrowth: 3 Nature

Matching = ability activation.

7. HERO & KING SYSTEM

7.1 Permanent Units

Both players start with:

- **1 Hero** (fighter, mage, ranger, etc.)
- **1 King** (base health = 20–40)

7.2 Hero Abilities

Heroes have 2–3 abilities requiring Essence matches.

Example:

Alliance Paladin Hero

- Light Strike → 2 Light
- Shield Wall → 3 Light, 1 Arcane
- Ultimate: Radiant Storm → 6 Light, 3 Arcane

7.3 Loss Condition

Player loses when:

- King health reaches 0
 - OR no cards remaining + King defeated in overtime
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8. SOUL ESSENCE SYSTEM

8.1 How Soul Essence is Generated

- Matching special Soul tiles
- Enemy units dying
- Cascades
- Skulls matched
- King damage taken
- Hero ultimates

8.2 Uses of Soul Essence

- Fusion Evolutions
 - Unit Resurrection
 - Hero Ultimate
 - Faction Mega Abilities
 - Legendary Summons
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9. FACTION MECHANICS

Overview

Each of the 19 Eternal Fusion factions gains special rules for match-3.

Alliance

- +1 Morale for each Light combo
- Morale boosts DEF for all allied units

Horde Coalition

- Chaos matches fill Rage Meter
- Rage triggers AoE fury attack

Sylvan Confederation

- Nature matches create Vine tiles
- Vines duplicate or absorb tiles

Clockwork Dominion

- Tech matches charge Overclock bar
- Overclock randomizes tiles or doubles matches

Void / Cursed Dominion

- Void matches remove opponent tiles
- Corruption spreads to adjacent tiles

All 19 factions can be expanded in later sections.

10. PVP SYSTEM

10.1 Real-Time PvP

- Shared board
- Both players race to match
- Attacks resolve instantly
- High skill, fast-paced

10.2 Turn-Based PvP

- Separate boards
- AI handles opponent's "defensive reaction"
- Better for mobile
- Stable matchmaking

10.3 Ranked Ladder

- League tiers
 - Seasonal rewards
 - Faction leaderboard
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11. GAME MODES

1. **Story Mode (PVE)**
2. **PvP Ranked**
3. **Casual PvP**
4. **Raid Bosses** (JesterKings, Eldritch Entities)
5. **Faction Wars**
6. **Daily Puzzle Challenges**
7. **Event Dungeons** (e.g., Desert Kingdoms event)

12. PROGRESSION SYSTEM

Units Gain XP

- Level up → better stats
- Unlock new abilities

Heroes Gain Levels

- Bigger Essence Bank
- More powerful ultimates

Deck Unlocks

- New units
- New spells
- New factions

Cosmetics

- Cards skins
- Hero skins
- Tile skins
- Board styles

13. ECONOMY & MONETIZATION

✓ Fair, Non-Pay-to-Win

✓ Optional purchases only

1. Cosmetics
2. Battle pass
3. Faster leveling
4. Special events
5. Alt artwork (your strength!)
6. Extra deck slots
7. Extra Hero slots
8. Faction skin packs

14. UI & UX DESIGN (SHORT VERSION)

Top UI

- Hero portrait
- King health

- Soul Essence
- Turn timer

Center

- Match-3 grid
- Tile animations

Bottom

- Hand of cards
 - Essence Bank
 - Buttons: Summon / Ability / Attack
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15. TECHNICAL REQUIREMENTS

Unity or Godot engine recommended.

Key systems:

- Tile engine
- Match detection
- Essence bank
- Card interpreter

- Unit spawning
 - Combat resolution
 - PvP server logic
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16. EXPANSIONS & FUTURE UPDATES

1. **Fusion Beasts** (summonable by combining units)
2. **Hero Classes** (Tank, Assassin, Mage, Support)
3. **Guilds + Clan Wars**
4. **Map-Based Conquest Mode**
5. **Seasonal Factions**
6. **Roguelike Mode** (ascending puzzles with rewards)