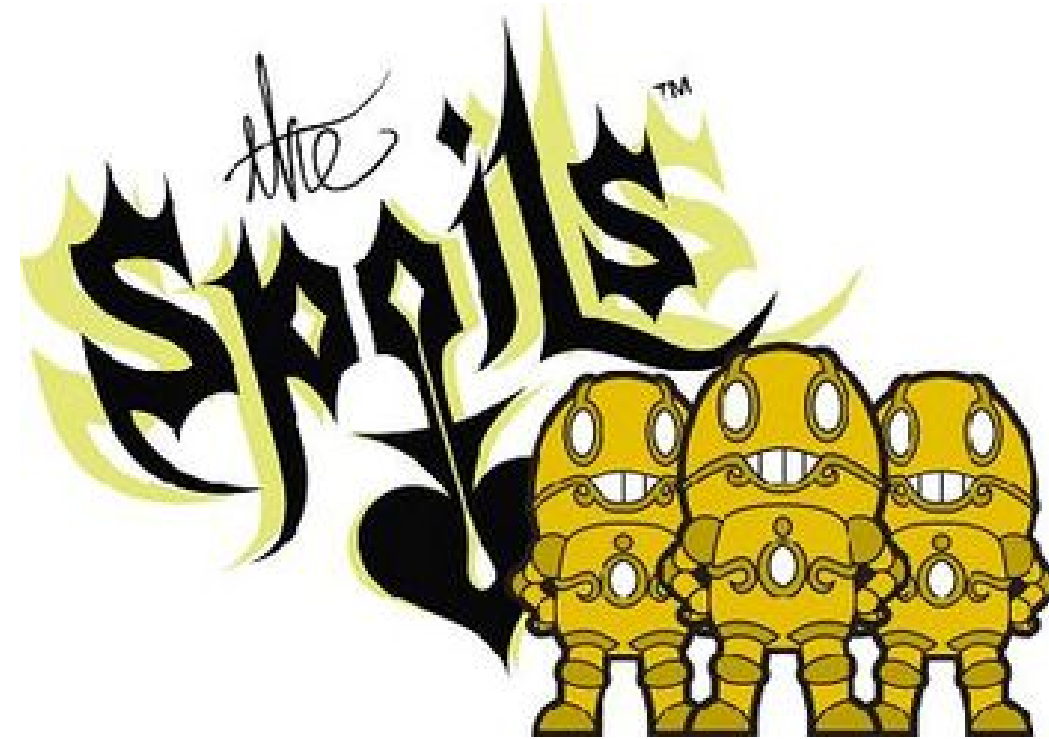
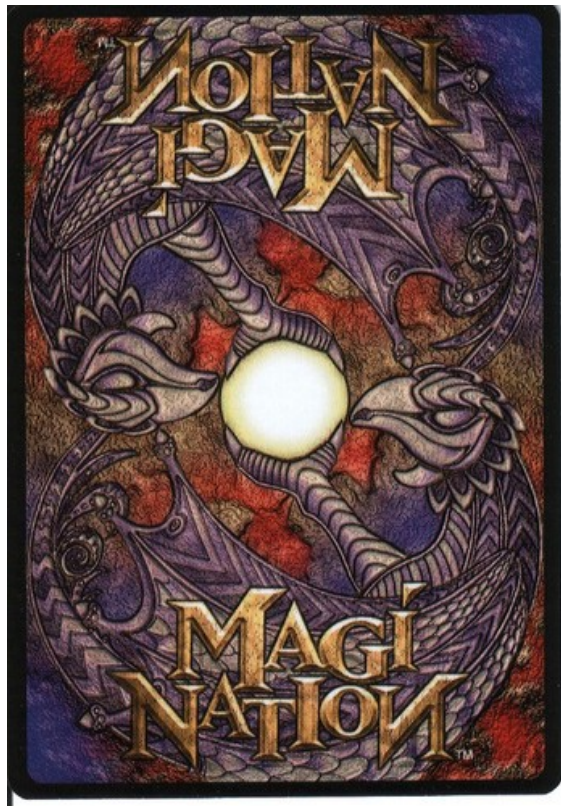
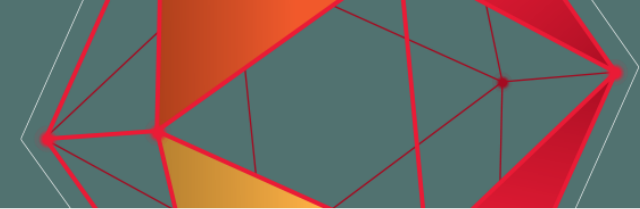




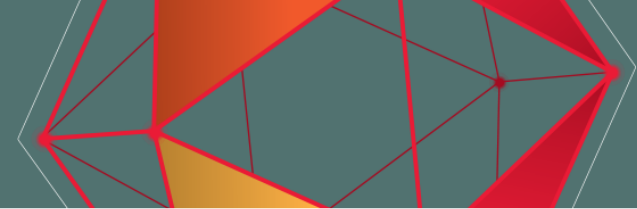
Balancing Mechanics for Your Card Game's Unique "Power Curve"

Dylan "ExoByte" Mayo
Game Design Manager
The Pokémon Company, international
@ProbablyExoByte



TRADING CARD GAME





HEARTHSTONE

HEROES OF WARCRAFT™





How good is an object (card)





0 1 2 3 4 5 6 7 8 9





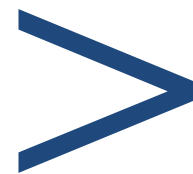
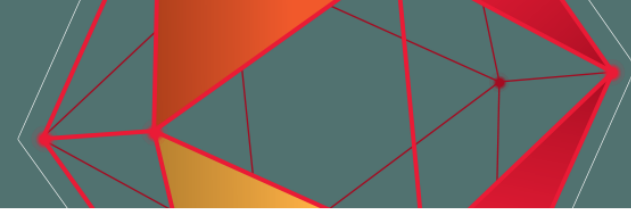
Range of card power at cost





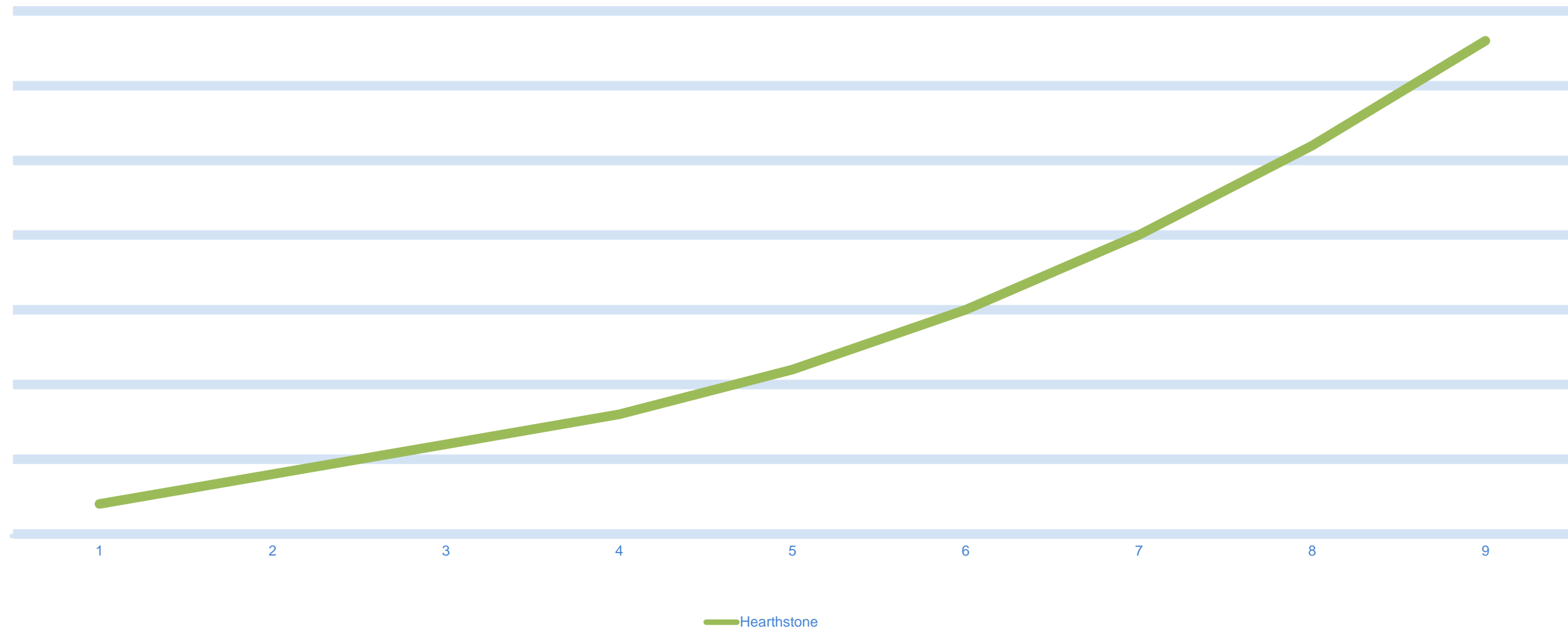
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Hearthstone approx. power curve

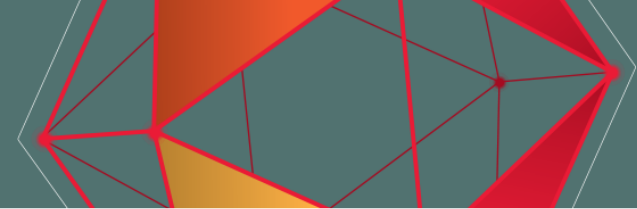




Why they aren't power lines

- Expensive cards have to be better than cards that add up to their cost
- The game could end before you cast a 6-cost card
- The more expensive the card, the less flexible it is



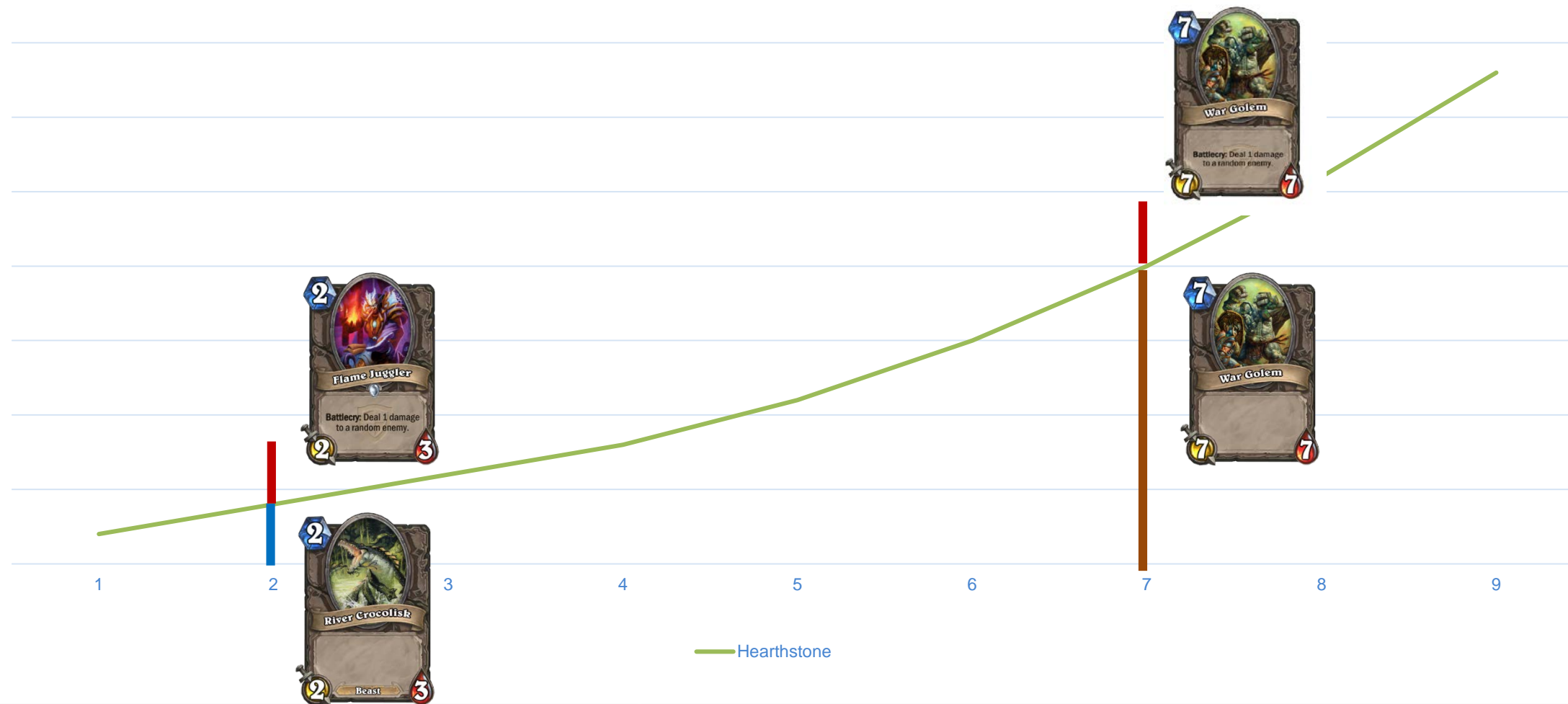


Additional Power





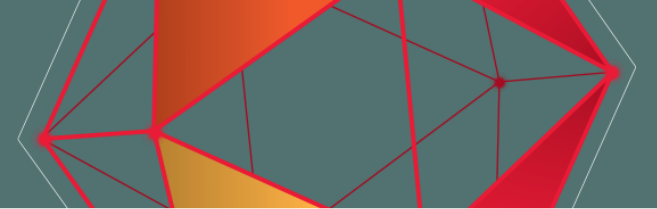
How good a card is depends on the ratio off the curve





7





Magic vs Hearthstone: Cost



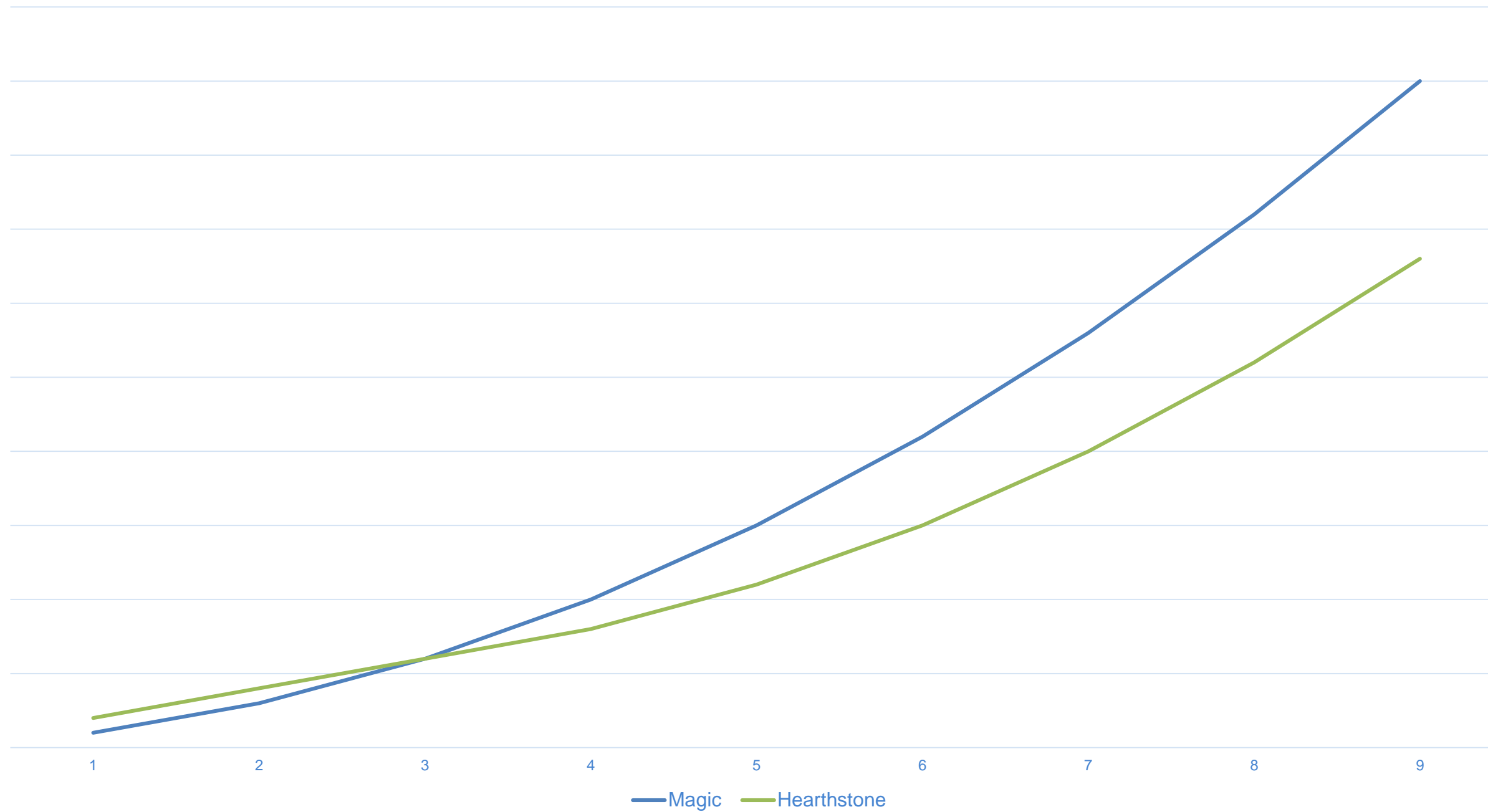


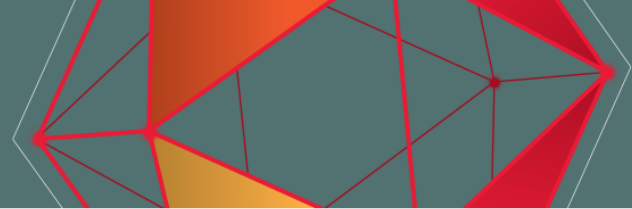
M vs. H: Power





Power Curve





Design informs the curve; the curve informs design

- **Magic**

- 6th turn not likely to cast 6 cost card
- Higher mana cards require more mana commitment in deck
- Magic needs to bribe players more to play expensive cards
- More granularity w/ Mana system

- **Hearthstone**

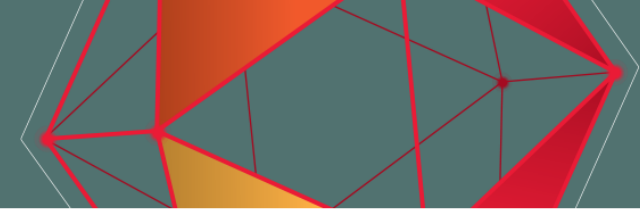
- 1 mana every turn
- No mana support in deck
- Hearthstone needs to bribe players more to play cheap cards



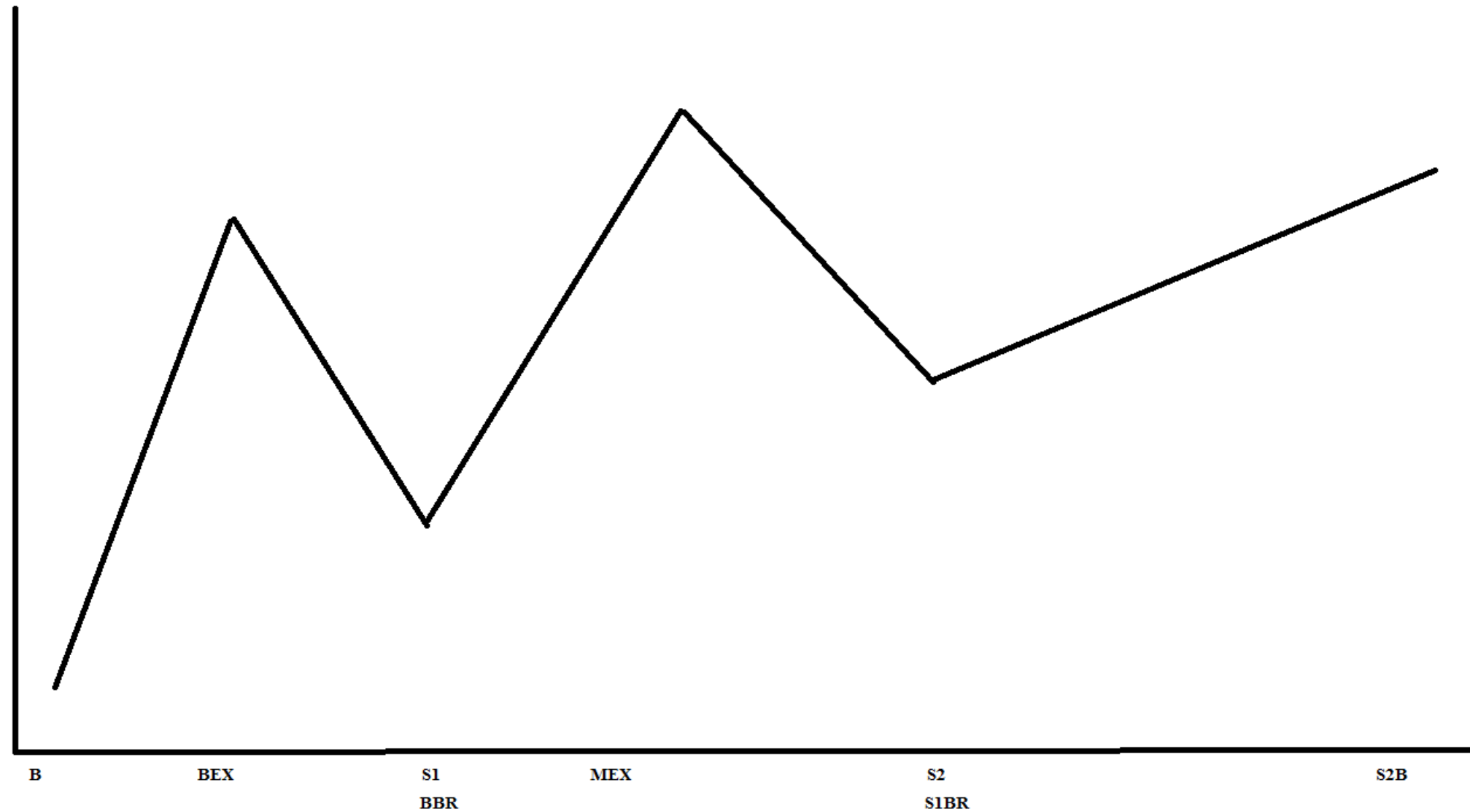


Pokémon TCG's "Chunky Curve"





Pokémon TCG's Chunky "Curve"





Pokémon's Cost

- The Pokémon stage determines:
 - Time (need to wait 1 turn to evolve each time)
 - Deck (Stage 2 Pokémon take up more space than Basics)
- The EX/GX Pokémon all give up an extra prize when KO'd
 - But this cost is paid on the *back* end, and only as you're losing ground.





Pokémon Vs. Magic & Hearthstone

- Each Pokémon has to start from Basic, no matter what turn it is
- The time is per Pokémon, and can be reset every turn. You never get to the turn where you can just play Stage 2 Pokémon.

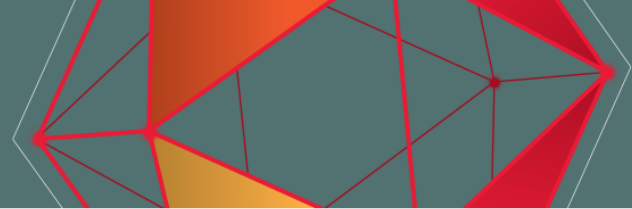




Briefly, Clash Royale

- RTS are hard to discuss in these terms
- Combos, baiting, reacting become important
- Stockpile mana gives another cadence
 - Magic/Hearthstone: power rises to a plateau
 - Pokémon: power is always 2 turns away
 - Clash: constant rise/fall of power





- Questions? Slides? Excess Gold Bullion?
Excess Beef Bouillon?
- @ProbablyExoByte
- Thanks for your time, and now for Q&A!

