

STAGE 1

OVERPOWER APPROVAL COMMITTEE INTRODUCTION

[AGREEMENT WITH COMMITTEE TO COMPLETE ENTIRE
DEVELOPMENT STRUCTURE PROCESS FOR PROPOSED CARDS]

NOV 14, 2018 – MAR 1, 2019



Overpower Committee

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Overpower Committee

Wed, Nov 14, 2018, 4:05 PM

Hello fellas,

I wanted to send a welcome email to everyone. We are going to start the process shortly of moving a few items along that we have planned for the year moving forward. I will cover more of the details tomorrow in an email. The size of this "Approval Committee" will not change. We want to keep it at this size. The 4 of us and I will be communicating for my brother as well. So that makes 5, which is best for voting and general discussions.

As I mentioned, I will send a more detailed email tomorrow to discuss the direction of things, and then if there are any questions or comments, please make sure to "Reply to All" when writing anything within the committee so that everyone is kept informed.

Thanks a lot, and I hope everyone is excited to form and change this game to be the best it can be.

Thu, Nov 15, 2018, 12:52 PM

Good afternoon fellas,

I have attached a few documents and some photos for proposed cards that we will be attending to. There is a Justification template that we will be following with new cards being introduced to the game.

Windows taskbar: 6:33 PM 2019-09-06

Overpower Committee

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Thu, Nov 15, 2018, 12:52 PM

Good afternoon fellas,

I have attached a few documents and some photos for proposed cards that we will be attending to. There is a Justification template that we will be following with new cards being introduced to the game.

Also I have attached the presentation that we showed to everyone at the K2 event this past year. (for timeline consideration of how we are approaching each specific card type on PAGE 9)

For the attached photos. I would like Sean to take care of the justification for the other "Gamma Terror" any heroes considerations. I would like Nate to address the "Death From Above" alternatives. I and/or my brother will be taking care of the "A-next" alternatives.

With this process going forward, when required, please keep all photos and links to photos within the justification documents.

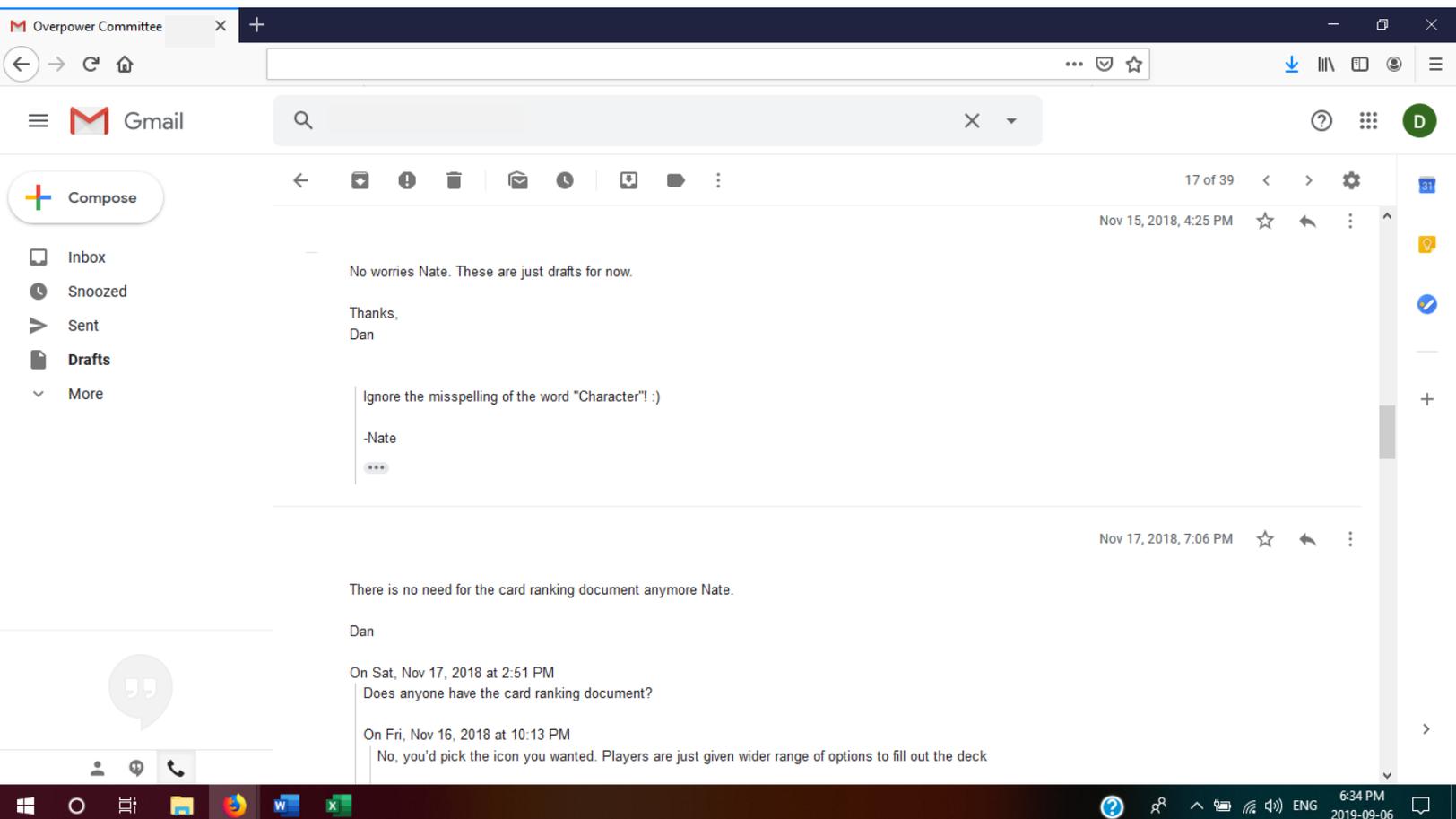
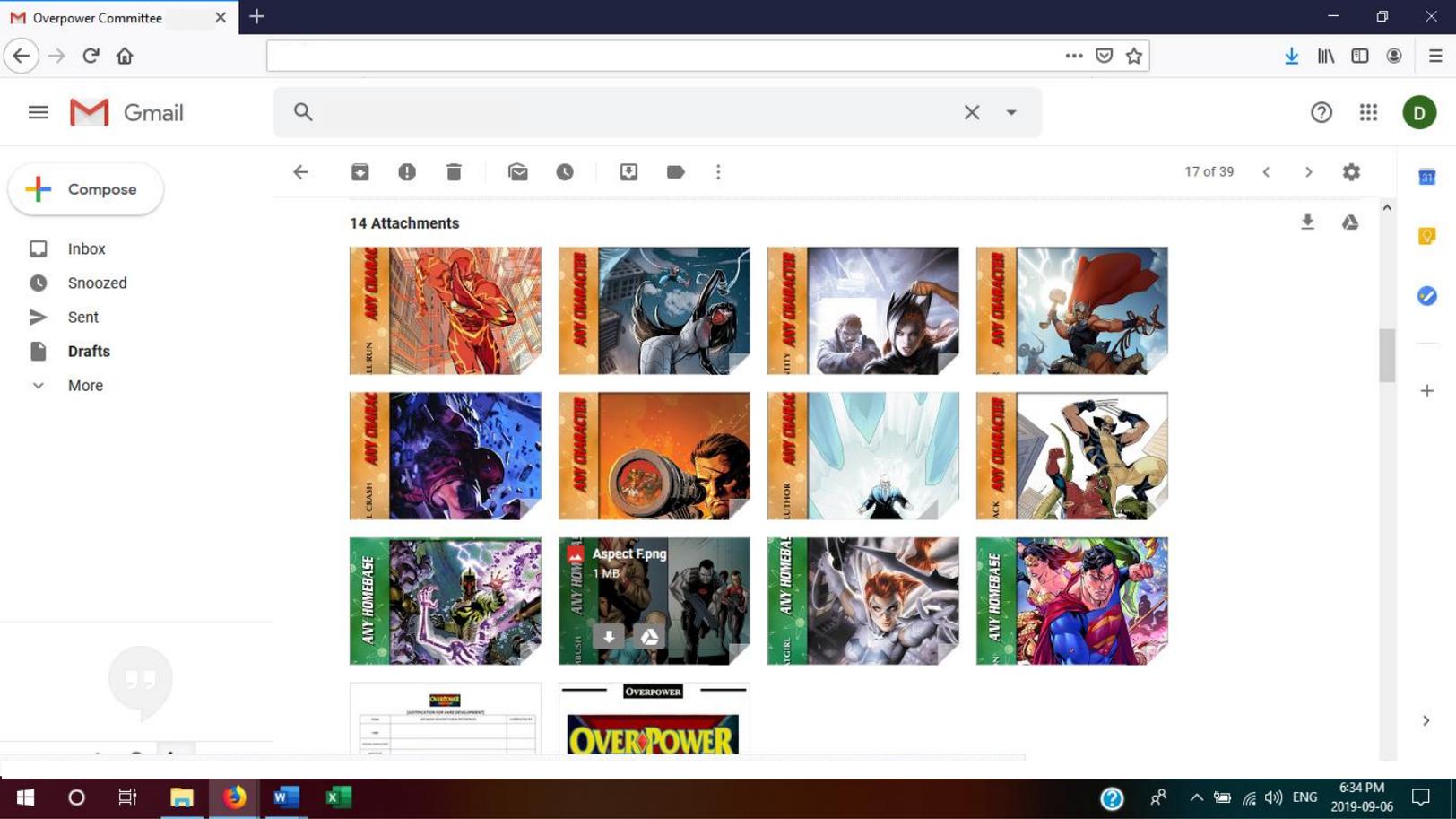
Any questions at all, please feel free to reply to all.

Try to stick to the guideline laid out in the presentation document when going over the new cards and justification sheets. Obviously the justification only needs to be filled out for one of the specials, and then give reasons for using the other icons.

Thanks,
Dan

On Wed, Nov 14, 2018 at 9:46 PM
Looking forward to it!

Windows taskbar: 6:33 PM 2019-09-06



Overpower Committee

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On Sat, Nov 17, 2018 at 2:51 PM
Does anyone have the card ranking document?

On Fri, Nov 16, 2018 at 10:13 PM
No, you'd pick the icon you wanted. Players are just given wider range of options to fill out the deck

Sent from my iPhone

On Nov 16, 2018, at 9:48 PM, .

Is the idea that you could play all these any heroes in your deck at the same time? I could see letting you pick the icon you want but still only allowing 1 being more balanced.

6:35 PM 2019-09-06

Overpower Committee

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- Snoozed
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- Drafts
- More

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Nov 18, 2018, 3:32 AM

Here we go!

...

Justification - AA A...

Nov 18, 2018, 5:42 PM

6:35 PM 2019-09-06

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Nov 18, 2018, 5:42 PM

Looks great Nate. Much sooner than expected, but i know you are eager. We will wait until the others have been completed and then continue with feedback and carry on from there.

Thank you!
Dan

On Sun, Nov 18, 2018, 02:02 N
Here we go!

Dec 29, 2018, 6:11 PM

Hello everyone,

Happy holidays to all. I am planning to follow up in less than a couple weeks with the justification form for the any homebase aspect as well as the any hero gamma terror.

Early happy new year to everyone and [will be](#) in touch soon.

6:36 PM 2019-09-06

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Jan 17, 2019, 9:22 AM

Hello everyone,

Sorry for being a bit delayed with the follow up. I am attaching a copy of the justification form that is completed for the any homebase aspect.

I will be finishing the Gamma Terror one shortly.

Thanks,
Dan

PDF ANY_HOMEBASE_...

Feb 27, 2019, 9:35 AM

Hey Nate,

6:37 PM 2019-09-06

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Feb 27, 2019, 9:35 AM ☆ ↶ ⋮

Hey Nate,

That is awesome news. We will do just that and be sure to let us know if your situation changes and you can jump back into things. I hope all is well with your family bud, don't be shy.

Dan

On Wed, Feb 27, 2019 at 11:34 AM |

Hi Dan,

I would love to be kept in the loop as well as review some cards! :)

Best,
-Nate

On Wed, Feb 27, 2019 at 11:21 AM

Hi Nate,

I appreciate receiving your support regarding modification/direction of cards intended for 2019 Tournament & forward.

I respect your previous email outlining that you had other matters to address. I wanted to confirm that you be interested in an advisory capacity where you would just review/be informed of developments & provide feedback on rare occasions [ie: once/twice over the year of 2019].

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advisory capacity where you would just review/be informed of developments & provide feedback on rare occasions [ie: once/twice over the year of 2019].

I can keep in contact. I look forward to your confirmation email & I wish everything to be well with you.

Thanks,

Dan

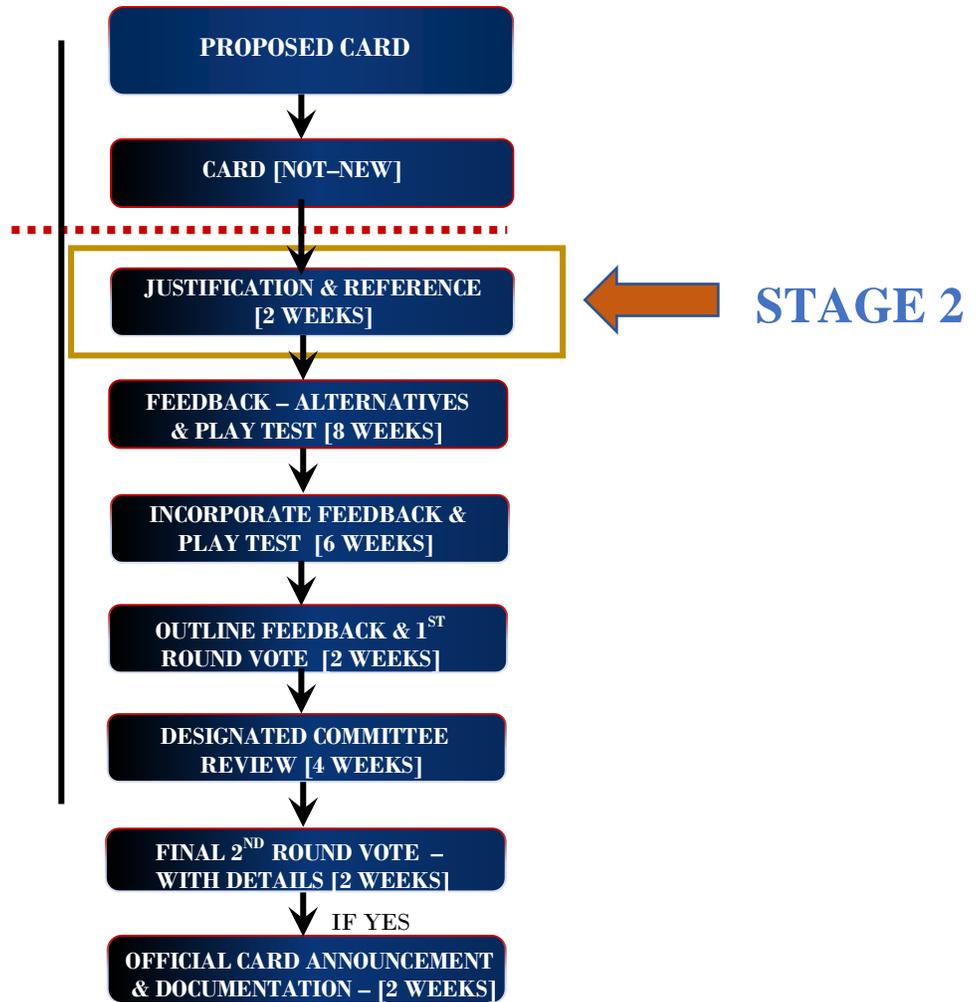
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STAGE 2

JUSTIFICATION & REFERENCE

[COMPLETING JUSTIFICATION FORMS]

MAR 8, 2019 – MAR 24, 2019 [2 WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
Activator Cards	The Activator card for a character is designed to appear as a picture of the respective hero/villain without any of the icons, numerical grid as well as inherent ability. The new Activator card will contain the identifiable text label; "ACTIVATOR" along with the name of the Character. The main reason for this implementing this approach was to finalize the appropriate label identification of an ACTIVATOR.	www.OverPower.Ca
<i>SIMILAR CARDS/CODES</i>	NOTE: This card is considered to be defined as [Not-New]; the associated reasoning is to solidify a self-identification of the Activator card to also reduce/remove confusion in the game.	www.OverPower.Ca
<i>BATTLESITE & HOMEBASE IMPACT</i>	BATTLESITE/HOMEBASE: The Activator cards will clearly be only used for Battlesites. The separation from Character cards will enable clear identification & reduce any associated confusion. Hero Card [ie: Prior Activators] seemed to receive scrutiny due to Event cards that would not allow cards with certain icons to be utilized as a function regarding attack/defend/utility. However in the prior scenario the only cards that should be affected by such Event cards would be the actual Special cards under the Battlesite that would correspond to the respective condition & only be exchanged via the Activator card.	www.OverPower.Ca
<i>REFERENCE CHARACTER POWERS</i>	The current plan is make Activator cards for every Character in the game since such an initiative would support clear identification from that of regular Character cards.	www.OverPower.Ca
<i>PROPOSED SPECIFICS OF CARD & CHARACTER</i>	CARD EFFECTIVENESS RATING: [1]-FAIR; [2]-MEDIUM; [3]-GOOD; [4]-EXCELLENT; [5]-ULTRA The Activator cards are proposed to be rated as a [3]-Good Effectiveness; As these cards will only affect Battlesites decks, but such cards will also simplify much of the game that involved current surrounding issues in circumstances of tournament play.	www.OverPower.Ca
<i>PICTURE PROPOSED FOR CARD</i>	See Page 2 regarding suggested examples for Activator cards.	www.OverPower.Ca
<i>JUSTIFICATION FOR INCLUSION</i>	The prior Character card [ie: Activator] was the only card in the game that does not have clear identifiable text. Character cards were previously utilized as Activators that contributed to issues in tournament play. Such issues involved Event cards outlining that "No cards with an Energy icon may be used to attack" was ruled to effect Activator cards and not allowing them to be used for any offensive Special under the Battlesite, this was a clear issue that needed to be resolved. Another event that required the discard of specials also included Hero Card [ie: Prior Activators] where this unclear identification of this card would result in the inclusion of such cards; thus providing advantage to the non-battlesite decks in the discard/venturing phase. As well; specials that required the revealing of specials in-hand is an additional example that although not prominently utilized in tournaments were also considered to include Hero Card [ie: Prior Activators] thus further outlining accompanying confusion with Activators.	www.OverPower.Ca
<i>FEEDBACK & ALTERNATIVES</i>		
<i>[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES</i>		
<i>VOTE 1 OF 2</i>		
<i>COMMITTEE REVIEW</i>		
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>		
<i>OFFICIAL CARD ANNOUNCEMENT</i>		

Browser window: (no subject) | Gmail | (no subject) | Sun, Mar 3, 2:14 PM

Compose
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Hello everyone;

Note that the justification forms have been completed for alternatives regarding Any-Hero/Character: Gamma Terror & Death From Above as well as Any-Homebase: A-Next. To keep with the schedule originally outlined in the **Overpower** Presentation [8 Week Period for Feedback as per Overpower_Card_Development_Structure – See Attachment]; it enables everyone to provide feedback or to outline suggestions by May 1st, 2019. I look forward to your emails outlining thoughts/suggestions regarding the presented justifications forms.

Thanks,
Dan

2 Attachments

- PDF ANY_HERO_GAMM...
- PDF 0_Overpower_Card...

Taskbar: Windows, File Explorer, Firefox, Word, Excel, 6:40 PM 2019-09-06

Browser window: Overpower Approval Committee | Gmail | Overpower Approval Committee | Fri, Mar 8, 11:25 AM

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More

Overpower Approval Committee >

Hey everyone,

Just wanted to make sure that all of the documents were received by everyone. Will also include the overall outline for the process so everyone has any idea of where we are trying to end up.

Thanks,
Dan

4 Attachments

- PDF 0_Overpower_Card...
- PDF Justification - AA A...
- PDF ANY_HERO_GAMM...
- PDF ANY_HOMEBASE_...

Taskbar: Windows, File Explorer, Firefox, Word, Excel, 6:42 PM 2019-09-06

Overpower Approval Committee X

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Mar 24, 2019, 5:20 PM

Hey everyone,

Ended up doing one more justification form as we are making a new card version, but not a new card. Feel free to share your thoughts and any feedback with the forms.

Thanks,
Dan

On Fri, Mar 8, 2019 at 7:50 PM

Very thorough!

Phil

Sent from my iPhone

- > <0_Overpower_Card_Development_Structure.pdf>
- > <Justification - AA Any Character Specials.pdf>
- > <ANY_HERO_GAMMA_TERROR_JUSTIFICATION_FORM_[UPDATED].pdf>
- > <ANY_HOMEBASE_ASPECT_JUSTIFICATION_FORM_[Updated].pdf>

6:44 PM 2019-09-06

Overpower Approval Committee X

Gmail

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Snoozed
Sent
Drafts
More

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Mar 24, 2019, 9:21 PM

This makes sense with the rules regarding events.

Sent from my iPhone

On Mar 24, 2019, at 7:20 PM,

Hey everyone,

Ended up doing one more justification form as we are making a new card version, but not a new card. Feel free to share your thoughts and any feedback with the forms.

Thanks,
Dan

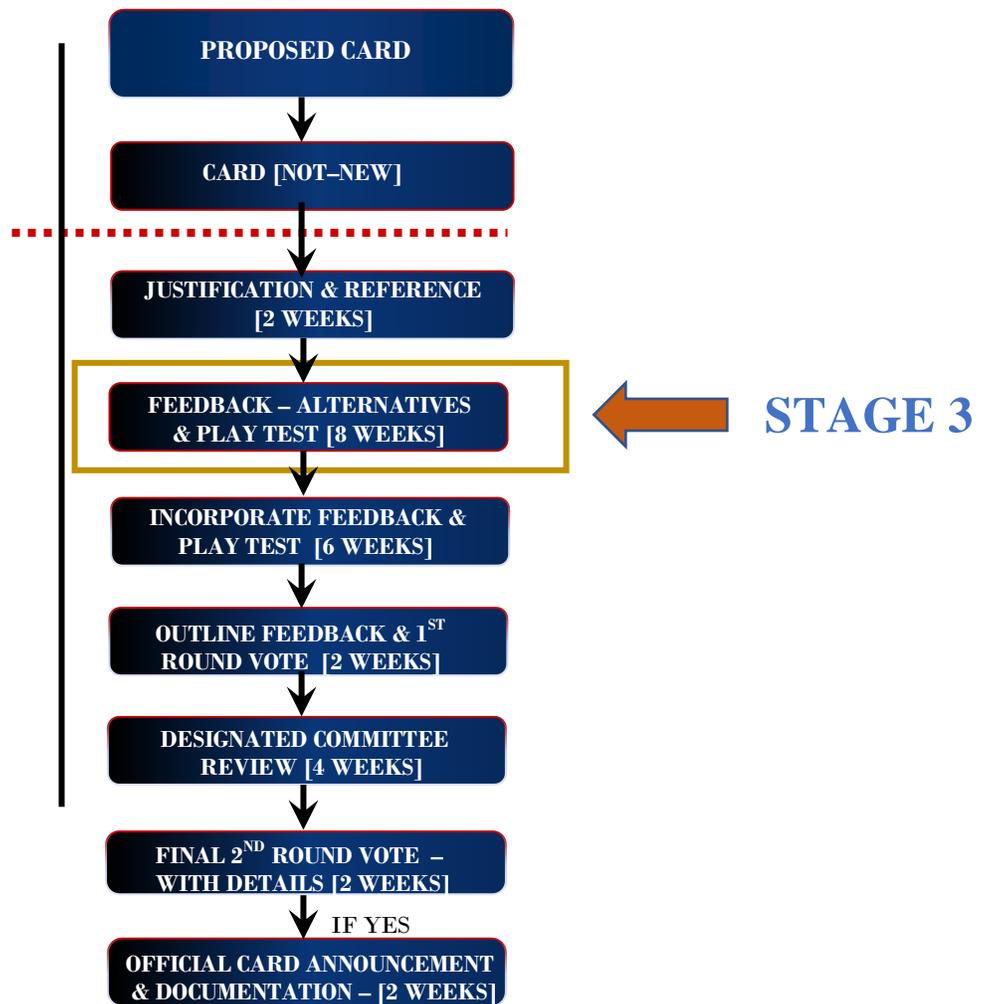
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STAGE 3

FEEDBACK – ALTERNATIVES & PLAY TEST

[FEEDBACK & PLAY TESTING – INVITATION]

MAR 24, 2019 – MAY 31, 2019 [8 WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
Activator Cards	The Activator card for a character is designed to appear as a picture of the respective hero/villain without any of the icons, numerical grid as well as inherent ability. The new Activator card will contain the identifiable text label; "ACTIVATOR" along with the name of the Character. The main reason for this implementing this approach was to finalize the appropriate label identification of an ACTIVATOR.	www.OverPower.Ca
SIMILAR CARDS/CODES	NOTE: This card is considered to be defined as [Not-New]; the associated reasoning is to solidify a self-identification of the Activator card to also reduce/remove confusion in the game.	www.OverPower.Ca
<i>BATTLESITE & HOMEBASE IMPACT</i>	BATTLESITE/HOMEBASE: The Activator cards will clearly be only used for Battlesites. The separation from Character cards will enable clear identification & reduce any associated confusion. Hero Card [ie: Prior Activators] seemed to receive scrutiny due to Event cards that would not allow cards with certain icons to be utilized as a function regarding attack/defend/utility. However in the prior scenario the only cards that should be affected by such Event cards would be the actual Special cards under the Battlesite that would correspond to the respective condition & only be exchanged via the Activator card.	www.OverPower.Ca
<i>REFERENCE CHARACTER POWERS</i>	The current plan is make Activator cards for every Character in the game since such an initiative would support clear identification from that of regular Character cards.	www.OverPower.Ca
<i>PROPOSED SPECIFICS OF CARD & CHARACTER</i>	CARD EFFECTIVENESS RATING: [1]-FAIR; [2]-MEDIUM; [3]-GOOD; [4]-EXCELLENT; [5]-ULTRA The Activator cards are proposed to be rated as a [3]-Good Effectiveness; As these cards will only affect Battlesites decks, but such cards will also simplify much of the game that involved current surrounding issues in circumstances of tournament play.	www.OverPower.Ca
<i>PICTURE PROPOSED FOR CARD</i>	See Page 2 regarding suggested examples for Activator cards.	www.OverPower.Ca
<i>JUSTIFICATION FOR INCLUSION</i>	The prior Character card [ie: Activator] was the only card in the game that does not have clear identifiable text. Character cards were previously utilized as Activators that contributed to issues in tournament play. Such issues involved Event cards outlining that "No cards with an Energy icon may be used to attack" was ruled to effect Activator cards and not allowing them to be used for any offensive Special under the Battlesite, this was a clear issue that needed to be resolved. Another event that required the discard of specials also included Hero Card [ie: Prior Activators] where this unclear identification of this card would result in the inclusion of such cards; thus providing advantage to the non-battlesite decks in the discard/venturing phase. As well; specials that required the revealing of specials in-hand is an additional example that although not prominently utilized in tournaments were also considered to include Hero Card [ie: Prior Activators] thus further outlining accompanying confusion with Activators.	www.OverPower.Ca
<i>FEEDBACK & ALTERNATIVES</i>	It is the understanding that new players be provided an alternative to acquire a cost effective option regarding Activators. This will also bring a new artwork/collectible card to the game that will help to restore/renew interest in Overpower. It is the perspective that due to the aforementioned issues this also affected to a certain extent the use of Battlesites in the Overpower card game.	www.OverPower.Ca
<i>[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES</i>		
<i>VOTE 1 OF 2</i>		
<i>COMMITTEE REVIEW</i>		
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>		
<i>OFFICIAL CARD ANNOUNCEMENT</i>		

EXAMPLES:



ACTIVATOR



ACTIVATOR



ACTIVATOR



ACTIVATOR

Feedback/Justification forms - X

Gmail

Feedback/Justification forms

Tue, May 7, 9:31 AM

Hi Everyone –

I wanted to outline that it appreciated to receive any feedback regarding justification forms for the proposed cards of Any–Hero's/ Any–Homebase & Activators by May 31, 2019 as to support the process for the card development structure.

Note that it preferred that any additions to specific sections be stated/outlined in email. [Example For Any–Hero: Proposed Specifics of Card & Character – This Any Hero special should receive a card effectiveness rating of [3] for the following reasons.....].

As well; should you feel that the forms are already thoroughly completed it be good to outline that in your respected emails. Thank-you all for taking the time to move forward with this process & I can follow-up with you near the end of May.

Mon, May 27, 7:31 AM

Hello everyone,

Just wanted to follow up, we are nearing on the end of the month and would like to hear everyone's feedback.

Thanks,
Dan

Feedback/Justification forms - X

Gmail

Feedback/Justification forms

Fri, May 31, 5:47 PM

Hello guys,

Attached are the updated feedback that myself and my brother have added. Still looking forward to everyone else provided their feedback via email. If there are no extra details/feedback to provide, I would appreciate that a simple message is written to say that you approve to each specific justification form. Such as: AA Any hero justification form - [Approved], AR...etc [Approved]

Please try to complete as quickly as you can.

Thanks,
Dan

4 Attachments

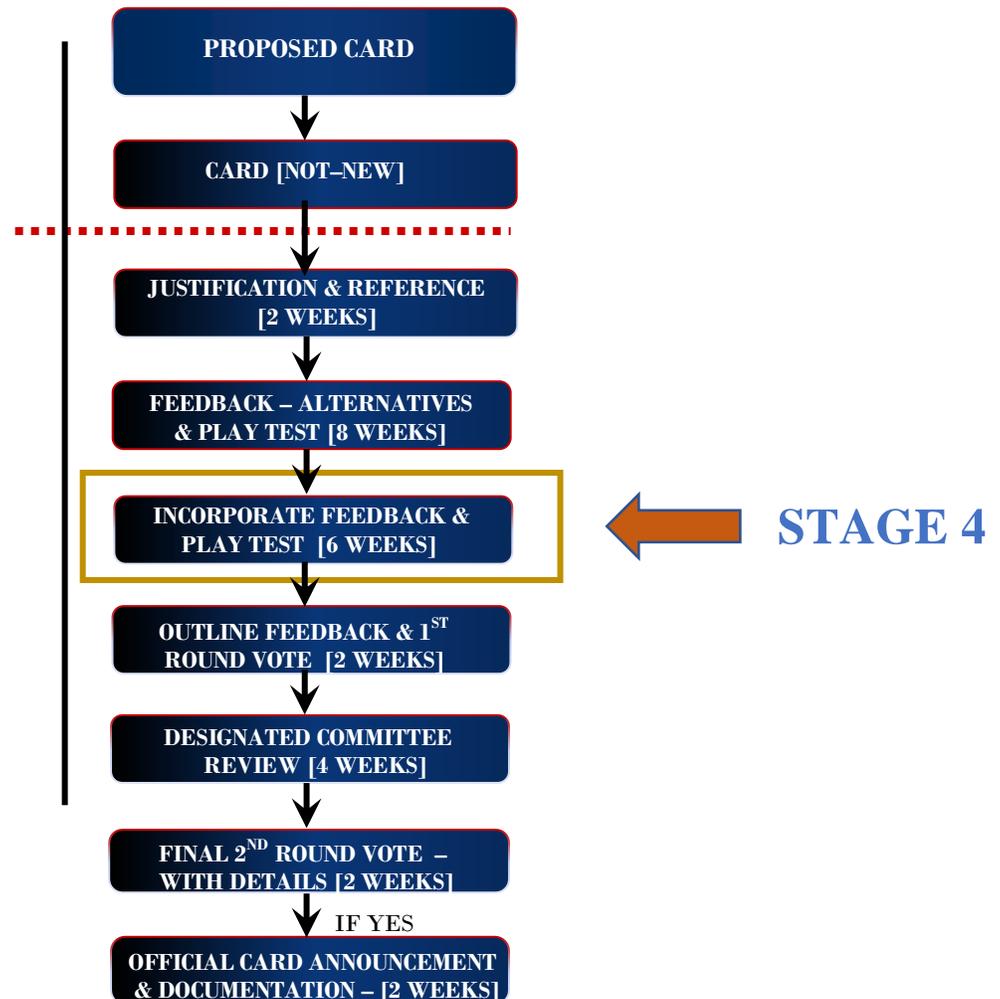
- ACTIVATOR_JUSTI...
- AR_ANY_HERO_GA...
- AA_ANY_HEROS_J...
- C2_ANY_HOMEBA...

STAGE 4

INCORPORATE FEEDBACK & PLAY TEST

[REVIEW PROCESS FOR INCORPORATED FEEDBACK]

JUN 1, 2019 – JUL 12, 2019 [6 WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
Activator Cards	An Activator card for a character is designed to appear as a picture of the respective hero/villain without any of the icons, numerical grids as well as inherent ability. The proposed Activator card will contain the identifiable text label; "ACTIVATOR" along with the name of the Character. The main reason for implementing this approach was to provide the appropriate clarity/identification for an ACTIVATOR.	www.OverPower.Ca
SIMILAR CARDS/CODES	NOTE: This card is considered to be defined as [Not–New]; the associated reasoning is to solidify self–identification to reduce/remove confusion in the tournaments regarding action associated with an Activator.	www.OverPower.Ca
<i>BATTLESITE & HOMEBASE IMPACT</i>	BATTLESITE/HOMEBASE: The Activator cards will be only used for Battlesites. The separation from Character cards [ie: Prior Activators] will enable clear labelling/identification & reduce any associated confusion as to be outlined in sections below. Hero Card [ie: Prior Activators] seemed to receive scrutiny due to Event cards that would not allow cards with certain icons to be utilized regarding function of attacks/defense/utility. However in the prior scenario the only cards that should be affected by such Event cards would be the actual Special cards under the Battlesite; that corresponded to respective condition & only able to be exchanged via an Activator.	www.OverPower.Ca
<i>REFERENCE CHARACTER POWERS</i>	The current plan is make Activator cards for every Character in the game; as such an initiative would support clear labelling/identification from that of regular Character cards. [NOTE: Character Powers not required to be referenced]	www.OverPower.Ca
<i>PROPOSED SPECIFICS OF CARD & CHARACTER</i>	CARD EFFECTIVENESS RATING: [1]–FAIR; [2]–MEDIUM; [3]–GOOD; [4]–EXCELLENT; [5]–ULTRA The Activator cards are proposed to be rated as a [3]–Good Effectiveness; Since these cards will only affect decks with Battlesites; such cards will also simplify much of the current surrounding issues/circumstances of tournament play. See examples outlined in the "Justification For Inclusion"	www.OverPower.Ca
<i>PICTURE PROPOSED FOR CARD</i>	Examples outlined on Page 2	www.OverPower.Ca
<i>JUSTIFICATION FOR INCLUSION</i>	The Activator Card [ie: Prior Character Card] was the only card in the game that does not have clear identifiable text. Character cards were previously utilized as Activators that contributed to issues in tournament play. Such issues involved Event cards outlining that "No Cards With An Energy Icon May Be Used To Attack" where it was acknowledged to effect previous Character Cards and not allow them to be used for any offensive special under the Battlesite regardless of the icon corresponding with the special – this was a clear issue that was required to be resolved. As well; this design approach removes any involved confusion with the associated icon for a special in relation to an appropriate Activator. Another example includes specials requiring discarding of cards from placed/hand with a specified icon that would include Hero Cards if utilized in decks [ie: Prior Activators]; this would result in an advantage to Non–Battlesites decks; however this would not apply to the newly designed Activators. Completing clearly labelled Activators support the rules of enabling cards to be played as written; thus removing confusion for new players & enhances tournament play forward.	www.OverPower.Ca
<i>FEEDBACK & ALTERNATIVES</i>	It is the understanding that new players be provided a clearly labelled alternative to current Hero Cards [ie: Prior Activators] as well as the opportunity to acquire cost–effective options for decks regarding Activators. It is perspective that aforementioned issues outlined to a certain extent could have affected the use of Battlesites. As well; the new Activators will bring new artwork/collectible card that will help to restore interest along with effectively supporting the approach of enabling cards to be played as written in the Overpower Card Game.	www.OverPower.Ca
<i>[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES</i>	Limited Situational Scenario Testing was completed for various in–game circumstances/combinations that included Power Leech, Devourer of Worlds, Event–Entropy; No Activators can be played this battle to evaluate the impact of the proposed modifications regarding Activators. Overall the modifications promoted greater clarity & situations/combinations such as implementing combinations of Power Leech & Devourer of Worlds were determined to have minimal impact since although previously the player could have the option of including Hero Cards as an option to discard regarding Power Leech; the opponent also had less opportunity to discard/decipher cards of certain icon. As well, Activators that did not have to be discarded could be played against the in–play Devourer of Worlds. The playing of events enabled greater clarity with the Activator card. In conclusion the modifications to the Activator card enabled greater clarity.	www.OverPower.Ca
<i>VOTE 1 OF 2</i>		
<i>COMMITTEE REVIEW</i>		
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>		
<i>OFFICIAL CARD ANNOUNCEMENT</i>		

EXAMPLES:



Feedback/Justification forms - X

Gmail

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Jun 4, 2019, 12:05 PM

Hello Phil,

To be clear, we looked at the original idea of the text being written on the card and wanted to clean it up. Only one C2 aspect is allowed in a deck.

Hope that helps,
Dan

On Tue., Jun. 4, 2019, 13:55 ,

The only thing I'm confused about is the aspect card not being a duplicate of other C2 aspects. I feel you shouldn't be able to have 2 different ones, is that what we are still saying?

Phil

Sent from my iPhone

- <ACTIVATOR_JUSTIFICATION_FORM_[UPDATED_MAY_31_2019].pdf>
- <AR_ANY_HERO_GAMMA_TERROR_JUSTIFICATION_FORM_[UPDATED_MAY_27_2019].pdf>
- <AA_ANY_HEROS_JUSTIFICATION_FORM_[UPDATED_MAY_27_2019].pdf>
- <C2_ANY_HOMEBASE_ASPECT_JUSTIFICATION_FORM_UPDATED_MAY_27_2019].pdf>

6:51 PM 2019-09-06

Feedback/Justification forms - X

Gmail

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Jun 4, 2019, 10:20 PM

It all looks fine...

I'm not sure that the activator update is really super necessary, but I see why you're pushing it.

I am more inclined to support the various icon options for the Any Homebase Aspects and the Any-Heroes 'Gamma Terror' and 'Death from Above.'

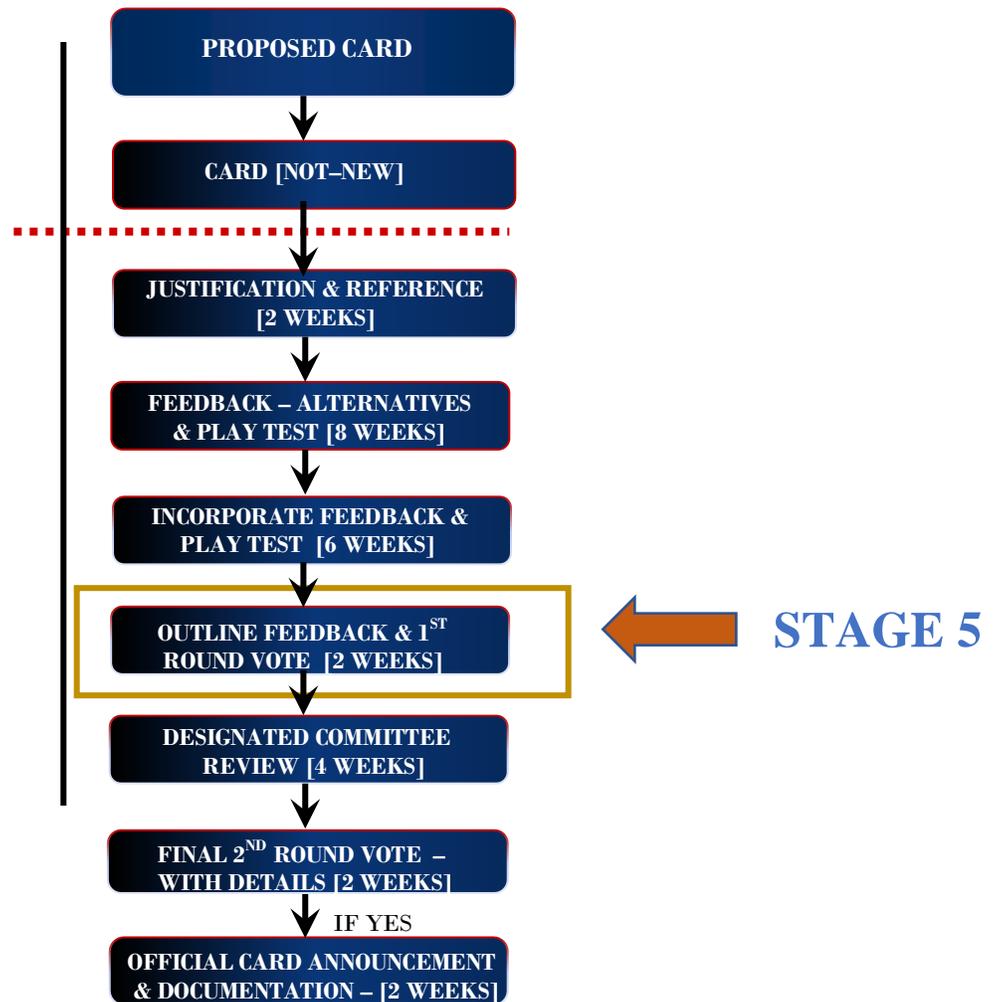
6:51 PM 2019-09-06

STAGE 5

OUTLINE FEEDBACK & 1ST ROUND VOTE

[DOCUMENTED FEEDBACK & VOTE 1 OF 2]

JUL 12, 2019 – JUL 26, 2019 [2 WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
Activator Cards	An Activator card for a character is designed to appear as a picture of the respective hero/villain without any of the icons, numerical grids as well as inherent ability. The proposed Activator card will contain the identifiable text label; "ACTIVATOR" along with the name of the Character. The main reason for implementing this approach was to provide the appropriate clarity/identification for an ACTIVATOR.	www.OverPower.Ca
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BATTLESITE & HOMEBASE IMPACT	BATTLESITE/HOMEBASE: The Activator cards will be only used for Battlesites. The separation from Character cards [ie: Prior Activators] will enable clear labelling/identification & reduce any associated confusion as to be outlined in sections below. Hero Card [ie: Prior Activators] seemed to receive scrutiny due to Event cards that would not allow cards with certain icons to be utilized regarding function of attacks/defense/utility. However in the prior scenario the only cards that should be affected by such Event cards would be the actual Special cards under the Battlesite; that corresponded to respective condition & only able to be exchanged via an Activator.	www.OverPower.Ca
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PROPOSED SPECIFICS OF CARD & CHARACTER	CARD EFFECTIVENESS RATING: [1]–FAIR; [2]–MEDIUM; [3]–GOOD; [4]–EXCELLENT; [5]–ULTRA The Activator cards are proposed to be rated as a [3]–Good Effectiveness; Since these cards will only affect decks with Battlesites; such cards will also simplify much of the current surrounding issues/circumstances of tournament play. See examples outlined in the "Justification For Inclusion"	www.OverPower.Ca
PICTURE PROPOSED FOR CARD	Examples outlined on Page 2	www.OverPower.Ca
JUSTIFICATION FOR INCLUSION	The Activator Card [ie: Prior Character Card] was the only card in the game that does not have clear identifiable text. Character cards were previously utilized as Activators that contributed to issues in tournament play. Such issues involved Event cards outlining that "No Cards With An Energy Icon May Be Used To Attack" where it was acknowledged to effect previous Character Cards and not allow them to be used for any offensive special under the Battlesite regardless of the icon corresponding with the special – this was a clear issue that was required to be resolved. As well; this design approach removes any involved confusion with the associated icon for a special in relation to an appropriate Activator. Another example includes specials requiring discarding of cards from placed/hand with a specified icon that would include Hero Cards if utilized in decks [ie: Prior Activators]; this would result in an advantage to Non-Battlesites decks; however this would not apply to the newly designed Activators. Completing clearly labelled Activators support the rules of enabling cards to be played as written; thus removing confusion for new players & enhances tournament play forward.	www.OverPower.Ca
FEEDBACK & ALTERNATIVES	It is the understanding that new players be provided a clearly labelled alternative to current Hero Cards [ie: Prior Activators] as well as the opportunity to acquire cost-effective options for decks regarding Activators. It is perspective that aforementioned issues outlined to a certain extent could have affected the use of Battlesites. As well; the new Activators will bring new artwork/collectible card that will help to restore interest along with effectively supporting the approach of enabling cards to be played as written in the Overpower Card Game.	www.OverPower.Ca
[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES	Limited Situational Scenario Testing was completed for different in-game circumstances/combinations for play variations involving Power Leech, Devourer of Worlds, Event-Entropy: No Activators can be played this battle to evaluate the impact of the proposed modifications regarding Activators. Overall the modifications promoted greater clarity & circumstances such as implementing combinations of Power Leech & Devourer of Worlds were determined to have minimal impact since although previously the player could have the option of including Hero Cards as a choice regarding discarding in association with Power Leech; the opponent also had less opportunity to specify/decipher cards of certain icon to discard; Activators that did not have to be discarded could be played against the in-play Devourer of Worlds. Events were more transparent with Activator cards.	www.OverPower.Ca
VOTE 1 OF 2	[YES] = 5; [NO] = 0	COMMITTEE
COMMITTEE REVIEW		
VOTE 2 OF 2 [OUTLINE DETAILS]		
OFFICIAL CARD ANNOUNCEMENT		

EXAMPLES:



Overpower Approval Committee X

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Overpower Approval Committee - Time to Vote

Fri, Jul 12, 6:02 PM

Hi Everyone –

To keep with the original time frame outlined in the **Overpower** Card Development Structure Template; the process is nearing the end regarding the proposed cards of Any–Hero's/ Any–Homebase & Activators. I have attached the updated justification forms outlining some of the scenario testing completed to date.

All I require from each of you as **committee** members at this time is to provide an email by July 26th outlining your first official Vote 1 of 2 pertaining to moving forward with the final development of the proposed cards. **[Example: My Official Vote 1 of 2 – Yes/No]**.

Thank–you for your involvement as well as the suggestions provided to date & I look forward to receiving your emails by July 26th. I wish you a great day.

5 Attachments



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Jul 16, 2019, 10:31 AM

Hello Phil,

Thank you for your votes and feedback.

Regarding the Activators, we would certainly allow a short interim for the current hero cards to be used for activators. I am not expecting anyone to start dumping lots of money into the game, however the game is changing and just like the meta changes back in the day, you try to keep up with it.

These new activators do not have icons on them, so in terms of **Power Leech**, they would not be discards.

We are planning to have the game progress, so people will be buying new packs/boxes/singles to get the new cards that come out, just a normal progression of the game. The tournaments will be the natural drive for the game as well, and we are planning for them to become even bigger.

This set as mentioned is to make the game much easier to play and we are doing that for new and old players. Every single activator will be accessible in this set.

Any further feedback is welcomed, I hope that helps.

Thanks again!
Dan

On Tue, Jul 16, 2019 at 12:22 PM

I vote yes for the any hero and any homebase cards.

Regarding the activators, would current hero cards still be allowed to be used?

Overpower Approval Committee X

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Regarding the activators, would current hero cards still be allowed to be used?
If yes, would these activators act as though they did not have icons on them? Such as for **power leech** etc.
If no, I could see people being upset that they have to get tons of new cards.

Phil

Sent from my iPhone

- <ACTIVATOR_JUSTIFICATION_[UPDATED_JULY_11_2019].pdf>
- <ANY_HERO_GAMMA_TERROR_JUSTIFICATION_FORM_[UPDATED_JULY_11_2019].pdf>
- <ANY_HEROS_AA_JUSTIFICATION_FORM_[UPDATED_JULY_11_2019].pdf>
- <ANY_HOMEBASE_ASPECT_JUSTIFICATION_FORM_[UPDATED_JULY_11_2019].pdf>
- <0_Overpower_Card_Development_Structure.pdf>

Jul 25, 2019, 3:27 PM

Hello everyone!

D'Arcy & I vote **[YES]** to move forward with the Any-Character/Any-Homebase cards as well as Activators; where a short-interim of [2 Years] would be supported [ie: Hero Cards as Activators would be considered to have no icons in a tournament setting] to enable a

6:57 PM
2019-09-06

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Jul 25, 2019, 3:27 PM

Hello everyone!

D'Arcy & I vote **[YES]** to move forward with the Any-Character/Any-Homebase cards as well as Activators; where a short-interim of [2 Years] would be supported [ie: Hero Cards as Activators would be considered to have no icons in a tournament setting] to enable a transition to acquire the new Activators cards for future tournaments.

Thanks,
Dan

Jul 25, 2019, 3:47 PM

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2019-09-06

Overpower Approval Committee X

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Hello all.

Regarding the Activators, my vote would be a provisional YES. I don't agree with phasing out existing character card use as activators, but I'm fine with a new dedicated activator card that players have the option of using instead of a character card. The advantage of the new ones being that they have no icon.

Regarding the Any Heroes AR, and AA; I'd vote YES. I believe it would be good to have each icon represented for players to make the choice based on their deck design. It must be made clear that these cards count as duplicates of other Any Hero AR and AA cards and decks are still restricted to one.

Regarding the vote for Any Homebase Aspects, as above I vote YES for the same reason as noted in the Any Heroes.

Jul 26, 2019, 2:15 PM

6:58 PM 2019-09-06

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I believe I feel the same way as Sean. New activator cards are cool and I'm sure people would like them, but I can only vote yes if we don't plan to make 100s of existing playable cards (activators) unplayable.

Aug 3, 2019, 7:07 PM

Hello all, sorry I am late to the party!

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Hello all, sorry I am late to the party!

I vote **yes** to moving forward with Any Hero AR cards, Any Hero AA cards, and AnyHomebase C2 cards. These add a lot of strategy to the game in terms of deck-building for spectrum K.O. and counter play against certain specials from your opponent. How could I not when I included them in my expansion! :)

I do have some mixed feelings about the activators though. This inclusion would cause a large number of cards to be added to the game. Is this small rule clarity worth adding such a large number of cards? Why not remove activators from the game completely and just have the specials from the battlesite in your deck, similar to normal specials? This has a few upsides and downsides, which I won't get into now, but I feel like it changes the way battlesites work too much to be implemented at this point. In the end, I think the existence of the activator cards, even if you don't have them in your deck, will clear up the rules a bit as playing a character card as an activator will now feel more like a proxy for the the real activator card and should clear up the confusion about not playing cards with certain icons on them. In the end, I vote **yes** to moving forward with the activator cards.

Great work everyone!
-Nate

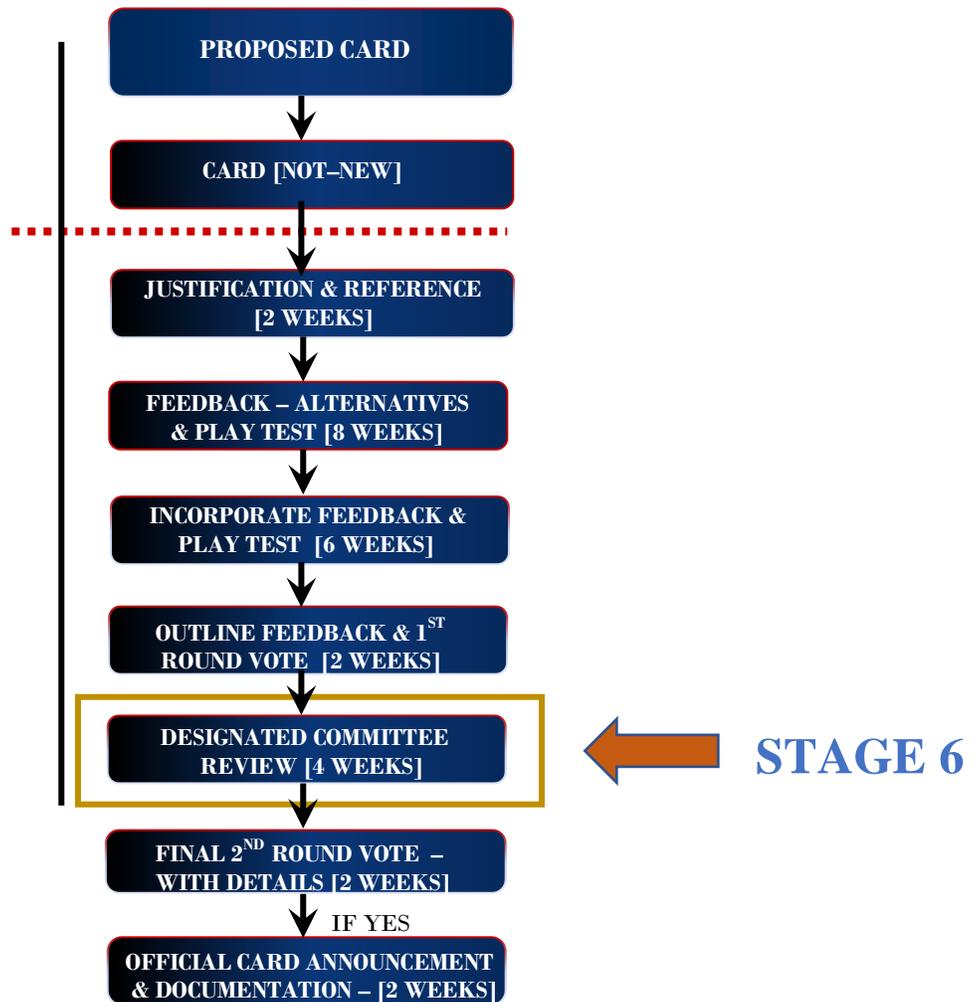
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STAGE 6

DESIGNATED COMMITTEE REVIEW

[FINAL REVIEW OF FEEDBACK]

JUL 26, 2019 – AUG 23, 2019 [4 WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
Activator Cards	An Activator card for a character is designed to appear as a picture of the respective hero/villain without any of the icons, numerical grids as well as inherent ability. The proposed Activator card will contain the identifiable text label; "ACTIVATOR" along with the name of the Character. The main reason for implementing this approach was to provide the appropriate clarity/identification for an ACTIVATOR.	www.OverPower.Ca
SIMILAR CARDS/CODES	NOTE: This card is considered to be defined as [Not-New]; the associated reasoning is to solidify self-identification to reduce/remove confusion in the tournaments regarding action associated with an Activator.	www.OverPower.Ca
BATTLESITE & HOMEBASE IMPACT	BATTLESITE/HOMEBASE: The Activator cards will be only used for Battlesites. The separation from Character cards [ie: Prior Activators] will enable clear labelling/identification & reduce any associated confusion as to be outlined in sections below. Hero Card [ie: Prior Activators] seemed to receive scrutiny due to Event cards that would not allow cards with certain icons to be utilized regarding function of attacks/defense/utility. However in the prior scenario the only cards that should be affected by such Event cards would be the actual Special cards under the Battlesite; that corresponded to respective condition & only able to be exchanged via an Activator.	www.OverPower.Ca
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PICTURE PROPOSED FOR CARD	Examples outlined on Page 2	www.OverPower.Ca
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FEEDBACK & ALTERNATIVES	It is the understanding that new players be provided a clearly labelled alternative to current Hero Cards [ie: Prior Activators] as well as the opportunity to acquire cost-effective options for decks regarding Activators. It is perspective that aforementioned issues outlined to a certain extent could have affected the use of Battlesites. As well; the new Activators will bring new artwork/collectible card that will help to restore interest along with effectively supporting the approach of enabling cards to be played as written in the Overpower Card Game.	www.OverPower.Ca
[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES	Limited Situational Scenario Testing was completed for different in-game circumstances/combinations for play variations involving Power Leech, Devourer of Worlds, Event-Entropy: No Activators can be played this battle to evaluate the impact of the proposed modifications regarding Activators. Overall the modifications promoted greater clarity & circumstances such as implementing combinations of Power Leech & Devourer of Worlds were determined to have minimal impact since although previously the player could have the option of including Hero Cards as a choice regarding discarding in association with Power Leech; the opponent also had less opportunity to specify/decipher cards of certain icon to discard; Activators that did not have to be discarded could be played against the in-play Devourer of Worlds. Events were more transparent with Activator cards.	www.OverPower.Ca
VOTE 1 OF 2	[YES] = 5; [NO] = 0	COMMITTEE
COMMITTEE REVIEW	Activators to be provided as an Option to the Current Hero Card Version	COMMITTEE
VOTE 2 OF 2 [OUTLINE DETAILS]		
OFFICIAL CARD ANNOUNCEMENT		

EXAMPLES:



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Aug 4, 2019, 8:45 PM

Hi Everyone –

It is the understanding from the feedback received that the Any-Heroes/Any-Homebase cards are agreed to move forward with the effect that each be limited to one-per-deck with respect to appropriate deck conditions [ie: Any-Hero/Battlesite] regardless of icon. As well; the new Activators are supported with the caveat that the cards are provided as an **option** to that of the existing Hero/Character card instead of having new Activators phase out the Hero/Character cards.

The Any-Heroes/Any-Homebase are to be limited to only one [Code] in a deck & I consider the feedback of having the new Activator cards provided as an option to be fair; thus at this time that be taken to be the premise going forward. To keep with the original time frame outlined in the **Overpower** Card Development Structure Template; with the understanding to move forward with the proposed cards – I realize that most of you already provided some comments with the first voting round but this is a reminder that there is one final review stage until August 23rd for this designated **committee** to outline any additional feedback/clarifications regarding the concept of the proposed Any-Hero's/Any-Homebase & Activator cards.

I look forward to any further feedback by August 23rd & then there be a final vote conducted as to have the cards be considered official. Thank-you for your time & I wish you a great day.

5 Attachments

DEVELOPMENT

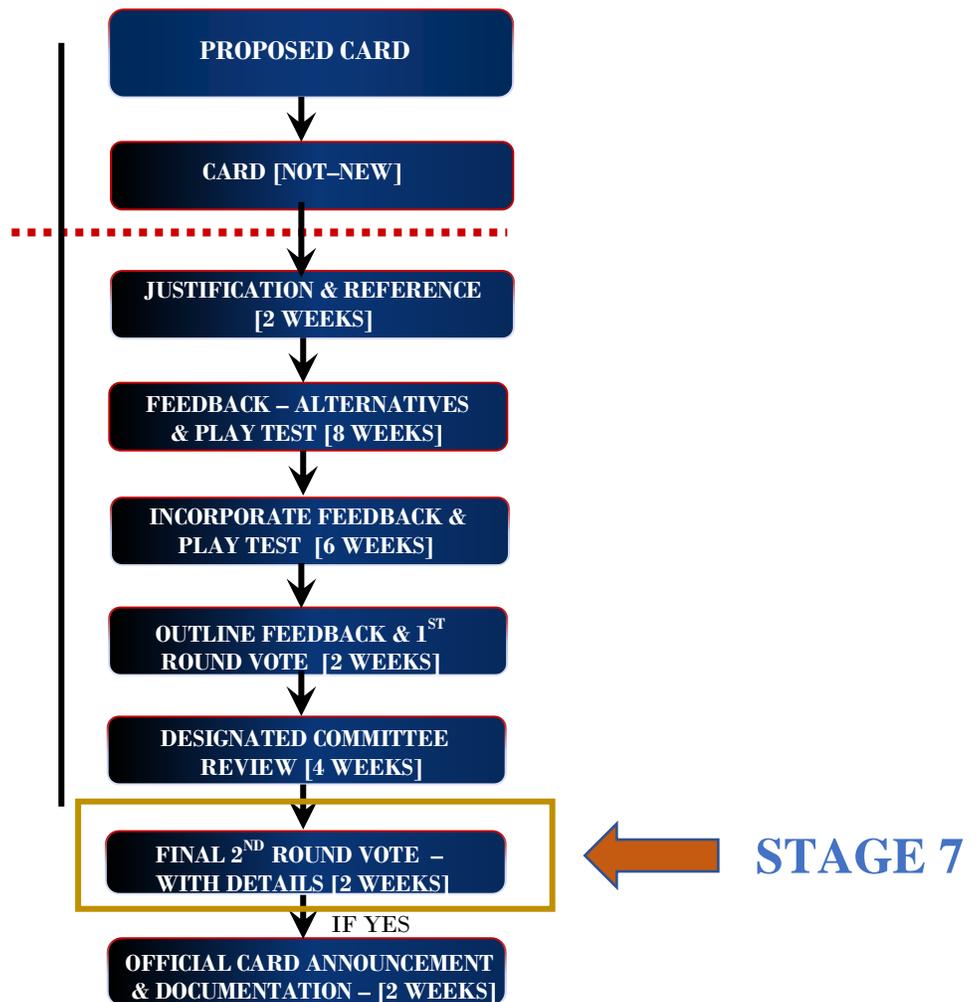
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STAGE 7

FINAL 2ND ROUND VOTE – WITH DETAILS

[FINAL VOTE 2 OF 2 – OFFICIAL CARDS FOR TOURNAMENTS]

AUG 23, 2019 – SEP 6, 2019 [2 WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
Activator Cards	An Activator card for a character is designed to appear as a picture of the respective hero/villain without any of the icons, numerical grids as well as inherent ability. The proposed Activator card will contain the identifiable text label; "ACTIVATOR" along with the name of the Character. The main reason for implementing this approach was to provide the appropriate clarity/identification for an ACTIVATOR.	www.OverPower.Ca
SIMILAR CARDS/CODES	NOTE: This card is considered to be defined as [Not-New]; the associated reasoning is to solidify self-identification to reduce/remove confusion in the tournaments regarding action associated with an Activator.	www.OverPower.Ca
BATTLESITE & HOMEBASE IMPACT	BATTLESITE/HOMEBASE: The Activator cards will be only used for Battlesites. The separation from Character cards [ie: Prior Activators] will enable clear labelling/identification & reduce any associated confusion as to be outlined in sections below. Hero Card [ie: Prior Activators] seemed to receive scrutiny due to Event cards that would not allow cards with certain icons to be utilized regarding function of attacks/defense/utility. However in the prior scenario the only cards that should be affected by such Event cards would be the actual Special cards under the Battlesite; that corresponded to respective condition & only able to be exchanged via an Activator.	www.OverPower.Ca
REFERENCE CHARACTER POWERS	The current plan is make Activator cards for every Character in the game; as such an initiative would support clear labelling/identification from that of regular Character cards. [NOTE: Character Powers not required to be referenced]	www.OverPower.Ca
PROPOSED SPECIFICS OF CARD & CHARACTER	CARD EFFECTIVENESS RATING: [1]–FAIR; [2]–MEDIUM; [3]–GOOD; [4]–EXCELLENT; [5]–ULTRA The Activator cards are proposed to be rated as a [3]–Good Effectiveness; Since these cards will only affect decks with Battlesites; such cards will also simplify much of the current surrounding issues/circumstances of tournament play. See examples outlined in the "Justification For Inclusion"	www.OverPower.Ca
PICTURE PROPOSED FOR CARD	Examples outlined on Page 2	www.OverPower.Ca
JUSTIFICATION FOR INCLUSION	The Activator Card [ie: Prior Character Card] was the only card in the game that does not have clear identifiable text. Character cards were previously utilized as Activators that contributed to issues in tournament play. Such issues involved Event cards outlining that "No Cards With An Energy Icon May Be Used To Attack" where it was acknowledged to effect previous Character Cards and not allow them to be used for any offensive special under the Battlesite regardless of the icon corresponding with the special – this was a clear issue that was required to be resolved. As well; this design approach removes any involved confusion with the associated icon for a special in relation to an appropriate Activator. Another example includes specials requiring discarding of cards from placed/hand with a specified icon that would include Hero Cards if utilized in decks [ie: Prior Activators]; this would result in an advantage to Non-Battlesites decks; however this would not apply to the newly designed Activators. Completing clearly labelled Activators support the rules of enabling cards to be played as written; thus removing confusion for new players & enhances tournament play forward.	www.OverPower.Ca
FEEDBACK & ALTERNATIVES	It is the understanding that new players be provided a clearly labelled alternative to current Hero Cards [ie: Prior Activators] as well as the opportunity to acquire cost-effective options for decks regarding Activators. It is perspective that aforementioned issues outlined to a certain extent could have affected the use of Battlesites. As well; the new Activators will bring new artwork/collectible card that will help to restore interest along with effectively supporting the approach of enabling cards to be played as written in the Overpower Card Game.	www.OverPower.Ca
[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES	Limited Situational Scenario Testing was completed for different in-game circumstances/combinations for play variations involving Power Leech, Devourer of Worlds, Event-Entropy: No Activators can be played this battle to evaluate the impact of the proposed modifications regarding Activators. Overall the modifications promoted greater clarity & circumstances such as implementing combinations of Power Leech & Devourer of Worlds were determined to have minimal impact since although previously the player could have the option of including Hero Cards as a choice regarding discarding in association with Power Leech; the opponent also had less opportunity to specify/decipher cards of certain icon to discard; Activators that did not have to be discarded could be played against the in-play Devourer of Worlds. Events were more transparent with Activator cards.	www.OverPower.Ca
VOTE 1 OF 2	[YES] = 5; [NO] = 0	COMMITTEE
COMMITTEE REVIEW	Activators to be provided as an Option to the Current Hero Card Version	COMMITTEE
VOTE 2 OF 2 [OUTLINE DETAILS]	[YES] = 5; [NO] = 0	COMMITTEE
OFFICIAL CARD ANNOUNCEMENT		

EXAMPLES:



Overpower Approval Committe X

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Aug 23, 2019, 3:50 PM

Hi Everyone –

I wanted to outline that there has been no additional feedback/clarifications provided for the concept of the proposed Any-Hero's/Any-Homebase & Activator cards; thus it is time to complete the last vote as to respect the Overpower Card Development Structure Template.

All that is required now since all the feedback has been summarized within the justification forms is for each of you as committee members to provide an email by September 6th outlining your final official Vote 2 of 2 pertaining to support/decline of having the Any-Hero's/Any-Homebase & Activator cards being considered official in tournaments for the OverPower Card Game. [Example: Official Vote 2 of 2 – Yes/No].

I look forward to receive your final votes by September 6th. Thank-you for all the time that you have contributed to this process & I wish you a great day.

5 Attachments



Overpower Approval Committe X

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Aug 29, 2019, 1:23 PM (8 days ago)

I'm a yes on everything assuming current hero cards are still allowed to be used as activators forever.

Phil

Sent from my iPhone

<ACTIVATOR_JUSTIFICATION_UPDATED_JULY_11_2019>.pdf

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Aug 30, 2019, 7:47 AM (7 days ago)

My vote is the same as Phil's! Yes on everything assuming current hero cards are still allowed to be used as activators forever.

-Nate

On Thu, Aug 29, 2019 at 3:19 PM
I'm a yes on everything assuming current hero cards are still allowed to be used as activators forever.

Phil

Sent from my iPhone

On Jul 12, 2019, at 6:01 PM,

7:08 PM 2019-09-06

Overpower Approval Committe X

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Aug 30, 2019, 9:34 AM (7 days ago)

<ACTIVATOR_JUSTIFICATION_[UPDATED_JULY_11_2019].pdf>

Likewise here.

On Fri, Aug 30, 2019 at 9:46 AM
My vote is the same as Phil's! Yes on everything assuming current hero cards are still allowed to be used as activators forever.

-Nate

On Thu, Aug 29, 2019 at 3:19 PM
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7:08 PM 2019-09-06

Overpower Approval Committe X

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<ACTIVATOR_JUSTIFICATION_UPDATED_JULY_11_2019>.pdf

4 of 39

7:09 PM
2019-09-06

Overpower Approval Committe X

Gmail

Compose

Inbox

Snoozed

Sent

Drafts

More

Sep 3, 2019, 4:56 PM (3 days ago)

Hello everyone,

D'Arcy and I vote yes for all.
It is acknowledged that the newly developed Activators are intended to be provided as an option to the existing character cards going forward.

Thanks,
Dan

On Fri, Aug 30, 2019 at 11:29 AM Sean I
Likewise here.

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4 of 39

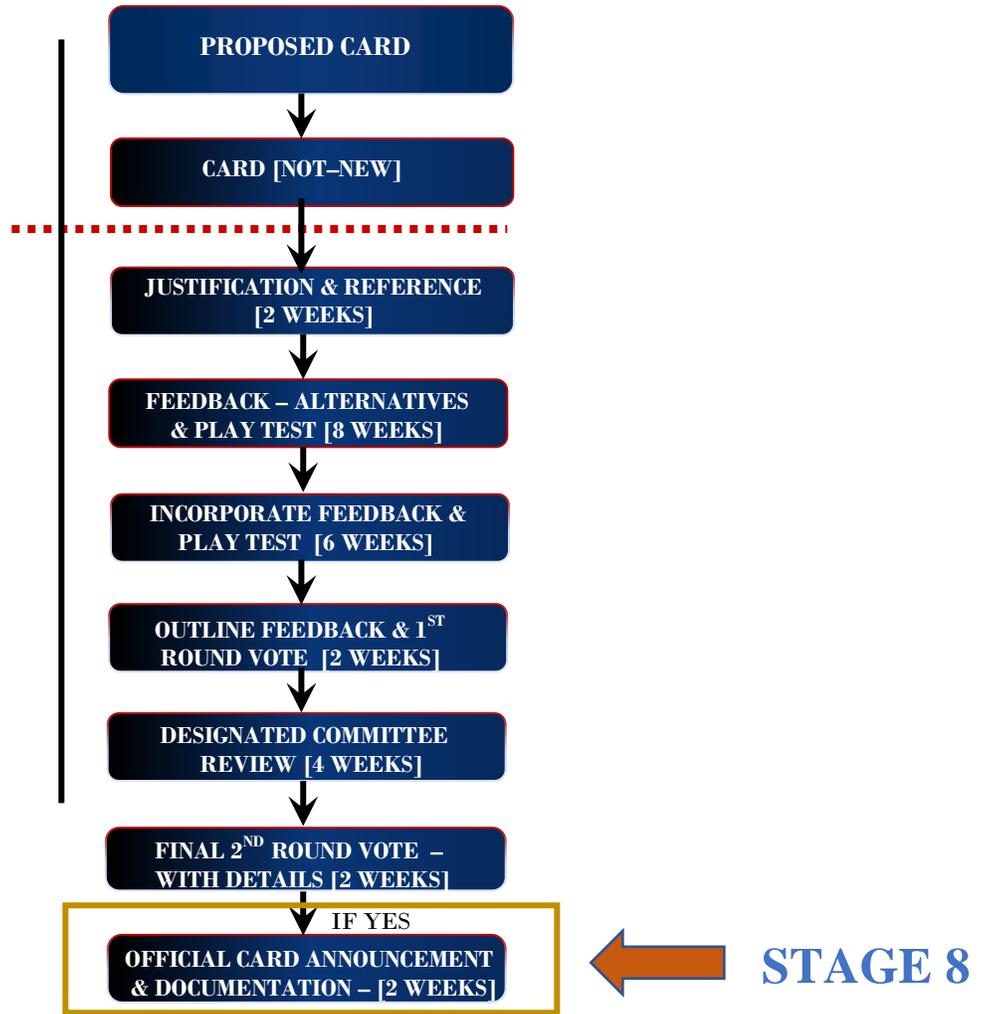
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2019-09-06

STAGE 8

OFFICIAL CARD ANNOUNCEMENT & DOCUMENTATION

[OFFICIAL CARD ANNOUNCEMENT – OVERPOWER CHAMPIONSHIPS 2019]

SEP 6, 2019 – SEP 21, 2019 [2 WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

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COMMITTEE REVIEW	Activators to be provided as an Option to the Current Hero Card Version	COMMITTEE
VOTE 2 OF 2 [OUTLINE DETAILS]	[YES] = 5; [NO] = 0	COMMITTEE
OFFICIAL CARD ANNOUNCEMENT	Overpower Championships – September 14 th , 2019	www.OverPower.Ca

EXAMPLES:

