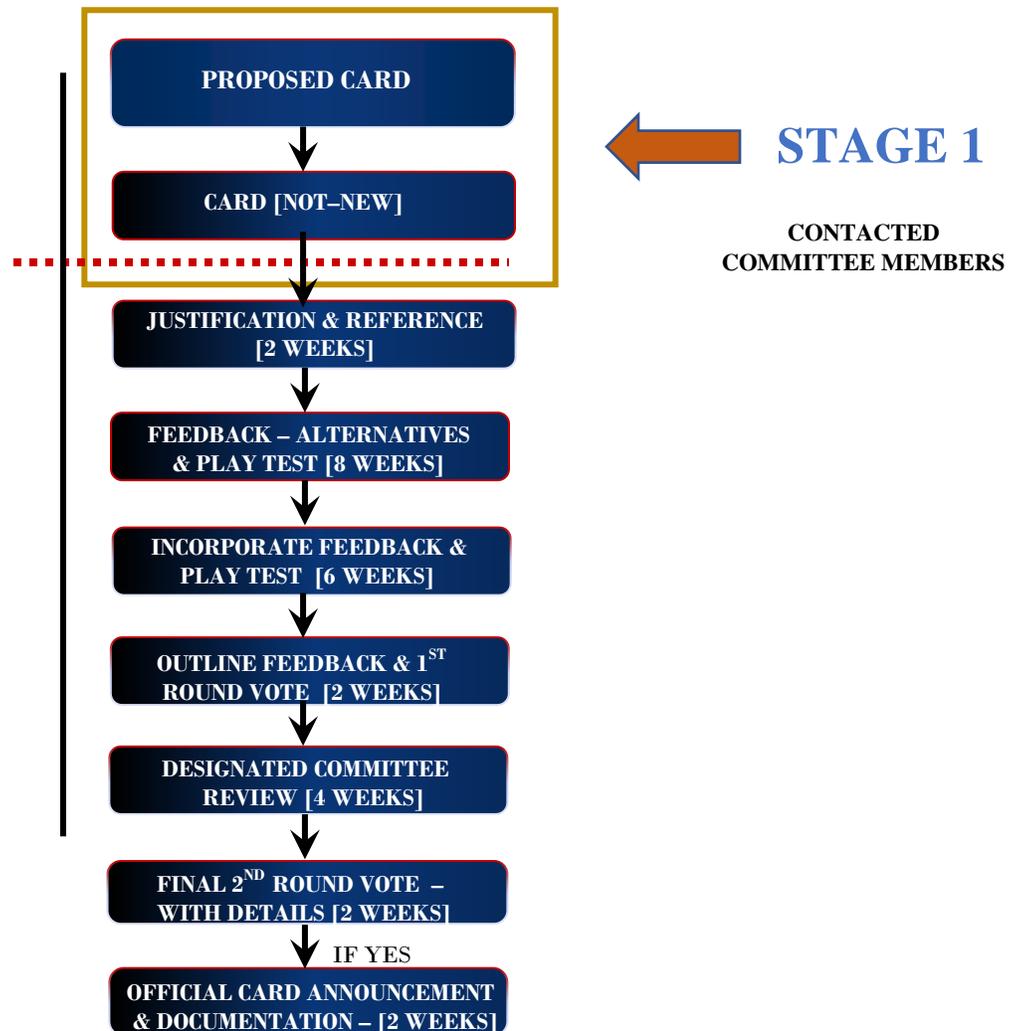


STAGE 1

OVERPOWER APPROVAL COMMITTEE INTRODUCTION

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

AUG 28, 2020 – AUG 31, 2020



Compose

Inbox

Snoozed

Sent

Drafts

More

Meet

New meeting

Join a meeting

Hangouts

Sign in

Signing in will sign you into Hangouts

OverPower Approval Committee - Next steps - Holographic Character cards >

Aug 24, 2020, 11:04 AM

Hello everyone,

I wanted to get in touch with everyone and provide our next set of justification forms. These will be variant Character cards to better represent the Characters potential in the Marvel Universe and have their cards reflect that. The main idea is to see these popular characters see more play without pushing the boundaries of their abilities. We plan to have them made in the same exact format as the Batman Holo Character cards that were done. In that same thinking, we are doing 6 Characters, 3 heroes and 3 villains.

It has been brought to my attention that Sean will not be able to dedicate any of his time during this process. If that does change for any reason, his feedback will be appreciated.

Please take time to review all of the documents and provide the appropriate feedback.

Thanks!
Dan

6 Attachments

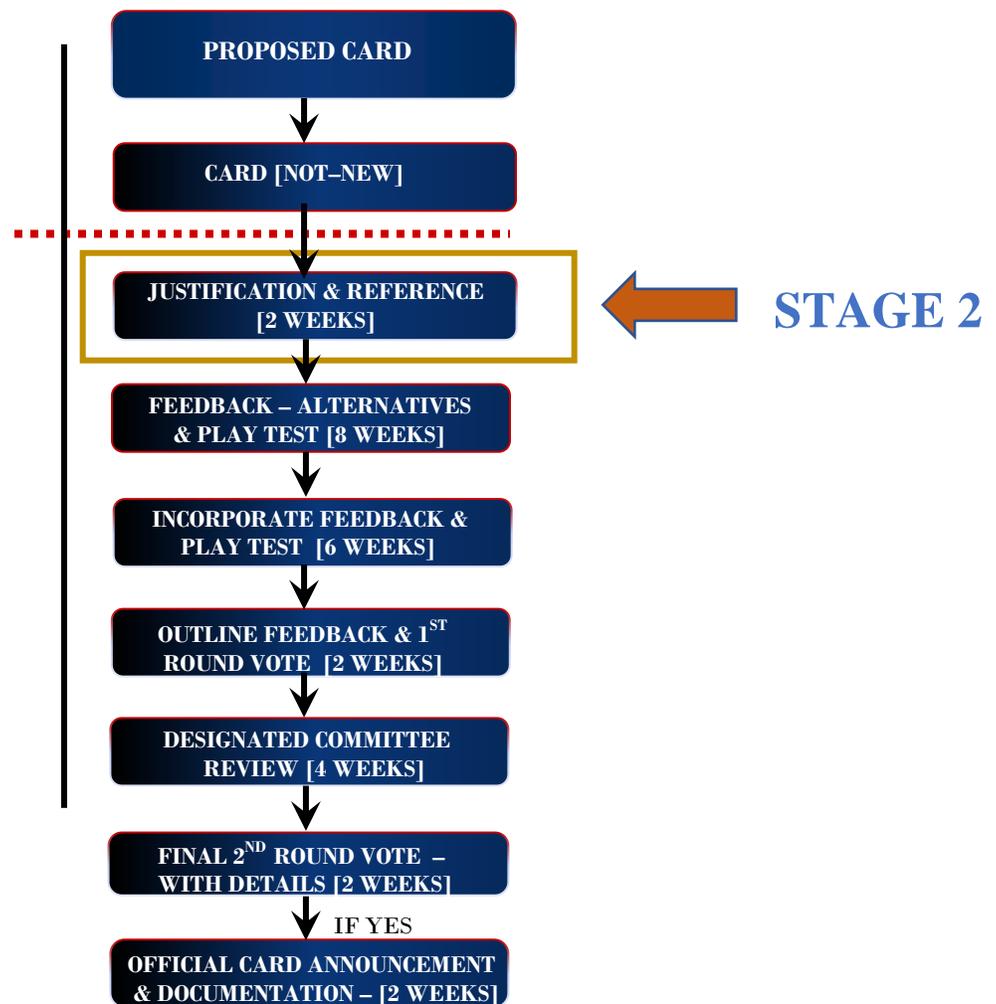


STAGE 2

JUSTIFICATION & REFERENCE

[COMPLETING JUSTIFICATION FORMS]

AUG 31, 2020 – SEP 19, 2020 [2+ WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
APOCALYPSE CHARACTER CARD	APOCALYPSE: GENESIS Energy: 5 Fighting: 5 Strength: 7 Intellect: 7 [Total: 24] INHERENT ABILITY: Counts as 21 for Tournament Deckbuilding	www.OverPower.ca
<i>SIMILAR CARDS/CODES</i>	Apocalypse IQ Hero Card: Energy: 5, Fighting: 5, Strength: 7, Intellect: 6 Iron-Man IQ Hero would be the closest reference: Energy: 5, Fighting: 3, Strength: 7, Intellect: 7 At the present time, Iron Man has a much better selection of specials & is overall more powerful than Apocalypse in Overpower. It should be noted that this card would be defined as Not-New; as the only modification is to that of the power grid & an added inherent ability; where it is noted that has been completed for a number of other character cards already present in the game.	www.OverPower.ca
<i>BATTLESITE HOMEBASE IMPACT</i>	Location: SHIP [Apocalypse, Cyclops, Jean Grey, Angel, Beast, IceMan Inherent: Ship Team Hits to KO is 25 points, unless otherwise altered]. This is the only one location card with Apocalypse. The alteration to the grid aligns well with Beast, however this is mainly an energy based homebase with IceMan, Jean Grey, Cyclops, & possibly Angel. Thus, impact to the overall Homebase is considered to be minimal. There is no change to "Ship" as a Battlesite due to the newly proposed Apocalypse Character card.	www.OverPower.ca
<i>REFERENCE CHARACTER POWERS</i>	The following two references illustrate that Apocalypse's strength & intelligence levels are comparable. Reference From [August 8, 2020]: https://www.superherodb.com/apocalypse-fox/10-14538/ Reference From [August 8, 2020]: https://www.marvel.com/characters/apocalypse-en-sabah-nur From Superherodb.Com; [Intelligence: 90, Strength: 90, Speed: 80, Durability: 95, Power: 100, Combat: 80] From Marvel.Com; [Durability: 6, Energy: 7, Fighting Skills: 7, Intelligence: 7, Speed: 7, Strength: 7] The references to Marvel Universe Cards are to demonstrate that similar power levels are provided, however in correlation to levels outlined in Overpower along with consideration to available specials; the advantage is with Iron Man. Adjustment to Apocalypse overall power grid & addition of inherent ability is in an effort to capture the Character status within comics thru augmenting the character's reservoir or powers & current specials. Marvel Universe 1992: #103 [Strength: 6, Intelligence: 5, Energy Projection: 5, Mental Powers: 3, Fighting Ability: 3, Speed: 3] Marvel Universe 1993: #33 [Strength: 6, Intelligence: 5, Mental Powers: 2, Energy Projection: 5] Iron Man: Marvel Universe 1992: #62 [Strength: 6, Intelligence: 5, Energy Projection: 6, Mental Powers: 1, Fighting Ability: 4, Speed: 6] Marvel Universe 1993: #67 [Strength: 6, Speed: 6, Intelligence: 5, Energy Projection: 5]	www.OverPower.ca
<i>PROPOSED SPECIFICS OF CARD & CHARACTER</i>	CARD EFFECTIVENESS RATING: [1]–FAIR; [2]–MEDIUM; [3]–GOOD; [4]–EXCELLENT; [5]–ULTRA This card receives a rating of [4]–Excellent. Apocalypse is one of the main villains in the Marvel Universe, but is never seen in tournament settings. The slight change to the power grid & reduction in total cost to 21 is viewed as augmenting the status, abilities & metaphoric/vast powers of character as well as options for Tournament Deckbuilding. Iron Man costs 22 for Tournament Deckbuilding & has two 7 stats in his grid, but also comes with helpful specials. Apocalypse would have the same possibilities for more Teamwork cards at his disposal as Iron Man that would also complement overall status emphasized in comics.	www.OverPower.ca
<i>PICTURE PROPOSED FOR CARD</i>	Reference From [April 30, 2020]: https://www.pinterest.ca/pin/364932376026168967/	www.OverPower.ca
<i>JUSTIFICATION FOR INCLUSION</i>	With Apocalypse previous costing 23 for Tournament deckbuilding, he was never seen in a regular deck for Tournament play. Even being on the "Ship" Homebase, there was little synergy for a Strength/Intellect option for him to fit. Modifying the total to 21 points & having two 7 stats on his grid allows for much more flexibility as well as better support of the character's status within comics. The proposed adjustments to the character card are considered reasonable as to augment character's powers & current respective specials as to better support consideration for deckbuilding regarding Apocalypse.	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>		

Compose

- Inbox
- Snoozed
- Sent
- Drafts
- More

Aug 31, 2020, 8:00 AM

I'm fine with all of these characters from a power perspective. I believe at least spidey, surfer and war machine should see some play, maybe others. Hard to see Doom seeing play, so I might personally choose a different card to make there, but you may say it isn't all about game play.

Phil

Meet

- New meeting
- Join a meeting

Hangouts



Sign in

Signing in will sign you into Hangouts

Compose

- Inbox
- Snoozed
- Sent
- Drafts
- More

Sep 15, 2020, 6:36 AM

Hello Friends!

I can tell that a huge effort went into these proposed changes. That is great to see. Here are some of my thoughts.

- Doctor Doom
 - o Good change. Brings this character to at least be considered in a competitive deck and boosts some of the home bases. Boosting some home bases is really needed!
- Mystique
 - o My favorite change that has been suggested so far! I am a big fan of boosting max 6 stat characters playability.
 - o Just to clarify, will she be able place and play power cards a K.O'd teammate could have used when not K.O'd? I think she should, but teammate typically means not K.O'd teammate.
- Apocalypse
 - o Also a good change. I am a big fan of modifying the deck building rules to allow players to build more flexible teams. Putting a powerful gridded character like Apocalypse on a team just feels good even if his specials are not that great.
- Spider-Man
 - o I am not a big fan of inherent abilities that allow characters to play another character's specials. It weakens the impact of Knocking Out the character when both are on the same team. This is especially true for spider-man and scarlet spider as their power grids match each other very well and would fit nicely on a team.
 - o Would keeping his energy as a 1 with an inherent ability like "Energy power grid is 7 (or 8?) for defense" be a better way to increase his viability as a character? This could also be justified by his Spidey Sense as it is not an attacking ability but still very powerful.
- Silver Surfer
 - o Good change. Strong Spawn like stats and defensive specials but not as powerful due to the fact that it is not "silver surfer or teammate avoid 1 attack of 9 or less". I look forward to seeing some strong energy and strength teams with Silver Surfer.
- War Machine
 - o As you know, I am not a big fan of this type of inherent ability. That being said, there is not a very strong power grid synergy between War Machine and Iron Man outside of the 7 strength so I think it works in this case.

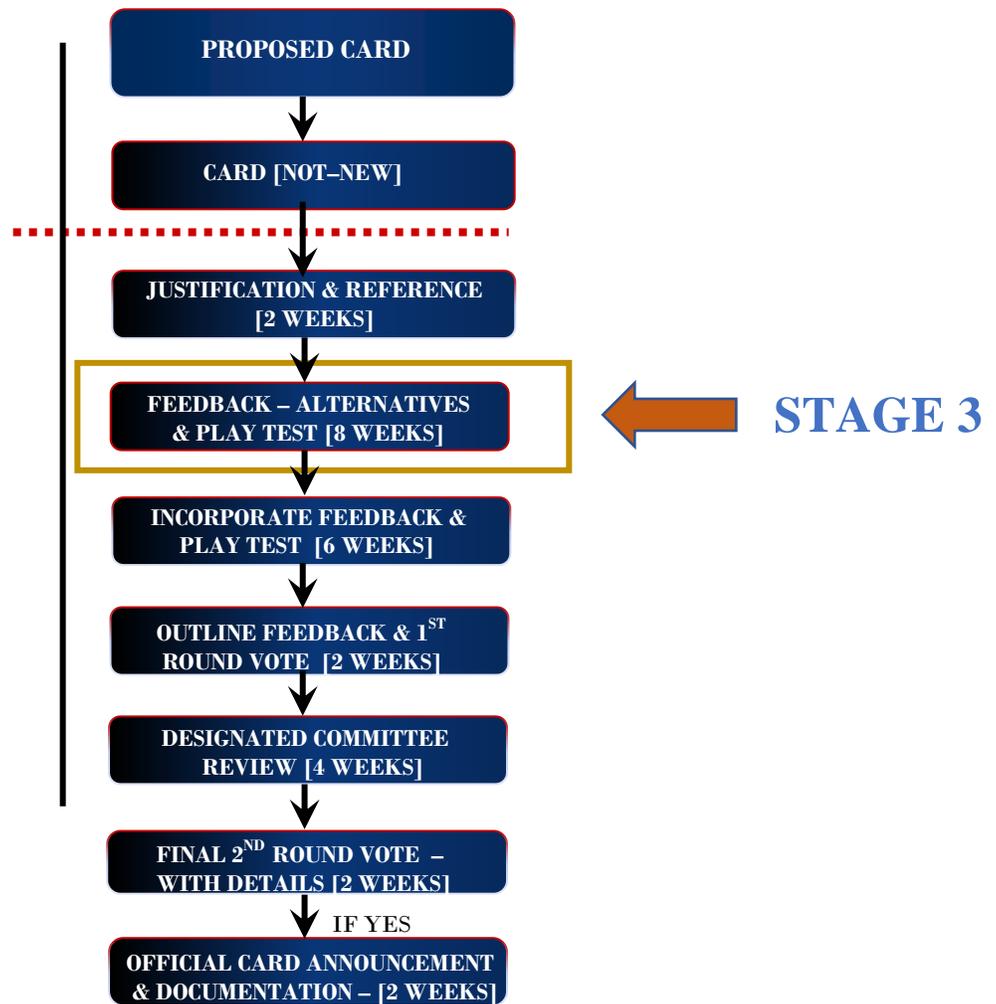
Best,
-Nate

STAGE 3

FEEDBACK – ALTERNATIVES & PLAY TEST

[FEEDBACK & PLAY TESTING – INVITATION]

SEP 20, 2020 – NOV 21, 2020 [8 WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
APOCALYPSE CHARACTER CARD	APOCALYPSE: GENESIS Energy: 5 Fighting: 5 Strength: 7 Intellect: 7 [Total: 24] INHERENT ABILITY: Counts as 21 for Tournament Deckbuilding	www.OverPower.ca
<i>SIMILAR CARDS/CODES</i>	Apocalypse IQ Hero Card: Energy: 5, Fighting: 5, Strength: 7, Intellect: 6 Iron-Man IQ Hero would be the closest reference: Energy: 5, Fighting: 3, Strength: 7, Intellect: 7 At the present time, Iron Man has a much better selection of specials & is overall more powerful than Apocalypse in Overpower. It should be noted that this card would be defined as Not-New; as the only modification is to that of the power grid & an added inherent ability; where it is noted that has been completed for a number of other character cards already present in the game.	www.OverPower.ca
<i>BATTLESITE HOMEBASE IMPACT</i>	Location: SHIP [Apocalypse, Cyclops, Jean Grey, Angel, Beast, IceMan Inherent: Ship Team Hits to KO is 25 points, unless otherwise altered]. This is the only one location card with Apocalypse. The alteration to the grid aligns well with Beast, however this is mainly an energy based homebase with IceMan, Jean Grey, Cyclops, & possibly Angel. Thus, impact to the overall Homebase is considered to be minimal. There is no change to "Ship" as a Battlesite due to the newly proposed Apocalypse Character card.	www.OverPower.ca
<i>REFERENCE CHARACTER POWERS</i>	The following two references illustrate that Apocalypse's strength & intelligence levels are comparable. Reference From [August 8, 2020]: https://www.superherodb.com/apocalypse-fox/10-14538/ Reference From [August 8, 2020]: https://www.marvel.com/characters/apocalypse-en-sabah-nur From Superherodb.Com; [Intelligence: 90, Strength: 90, Speed: 80, Durability: 95, Power: 100, Combat: 80] From Marvel.Com; [Durability: 6, Energy: 7, Fighting Skills: 7, Intelligence: 7, Speed: 7, Strength: 7] The references to Marvel Universe Cards are to demonstrate that similar power levels are provided, however in correlation to levels outlined in Overpower along with consideration to available specials; the advantage is with Iron Man. Adjustment to Apocalypse overall power grid & addition of inherent ability is in an effort to capture the Character status within comics thru augmenting the character's reservoir or powers & current specials. Marvel Universe 1992: #103 [Strength: 6, Intelligence: 5, Energy Projection: 5, Mental Powers: 3, Fighting Ability: 3, Speed: 3] Marvel Universe 1993: #33 [Strength: 6, Intelligence: 5, Mental Powers: 2, Energy Projection: 5] Iron Man: Marvel Universe 1992: #62 [Strength: 6, Intelligence: 5, Energy Projection: 6, Mental Powers: 1, Fighting Ability: 4, Speed: 6] Marvel Universe 1993: #67 [Strength: 6, Speed: 6, Intelligence: 5, Energy Projection: 5]	www.OverPower.ca
<i>PROPOSED SPECIFICS OF CARD & CHARACTER</i>	CARD EFFECTIVENESS RATING: [1]-FAIR; [2]-MEDIUM; [3]-GOOD; [4]-EXCELLENT; [5]-ULTRA This card receives a rating of [4]-Excellent. Apocalypse is one of the main villains in the Marvel Universe, but is never seen in tournament settings. The slight change to the power grid & reduction in total cost to 21 is viewed as augmenting the status, abilities & metaphoric/vast powers of character as well as options for Tournament Deckbuilding. Iron Man costs 22 for Tournament Deckbuilding & has two 7 stats in his grid, but also comes with helpful specials. Apocalypse would have the same possibilities for more Teamwork cards at his disposal as Iron Man that would also complement overall status emphasized in comics.	www.OverPower.ca
<i>PICTURE PROPOSED FOR CARD</i>	Reference From [April 30, 2020]: https://www.pinterest.ca/pin/364932376026168967/	www.OverPower.ca
<i>JUSTIFICATION FOR INCLUSION</i>	With Apocalypse previous costing 23 for Tournament deckbuilding, he was never seen in a regular deck for Tournament play. Even being on the "Ship" Homebase, there was little synergy for a Strength/Intellect option for him to fit. Modifying the total to 21 points & having two 7 stats on his grid allows for much more flexibility as well as better support of the character's status within comics. The proposed adjustments to the character card are considered reasonable as to augment character's powers & current respective specials as to better support consideration for deckbuilding regarding Apocalypse.	www.OverPower.ca
<i>FEEDBACK & ALTERNATIVES</i>	This modification is supported for Apocalypse as to reflect power grid more accurately thus enabling the variant IQ Character card additional flexibility & opportunity for tournament play. Note that Apocalypse has never been seen in a tournament deck. In comparison to grid for Iron Man illustrates that stats should be on par in regards to strength & intelligence.	COMMITTEE
<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>		

Compose

- Inbox
- Snoozed
- Sent
- Drafts
- More

- Meet
- New meeting
- Join a meeting

Hangouts

Sign in

Signing in will sign you into Hangouts

Hi Everyone,

See Attachments outlining updated justification forms with comments. Next stage in the card development structure process involves consideration to feedback – alternatives & playtesting that is preferred to be completed by November 21st, 2020.

Note for quick reference that previously completed justification forms with overall process are illustrated at OverPower.ca. After November 21st; it is the intent to best incorporate feedback into the final version of variant character cards.

Thank-you for taking the time to provide valued feedback & I look forward to further follow-up near the end of October.

Thanks,
Dan

6 Attachments

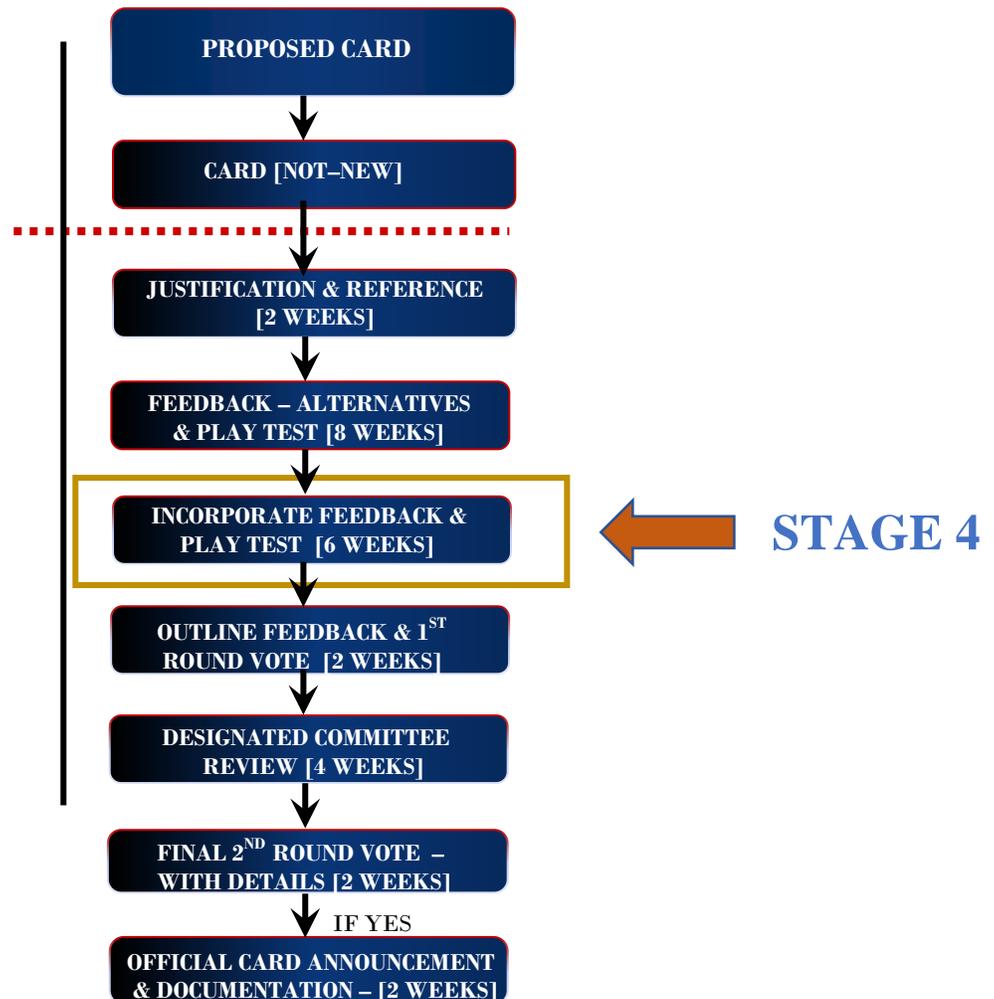


STAGE 4

INCORPORATE FEEDBACK & PLAY TEST

[REVIEW PROCESS FOR INCORPORATED FEEDBACK]

NOV 21, 2020 – JAN 4, 2021 [6 WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
APOCALYPSE CHARACTER CARD	APOCALYPSE: GENESIS Energy: 5 Fighting: 5 Strength: 7 Intellect: 7 [Total: 24] INHERENT ABILITY: Counts as 21 for Tournament Deckbuilding	www.OverPower.ca
<i>SIMILAR CARDS/CODES</i>	Apocalypse IQ Hero Card: Energy: 5, Fighting: 5, Strength: 7, Intellect: 6 Iron-Man IQ Hero would be the closest reference: Energy: 5, Fighting: 3, Strength: 7, Intellect: 7 At the present time, Iron Man has a much better selection of specials & is overall more powerful than Apocalypse in Overpower. It should be noted that this card would be defined as Not-New; as the only modification is to that of the power grid & an added inherent ability; where it is noted that has been completed for a number of other character cards already present in the game.	www.OverPower.ca
<i>BATTLESITE HOMEBASE IMPACT</i>	Location: SHIP [Apocalypse, Cyclops, Jean Grey, Angel, Beast, IceMan Inherent: Ship Team Hits to KO is 25 points, unless otherwise altered]. This is the only one location card with Apocalypse. The alteration to the grid aligns well with Beast, however this is mainly an energy based homebase with IceMan, Jean Grey, Cyclops, & possibly Angel. Thus, impact to the overall Homebase is considered to be minimal. There is no change to "Ship" as a Battlesite due to the newly proposed Apocalypse Character card.	www.OverPower.ca
<i>REFERENCE CHARACTER POWERS</i>	The following two references illustrate that Apocalypse's strength & intelligence levels are comparable. Reference From [August 8, 2020]: https://www.superherodb.com/apocalypse-fox/10-14538/ Reference From [August 8, 2020]: https://www.marvel.com/characters/apocalypse-en-sabah-nur From Superherodb.Com; [Intelligence: 90, Strength: 90, Speed: 80, Durability: 95, Power: 100, Combat: 80] From Marvel.Com; [Durability: 6, Energy: 7, Fighting Skills: 7, Intelligence: 7, Speed: 7, Strength: 7] The references to Marvel Universe Cards are to demonstrate that similar power levels are provided, however in correlation to levels outlined in Overpower along with consideration to available specials; the advantage is with Iron Man. Adjustment to Apocalypse overall power grid & addition of inherent ability is in an effort to capture the Character status within comics thru augmenting the character's reservoir or powers & current specials. Marvel Universe 1992: #103 [Strength: 6, Intelligence: 5, Energy Projection: 5, Mental Powers: 3, Fighting Ability: 3, Speed: 3] Marvel Universe 1993: #33 [Strength: 6, Intelligence: 5, Mental Powers: 2, Energy Projection: 5] Iron Man: Marvel Universe 1992: #62 [Strength: 6, Intelligence: 5, Energy Projection: 6, Mental Powers: 1, Fighting Ability: 4, Speed: 6] Marvel Universe 1993: #67 [Strength: 6, Speed: 6, Intelligence: 5, Energy Projection: 5]	www.OverPower.ca
<i>PROPOSED SPECIFICS OF CARD & CHARACTER</i>	CARD EFFECTIVENESS RATING: [1]–FAIR; [2]–MEDIUM; [3]–GOOD; [4]–EXCELLENT; [5]–ULTRA This card receives a rating of [4]–Excellent. Apocalypse is one of the main villains in the Marvel Universe, but is never seen in tournament settings. The slight change to the power grid & reduction in total cost to 21 is viewed as augmenting the status, abilities & metaphoric/vast powers of character as well as options for Tournament Deckbuilding. Iron Man costs 22 for Tournament Deckbuilding & has two 7 stats in his grid, but also comes with helpful specials. Apocalypse would have the same possibilities for more Teamwork cards at his disposal as Iron Man that would also complement overall status emphasized in comics.	www.OverPower.ca
<i>PICTURE PROPOSED FOR CARD</i>	Reference From [April 30, 2020]: https://www.pinterest.ca/pin/364932376026168967/	www.OverPower.ca
<i>JUSTIFICATION FOR INCLUSION</i>	With Apocalypse previous costing 23 for Tournament deckbuilding, he was never seen in a regular deck for Tournament play. Even being on the "Ship" Homebase, there was little synergy for a Strength/Intellect option for him to fit. Modifying the total to 21 points & having two 7 stats on his grid allows for much more flexibility as well as better support of the character's status within comics. The proposed adjustments to the character card are considered reasonable as to augment character's powers & current respective specials as to better support consideration for deckbuilding regarding Apocalypse.	www.OverPower.ca
<i>FEEDBACK & ALTERNATIVES</i>	The change to the Character card for Apocalypse will make it so that the IQ Character card will not see Tournament play. Apocalypse has never been seen in a Tournament deck. This change is meant to reflect Apocalypse's power, and more accurately show what his stats initially should have been. His comparison to Iron Man proves that he should be on par in regards to strength and intelligence. This will also give Apocalypse the chance to be an affordable option for half of the decks in OverPower.	COMMITTEE
<i>[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES</i>	Limited Play Testing: Shows that he can nicely fit with Hulk and Beast: The Brute for an option of a Strength front line with back up Fighting/Intellect synergy, and not a lot of specials being used. Another option of Mr. Fantastic and Donald Pierce being teammates with Apocalypse to see possible inclusion into Tournament play. Apocalypse can be an easy addition to a Strength based deck or an Intellect based deck, so many more options to be seen.	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>		

Compose

- Inbox
- Snoozed
- Sent
- Drafts
- More

Dec 17, 2020, 1:34 AM

Hi Everyone,

See Attachments outlining updated justification forms with comments & incorporated feedback [SPIDER-MAN: THE AMAZING grid total is 21]. Next stage in the card development structure process involves – 1st Round Vote that is preferred to be completed by January 1st, 2021.

Note for quick reference that previously completed justification forms illustrating the overall process is available at OverPower.ca. It preferred to receive email outlining your first official Vote 1 of 2 in the following format. [Example: Official Vote 1 of 2 – Yes/No].

Thank-you for taking the time to provide comments to date & I look forward to receiving your emails by January 1st, 2021. I wish you a great day.

Dan

6 Attachments



- Meet
- New meeting
- Join a meeting

Hangouts

Sign in

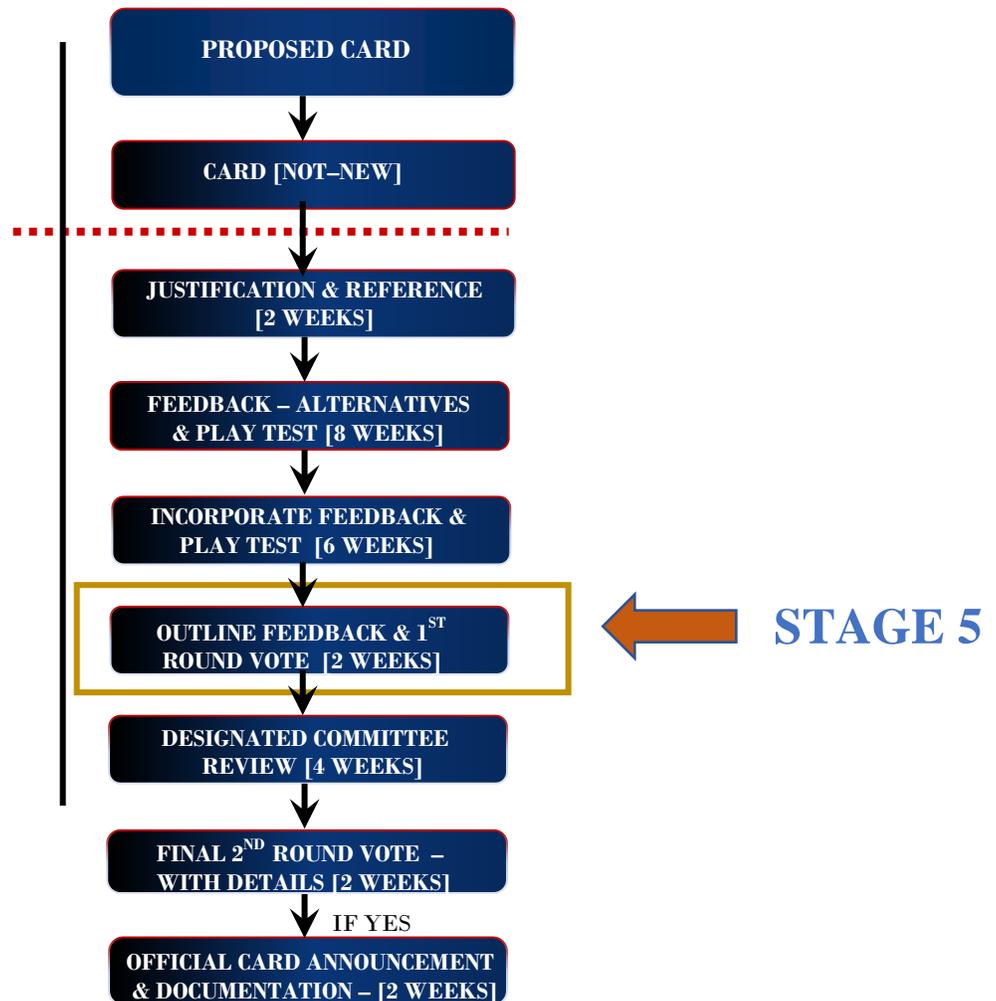
Signing in will sign you into Hangouts

STAGE 5

OUTLINE FEEDBACK & 1ST ROUND VOTE

[DOCUMENTED FEEDBACK & VOTE 1 OF 2]

JAN 4, 2021 – JAN 17, 2021 [2 WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

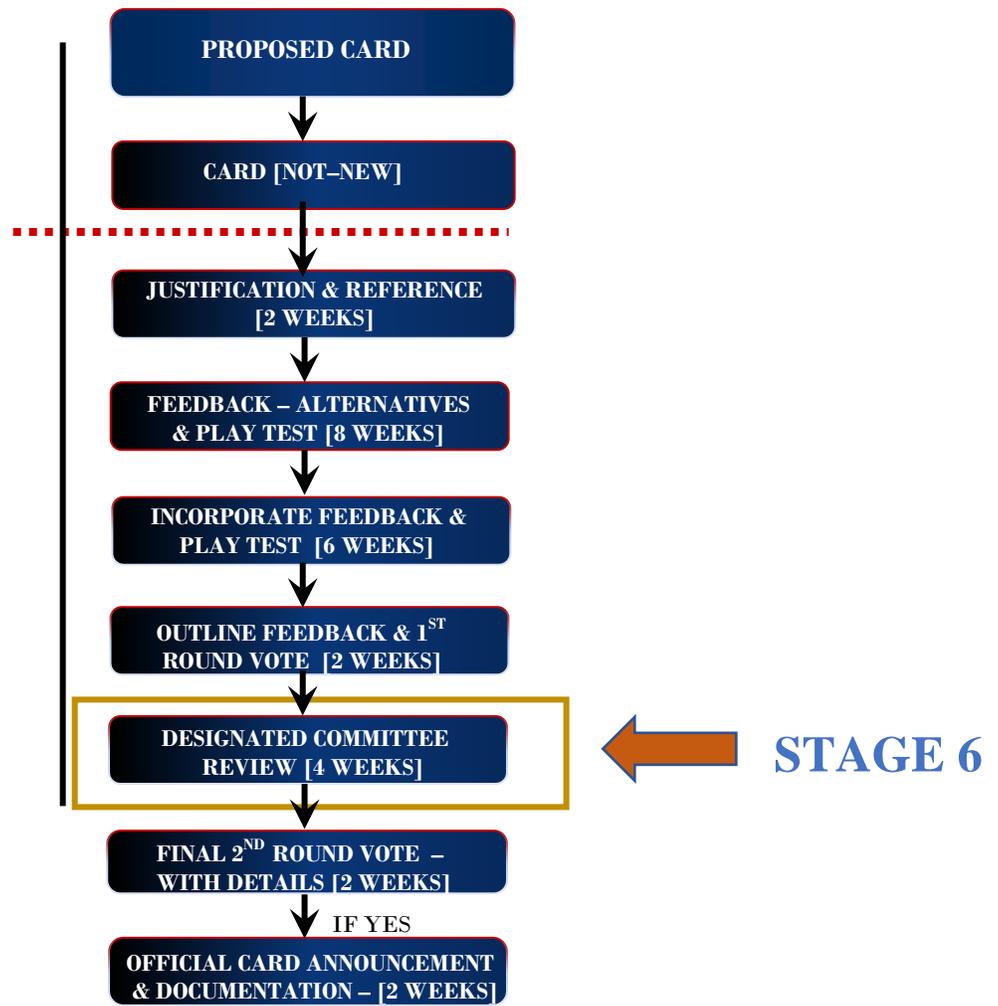
ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
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SIMILAR CARDS/CODES	Apocalypse IQ Hero Card: Energy: 5, Fighting: 5, Strength: 7, Intellect: 6 Iron-Man IQ Hero would be the closest reference: Energy: 5, Fighting: 3, Strength: 7, Intellect: 7 At the present time, Iron Man has a much better selection of specials & is overall more powerful than Apocalypse in Overpower. It should be noted that this card would be defined as Not-New; as the only modification is to that of the power grid & an added inherent ability; where it is noted that has been completed for a number of other character cards already present in the game.	www.OverPower.ca
BATTLESITE HOMEBASE IMPACT	Location: SHIP [Apocalypse, Cyclops, Jean Grey, Angel, Beast, IceMan Inherent: Ship Team Hits to KO is 25 points, unless otherwise altered]. This is the only one location card with Apocalypse. The alteration to the grid aligns well with Beast, however this is mainly an energy based homebase with IceMan, Jean Grey, Cyclops, & possibly Angel. Thus, impact to the overall Homebase is considered to be minimal. There is no change to "Ship" as a Battlesite due to the newly proposed Apocalypse Character card.	www.OverPower.ca
REFERENCE CHARACTER POWERS	The following two references illustrate that Apocalypse's strength & intelligence levels are comparable. Reference From [August 8, 2020]: https://www.superherodb.com/apocalypse-fox/10-14538/ Reference From [August 8, 2020]: https://www.marvel.com/characters/apocalypse-en-sabah-nur From Superherodb.Com; [Intelligence: 90, Strength: 90, Speed: 80, Durability: 95, Power: 100, Combat: 80] From Marvel.Com; [Durability: 6, Energy: 7, Fighting Skills: 7, Intelligence: 7, Speed: 7, Strength: 7] The references to Marvel Universe Cards are to demonstrate that similar power levels are provided, however in correlation to levels outlined in Overpower along with consideration to available specials; the advantage is with Iron Man. Adjustment to Apocalypse overall power grid & addition of inherent ability is in an effort to capture the Character status within comics thru augmenting the character's reservoir or powers & current specials. Marvel Universe 1992: #103 [Strength: 6, Intelligence: 5, Energy Projection: 5, Mental Powers: 3, Fighting Ability: 3, Speed: 3] Marvel Universe 1993: #33 [Strength: 6, Intelligence: 5, Mental Powers: 2, Energy Projection: 5] Iron Man: Marvel Universe 1992: #62 [Strength: 6, Intelligence: 5, Energy Projection: 6, Mental Powers: 1, Fighting Ability: 4, Speed: 6] Marvel Universe 1993: #67 [Strength: 6, Speed: 6, Intelligence: 5, Energy Projection: 5]	www.OverPower.ca
PROPOSED SPECIFICS OF CARD & CHARACTER	CARD EFFECTIVENESS RATING: [1]–FAIR; [2]–MEDIUM; [3]–GOOD; [4]–EXCELLENT; [5]–ULTRA This card receives a rating of [4]–Excellent. Apocalypse is one of the main villains in the Marvel Universe, but is never seen in tournament settings. The slight change to the power grid & reduction in total cost to 21 is viewed as augmenting the status, abilities & metaphoric/vast powers of character as well as options for Tournament Deckbuilding. Iron Man costs 22 for Tournament Deckbuilding & has two 7 stats in his grid, but also comes with helpful specials. Apocalypse would have the same possibilities for more Teamwork cards at his disposal as Iron Man that would also complement overall status emphasized in comics.	www.OverPower.ca
PICTURE PROPOSED FOR CARD	Reference From [April 30, 2020]: https://www.pinterest.ca/pin/364932376026168967/	www.OverPower.ca
JUSTIFICATION FOR INCLUSION	With Apocalypse previous costing 23 for Tournament deckbuilding, he was never seen in a regular deck for Tournament play. Even being on the "Ship" Homebase, there was little synergy for a Strength/Intellect option for him to fit. Modifying the total to 21 points & having two 7 stats on his grid allows for much more flexibility as well as better support of the character's status within comics. The proposed adjustments to the character card are considered reasonable as to augment character's powers & current respective specials as to better support consideration for deckbuilding regarding Apocalypse.	www.OverPower.ca
FEEDBACK & ALTERNATIVES	This modification is supported for Apocalypse as to reflect power grid more accurately thus enabling the variant IQ Character card additional flexibility & opportunity for tournament play. Note that Apocalypse has never been seen in a tournament deck. In comparison to grid for Iron Man illustrates that stats should be on par in regards to strength & intelligence.	COMMITTEE
[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES	Limited Play Testing; illustrated that Apocalypse can offer deck compatibility with Beast: The Brute & Hulk as an option regarding a front line with Strength & back up of Fighting/Intellect synergy without a lot of specials being used as a strategy. Another variation could include Mr. Fantastic & Donald Pierce as teammates regarding deck ideas for tournament play. Apocalypse at a total of 21 through in-game circumstances demonstrated the ability to enable more deck options for Strength & Intellect along with effective combinations for spectrum attacks/contributions.	www.OverPower.ca
VOTE 1 OF 2	[YES] = 4; [NO] = 0	COMMITTEE
COMMITTEE REVIEW		
VOTE 2 OF 2 [OUTLINE DETAILS]		
OFFICIAL CARD ANNOUNCEMENT		

STAGE 6

DESIGNATED COMMITTEE REVIEW

[FINAL REVIEW OF FEEDBACK]

JAN 17, 2021 – FEB 15, 2021 [4 WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
APOCALYPSE CHARACTER CARD	APOCALYPSE: THE ETERNAL ONE Energy: 5 Fighting: 5 Strength: 7 Intellect: 7 [Total: 24] INHERENT ABILITY: Counts as 21 for Tournament Deckbuilding	www.OverPower.ca
SIMILAR CARDS/CODES	Apocalypse IQ Hero Card: Energy: 5, Fighting: 5, Strength: 7, Intellect: 6 Iron-Man IQ Hero would be the closest reference: Energy: 5, Fighting: 3, Strength: 7, Intellect: 7 At the present time, Iron Man has a much better selection of specials & is overall more powerful than Apocalypse in Overpower. It should be noted that this card would be defined as Not-New; as the only modification is to that of the power grid & an added inherent ability; where it is noted that has been completed for a number of other character cards already present in the game.	www.OverPower.ca
BATTLESITE HOMEBASE IMPACT	Location: SHIP [Apocalypse, Cyclops, Jean Grey, Angel, Beast, IceMan Inherent: Ship Team Hits to KO is 25 points, unless otherwise altered]. This is the only one location card with Apocalypse. The alteration to the grid aligns well with Beast, however this is mainly an energy based homebase with IceMan, Jean Grey, Cyclops, & possibly Angel. Thus, impact to the overall Homebase is considered to be minimal. There is no change to "Ship" as a Battlesite due to the newly proposed Apocalypse Character card.	www.OverPower.ca
REFERENCE CHARACTER POWERS	The following two references illustrate that Apocalypse's strength & intelligence levels are comparable. Reference From [August 8, 2020]: https://www.superherodb.com/apocalypse-fox/10-14538/ Reference From [August 8, 2020]: https://www.marvel.com/characters/apocalypse-en-sabah-nur From Superherodb.Com; [Intelligence: 90, Strength: 90, Speed: 80, Durability: 95, Power: 100, Combat: 80] From Marvel.Com; [Durability: 6, Energy: 7, Fighting Skills: 7, Intelligence: 7, Speed: 7, Strength: 7] The references to Marvel Universe Cards are to demonstrate that similar power levels are provided, however in correlation to levels outlined in Overpower along with consideration to available specials; the advantage is with Iron Man. Adjustment to Apocalypse overall power grid & addition of inherent ability is in an effort to capture the Character status within comics thru augmenting the character's reservoir or powers & current specials. Marvel Universe 1992: #103 [Strength: 6, Intelligence: 5, Energy Projection: 5, Mental Powers: 3, Fighting Ability: 3, Speed: 3] Marvel Universe 1993: #33 [Strength: 6, Intelligence: 5, Mental Powers: 2, Energy Projection: 5] Iron Man: Marvel Universe 1992: #62 [Strength: 6, Intelligence: 5, Energy Projection: 6, Mental Powers: 1, Fighting Ability: 4, Speed: 6] Marvel Universe 1993: #67 [Strength: 6, Speed: 6, Intelligence: 5, Energy Projection: 5]	www.OverPower.ca
PROPOSED SPECIFICS OF CARD & CHARACTER	CARD EFFECTIVENESS RATING: [1]-FAIR; [2]-MEDIUM; [3]-GOOD; [4]-EXCELLENT; [5]-ULTRA This card receives a rating of [4]-Excellent. Apocalypse is one of the main villains in the Marvel Universe, but is never seen in tournament settings. The slight change to the power grid & reduction in total cost to 21 is viewed as augmenting the status, abilities & metaphoric/vast powers of character as well as options for Tournament Deckbuilding. Iron Man costs 22 for Tournament Deckbuilding & has two 7 stats in his grid, but also comes with helpful specials. Apocalypse would have the same possibilities for more Teamwork cards at his disposal as Iron Man that would also complement overall status emphasized in comics.	www.OverPower.ca
PICTURE PROPOSED FOR CARD	Reference From [April 30, 2020]: https://www.pinterest.ca/pin/364932376026168967/	www.OverPower.ca
JUSTIFICATION FOR INCLUSION	With Apocalypse previous costing 23 for Tournament deckbuilding, he was never seen in a regular deck for Tournament play. Even being on the "Ship" Homebase, there was little synergy for a Strength/Intellect option for him to fit. Modifying the total to 21 points & having two 7 stats on his grid allows for much more flexibility as well as better support of the character's status within comics. The proposed adjustments to the character card are considered reasonable as to augment character's powers & current respective specials as to better support consideration for deckbuilding regarding Apocalypse.	www.OverPower.ca
FEEDBACK & ALTERNATIVES	This modification is supported for Apocalypse as to reflect power grid more accurately thus enabling the variant IQ Character card additional flexibility & opportunity for tournament play. Note that Apocalypse has never been seen in a tournament deck. In comparison to grid for Iron Man illustrates that stats should be on par in regards to strength & intelligence.	COMMITTEE
[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES	Limited Play Testing; illustrated that Apocalypse can offer deck compatibility with Beast: The Brute & Hulk as an option regarding a front line with Strength & back up of Fighting/Intellect synergy without a lot of specials being used as a strategy. Another variation could include Mr. Fantastic & Donald Pierce as teammates regarding deck ideas for tournament play. Apocalypse at a total of 21 through in-game circumstances demonstrated the ability to enable more deck options for Strength & Intellect along with effective combinations for spectrum attacks/contributions.	www.OverPower.ca
VOTE 1 OF 2	[YES] = 4; [NO] = 0	COMMITTEE
COMMITTEE REVIEW	New Proposed Character Card Title From [APOCALYPSE: GENESIS] To [APOCALYPSE: THE ETERNAL ONE]	COMMITTEE
VOTE 2 OF 2 [OUTLINE DETAILS]		
OFFICIAL CARD ANNOUNCEMENT		

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Drafts

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Feb 15, 2021, 7:56 AM

Hi Everyone;

Here the follow-up email to the completed first round vote where everyone agreed to move forward with outlined characters as well as presented inherits.

To keep with allocated time frames outlined in the Overpower Card Development Structure Template; a final review stage is to occur until March 21st for this designated committee to outline any additional feedback/clarifications regarding the concept of the proposed Character Cards.

Thank-you for your patience & I look forward to any further feedback by March 21st. I wish you a great day.

Dan

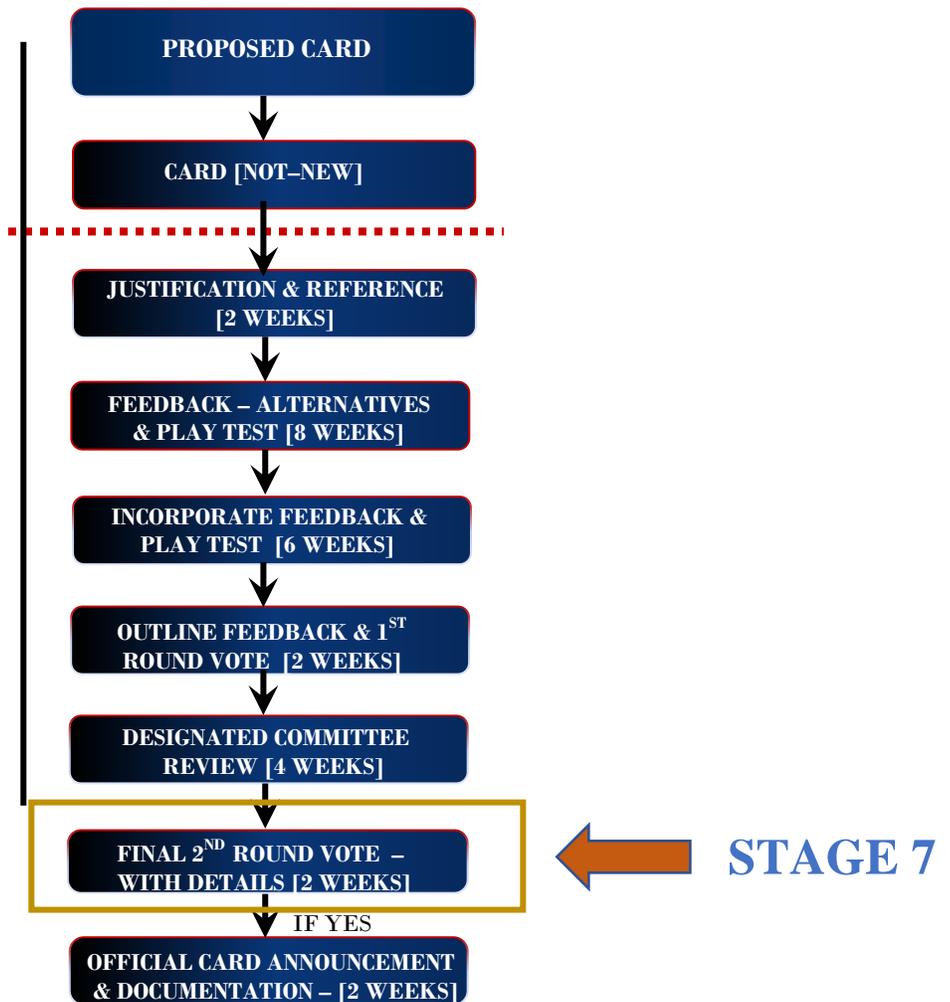
STAGE 7

FINAL 2ND ROUND VOTE – WITH DETAILS

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

MAR 1, 2021 – MAR 21, 2021 [2+ WEEKS]

MAR 21, 2021 – SEP 15, 2021 [24+ WEEK – EXTRA CONSIDERATION EXTENSION]





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
APOCALYPSE CHARACTER CARD	APOCALYPSE: THE ETERNAL ONE Energy: 5 Fighting: 5 Strength: 7 Intellect: 7 [Total: 24] INHERENT ABILITY: Counts as 21 for Tournament Deckbuilding	www.OverPower.ca
<i>SIMILAR CARDS/CODES</i>	Apocalypse IQ Hero Card: Energy: 5, Fighting: 5, Strength: 7, Intellect: 6 Iron-Man IQ Hero would be the closest reference: Energy: 5, Fighting: 3, Strength: 7, Intellect: 7 At the present time, Iron Man has a much better selection of specials & is overall more powerful than Apocalypse in Overpower. It should be noted that this card would be defined as Not-New; as the only modification is to that of the power grid & an added inherent ability; where it is noted that has been completed for a number of other character cards already present in the game.	www.OverPower.ca
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<i>PROPOSED SPECIFICS OF CARD & CHARACTER</i>	CARD EFFECTIVENESS RATING: [1]-FAIR; [2]-MEDIUM; [3]-GOOD; [4]-EXCELLENT; [5]-ULTRA This card receives a rating of [4]-Excellent. Apocalypse is one of the main villains in the Marvel Universe, but is never seen in tournament settings. The slight change to the power grid & reduction in total cost to 21 is viewed as augmenting the status, abilities & metaphoric/vast powers of character as well as options for Tournament Deckbuilding. Iron Man costs 22 for Tournament Deckbuilding & has two 7 stats in his grid, but also comes with helpful specials. Apocalypse would have the same possibilities for more Teamwork cards at his disposal as Iron Man that would also complement overall status emphasized in comics.	www.OverPower.ca
<i>PICTURE PROPOSED FOR CARD</i>	Reference From [April 30, 2020]: https://www.pinterest.ca/pin/364932376026168967/	www.OverPower.ca
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<i>VOTE 1 OF 2</i>	[YES] = 4; [NO] = 0	COMMITTEE
<i>COMMITTEE REVIEW</i>	New Proposed Character Card Title From [APOCALYPSE: GENESIS] To [APOCALYPSE: THE ETERNAL ONE]	COMMITTEE
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>	[YES] = 4; [NO] = 0	COMMITTEE
<i>OFFICIAL CARD ANNOUNCEMENT</i>		

OverPower Approval Committee X

Aug 8, 2021, 10:05 AM

Hi Everyone;

To follow-up prior email that intended to have the review stage completed on March 21st incorporated an extension for any additional feedback as to finalize this stage of the card development process on August 7th.

To move forward with the OverPower Card Development Structure Template; **VOTE 2 of 2** outlining support/decline for proposed cards to be considered official in tournaments for the OverPower Card Game is to be completed by September 6th.

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

6 Attachments

- 4_OF_6_SILVER_SU...
- 2_OF_6_DOCTOR_D...
- 5_OF_6_SPIDER-M...
- 6_OF_6_WAR_MAC...
- 3_OF_6_MYSTIQUE...
- 1_OF_6_APOCALYP...

Meet

- New meeting
- Join a meeting

Hangouts

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9:37 PM 2022-02-27

OverPower Approval Committee X

Aug 28, 2021, 5:37 PM

Hello everyone,

Just a reminder in regards to the final voting. Trying to have it finalized before September 6. Thanks a lot guys!

Dan

Sep 7, 2021, 2:46 PM

I'm a yes on all of these, look forward to seeing them!

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9:38 PM 2022-02-27

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- Meet
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 - Join a meeting

Hangouts

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Navigation icons for the email thread.

Sep 8, 2021, 9:23 AM

Sorry for the delay, I vote yes to all of these!

...

Sep 13, 2021, 11:05 AM

Hi Everyone,

D'Arcy & I; **Official Vote 2 of 2 = Yes** for all 6 Character/Holo-Cards. Thank-you for your support for all 6 Holo-Cards to be considered official in tournaments for the OverPower Card Game.

Later this year intend to follow-up with further developments that are currently moving forward as well as post the completed justification forms on OverPower.Ca.

Thank-you for your support & feedback.

...

Reply Reply all Forward

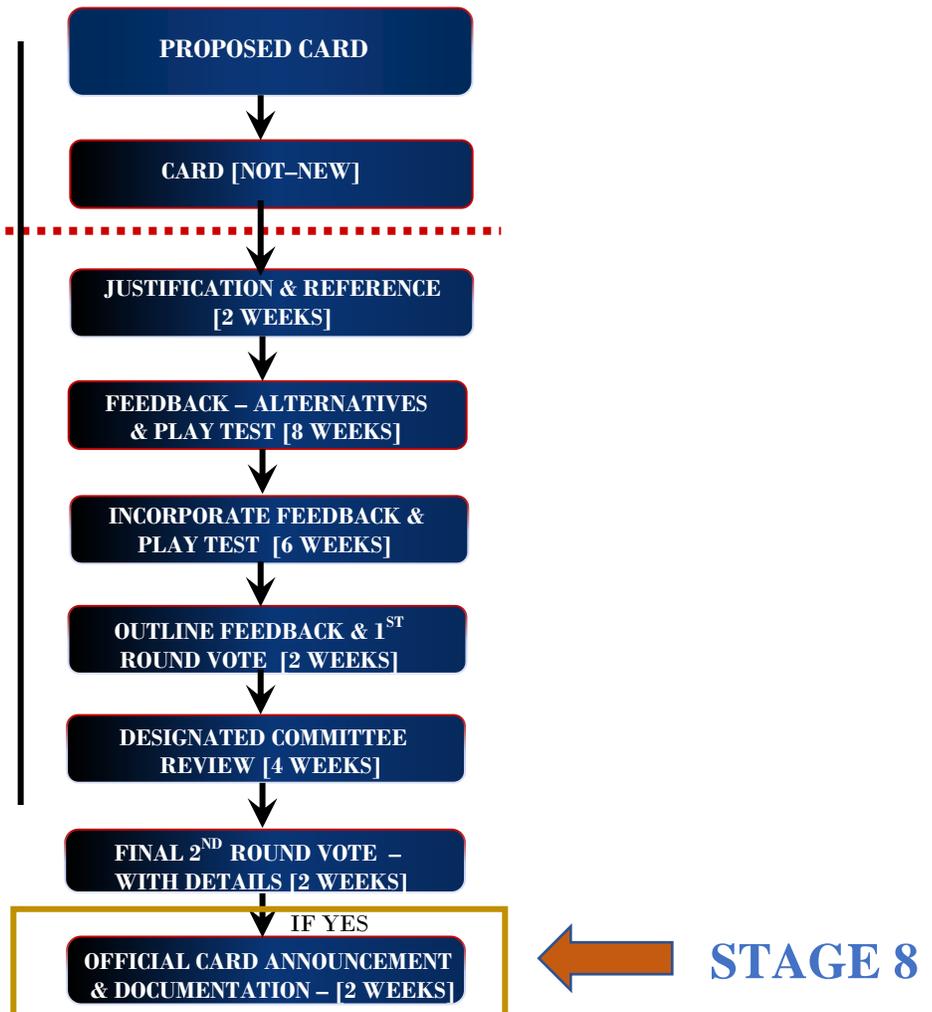
STAGE 8

OFFICIAL CARD ANNOUNCEMENT & DOCUMENTATION

[OFFICIAL CARD ANNOUNCEMENT – WWW.OVERPOWER.CA]

SEP 15, 2021 – OCT 11, 2021 [2+ WEEKS]

OCT 11, 2021 – MAR 21, 2022 [22+ WEEK – EXTRA CONSIDERATION EXTENSION]





[JUSTIFICATION FOR CARD DEVELOPMENT]

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<i>PICTURE PROPOSED FOR CARD</i>	Reference From [April 30, 2020]: https://www.pinterest.ca/pin/364932376026168967/ . An Original Piece of Artwork has been Completed for this Character Card.	www.OverPower.ca
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<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>	[YES] = 4; [NO] = 0	COMMITTEE
<i>OFFICIAL CARD ANNOUNCEMENT</i>	March 21st, 2022 – [Provided on www.OverPower.ca]	www.OverPower.ca