

Using Jackie Chan's 8 Steps to Combat

Combat Loop – Smugglers

[Start weak] Collect resources from the environment.

[Use Environment] Begin to build defenses with collected parts.

[Show Feedback] Initial defenses are placed.

[Iterative Polish] Continue to gather resources/man defenses.

[Tempo Pacing] Cats attack. Traps are reinforced and new ones are made.

[Spike of Intensity] Both sides gain partial or full bonuses.

[Make Painful] Attacks/Damage/Bonuses are resolved.

[Worthwhile Climax] Results are shown/felt, good/successful play is rewarded.

Additional Information – Smugglers

Traps are made of multiple parts. Smugglers must separate, collect, then reconvene and add their parts together in order for a trap to be completed.

Smugglers gain bonuses to their systems over time. They will have a chart where points can be spent to increase efficiency of individual stats. Armor, evasion, defense parts, etc.

Combat Loop – Cats

[Start weak] Begin movement towards defenses as a weaker, lesser version of self.

[Use Environment] Capture parts of the map to build-up to evolution (Evo points).

[Show Feedback] As you build up towards greater self, new slots are opened.

[Iterative Polish] Gather attacks and buffs for newly earned slots.

[Tempo Pacing] Begin attacks and continue gathering resources (attacks, buffs, Evo points).

[Spike of Intensity] Evolution is completed (for at least one character).

[Make Painful] Evolution allows for new attacks/buffs/abilities. They bring the pain.

[Worthwhile Climax] Results are shown/felt, good/successful play is rewarded.

Additional Information – Cats

Cats begin small and grow big as they gain powers and build their arsenal.

Evolution stages allow for new buffs/attack slots for their arsenal. Full evolution rewards the Cats with ultimate powers which allow them to utilize the full array of their character/element.