

# Silver Spell Frenzy

Josiah's Version

## **Basic Background**

Once a fantasy world of monsters and magic, now a steam punk industrial wasteland with Gothic architecture. Five hundred years ago the world itself was in danger. An unnamed hero sealed the monsters and magic away in magic gems that could be placed in metal cards, allowing normal people to summon their power. Then, deciding to make some money from it, he started a company to grant licenses and sell those cards. Now it's a giant cooperation and one of the world's controlling forces.

## **Silver Spell (Battle System/Card Game)**

Battles can contain an unlimited amount of participants and teams but each participant can have no more than three cards in play at any given time (the magic prevents it). Each person can only have one deck and each deck must contain exactly thirty cards. In battle, people can search through their decks at will and use any card at any time (provided it doesn't exceed the three card limit). Battles take place in real time, there are no turns. The goal is to knock out, incapacitate, or, in extreme situations, even kill the opposing player(s).

Each card can only be used once per battle but will recharge once the battle ends. Some cards remain on the field until they are destroyed, others activate instantly and then vanish.

Three unique deck styles have emerged.

Tamer Style: Tamers command monsters in battle using them both to protect themselves and attack enemy players and monsters. Their decks often contain about ten to fifteen monsters with the remaining cards being various offensive and supporting magic.

Pros: Lots of protection for the Tamer. Uses multiple monsters so if one is destroyed the Tamer can simply summon another.

Cons: Each monster card in play counts towards the three card limit, cutting back on the amount of magic that can be used. Since one third to one half of their deck is made up of monsters there's less room for magic.

Morpher Style: Morphers fight with a single blob like monster that can change into a seemingly infinite number of forms when various magic cards are used on it. They use their monster for both attack and defense. Morphers have a single monster card and between ten and twenty form cards, leaving the rest for offensive and defensive magic.

Pros: Form changing cards only count towards the three card limit when they are first activated, letting the player have up to two magic cards active at one time. With a well built deck form monsters can be changed to adeptly fight off any threat.

Cons: If their lone monster is destroyed Morphers lose both their offense and defense and are extremely vulnerable to attack. Since so much of the deck is dedicated to form cards they can't carry as many offensive and defensive spells as other players.

Fighter Style: Fighters eschew fighting with monsters all together and instead attack enemy players and monsters themselves. Their decks are made up entirely of magic which they use to enhance their own abilities. Most also carry more ordinary weapons (swords, staves, guns, etc).

Pros: Without any monsters on the field, Fighters are free to have up to three magic cards in play at any time. With the right spells they can become quite powerful. They are often masters of their respective weapons, unlike Tamers and Morphers who often don't even carry weapons.

Cons: Without any monsters to protect them, Fighters are in far more danger than Tamers and Morphers during any given battle.

## **Main Characters**

Name: Valv

Position: The Main Character

Gender: Female

Deck Style: Tamer

Distinctive Features: Crazy hairdo.

Personality: Generally apathetic except when beating people up.

Short Description: Uncaring and somewhat lethargic, she only comes alive in battle and really enjoys beating the stuffing out of her opponents. If anyone asks she'll say that's the only reason she fights, to beat up her opponents. However, her rare bouts of emotion and the past she never talks about hints that there is more to her than that. Although not the most inspiring leader, she's pretty smart and often senses things that the others miss.

Name: Aksel

Position: Token Idiot

Gender: Male

Deck Style: Morpher

Distinctive Features: ???

Personality: Dim witted but usually a nice guy.

Short Bio: The cliché character. He's not particularly bright but he's a nice guy and an extremely skilled fighter. Due to his general lack of understanding, he often has a hard time getting and staying serious. He's 'recruited' by Valv because of his skill and the fact that she needed another member for her team (players rarely work alone anymore) and he was the closest person. He stays because he enjoys the journey and because he thinks Valv is hot and seems to enjoy himself even though the others often get on him. Strangely enough, he is often pursued by three men he doesn't recognize that are determined to defeat him although their exact reasons are unclear.

Name: Nutsy Bolt (aka. N. Bolt)

Position: Dark Mysterious Guy

Gender: Male

Deck Style: Fighter

Weapon: Katana

Distinctive Features: Yami Yugi style cape, dark clothes except for a bright flower print Hawaiian shirt.

Personality: Silent and brooding.

Short Description: He doesn't talk much about himself or anything else but his goal is clear. He seeks power and is always looking for strong gems/cards for his deck. His goal is to become the strongest player and he often treats the rest of the group as merely means to that end. However, he is given to occasional bouts of heroism and has an overwhelming fascination with flowers. In addition, he is extraordinarily clumsy which often ruins his surprise entrances and serious aura, as does his first name, which is why he prefers to go by N. Bolt. He helped Valv when she was ambushed by Karbe's team and stayed on after seeing her skill.

Name: Ei Shii

Position: Strategy Genius

Gender: Female

Deck Style: Tamer

Distinctive Features: Large Glasses

Personality: Cheerful, boastful, and highly confident in her own skills.

Short Description: This girl has spent years studying battle strategy and is always tweaking her deck, which she considers unbeatable. She forced her way into Valv's team at the start of the big tournament, wanting to win lead them to victory and prove her place as the foremost genius on battling. She is quite proud of the fact that she has never lost a battle. Actually, she's never competed in a battle, preferring to analyze things from the sidelines and offer advice. After all, as long as she can beat the opponents in her mind why bother actually fighting them? Aside from that, she's deathly afraid of losing. Despite that, the others do have to admit that her strategies do get them out of some tough spots.

Name: Karberatur (aka. Karbe)

Position: Crazy Psycho Rival Bent on World Domination

Gender: Male

Deck Style: Tamer

Distinctive Features: Crazy Villain Outfit

Personality: Crazy, Likes Bragging

Short Description: Karberatur has some past connection to the heroine that neither feels like elaborating on when asked. His is completely insane and bent on world domination although his plans for it are often ridiculous at best. However, he is a good player and has formed a powerful team. Also, he absolutely hates his nickname, Karbe.

## **The First Two Story Arcs**

### Intro Arc; Search for the Rumored Treasure

Rumors have filled the streets that an extremely rare and valuable treasure that any player (need a better word) would kill for. Many have converged in the city's endless slums to search for this treasure, including Valv. Story starts with her barely surviving

(but winning) a two on one match that also serves as a sort of basic intro to the battle system and Tamer deck style. Deciding that she needs to follow the current trend and travel as part of a team she 'recruits' Aksel, intending to mainly use him as a sort of shield while she takes out the opponents. They start searching for the treasure and attack another team that claims to know the location. After reminding her new idiot partner how to fight and use his Morpher deck she's surprised by his skills. The defeated team tells them where the treasure is hidden so they set off to claim it. However, when they near the area they are ambushed by Karberatur's team. He thinks that the treasure will let him take control of the world. Meanwhile N. Bolt is watching from the shadows and decides that four on two is unfair so, after his clumsiness screws up what would have been a cool entrance, he helps Valv out while demonstrating the Fighter deck style. After a big battle Karbe's team is defeated and he runs off swearing revenge (naturally). Valv and team find the treasure which turns out to be a gift certificate for a local restaurant chain. A guy pops up with a camera and announces that the whole thing was a big publicity stunt for said restaurant. Valv's team promptly attacks him.

### The First Big Arc: The Hero Tournament

The company founded by the legendary hero announces a giant tournament to determine the best team of players, promising money, rare gems, and all that good stuff to the winners. Valv's group goes to sign up but Ei Shii forces her way into their team claiming to be a strategy genius with an unbeatable deck. They quiz her and are impressed so they let her join (not knowing she's never been in a real battle). Karberatur's team enters as well since he thinks that if he wins everyone will think he's so great that they'll let him take over the world. Each team is given a single clue and sent off across the country/continent. The goal is to find a certain area. Teams can search for it, ask other people, or attack other teams in an attempt to take their clues. If a team loses their clues they can even try to reenter the tournament by defeating a team with clues. However, some clues are duplicates but no one knows which team has which clue. The surviving teams that reach the mystery destination in time will then square off in a series of challenges and battles to determine the winner.

Little do the competitors know that there's really another plot afoot. Long ago the unnamed hero sealed himself away in a gem, planning carefully for the day when he would be resurrected and gain the power to control all the monsters and magic he sealed away so long ago... And this tournament is merely a cover for the first step in that plan.

Naturally lots of side stories and stuff happen along the way revealing some of the characters' backgrounds, introducing new characters, and the like.