

TIFO RIVALS

Game concept

Knowledge, identity, and spectacle inside a 3D football arena

HIGH CONCEPT

Tifo Rivals is a competitive 1v1 arena game where collectible cards become living football characters. Players choose a card, answer a timed knowledge question, and watch their decision become a physical attack, defense, or counter in the stadium.

EMOTIONAL PROMISE

The player should feel like the hero of the match. The card is not only a menu choice; it is the player's identity, strategy, and presence inside the arena.

DESIGN PILLARS

KNOWLEDGE

Pressure creates initiative.

IDENTITY

Your card represents you.

SPECTACLE

Your choice becomes action.

PLAYER EXPERIENCE GOALS

Ownership: I chose this champion. Tension: I must prove myself under pressure. Expression: my card shows how I play. Feedback: the character visibly performs my decision. Consequence: the stadium remembers the intensity of the match.

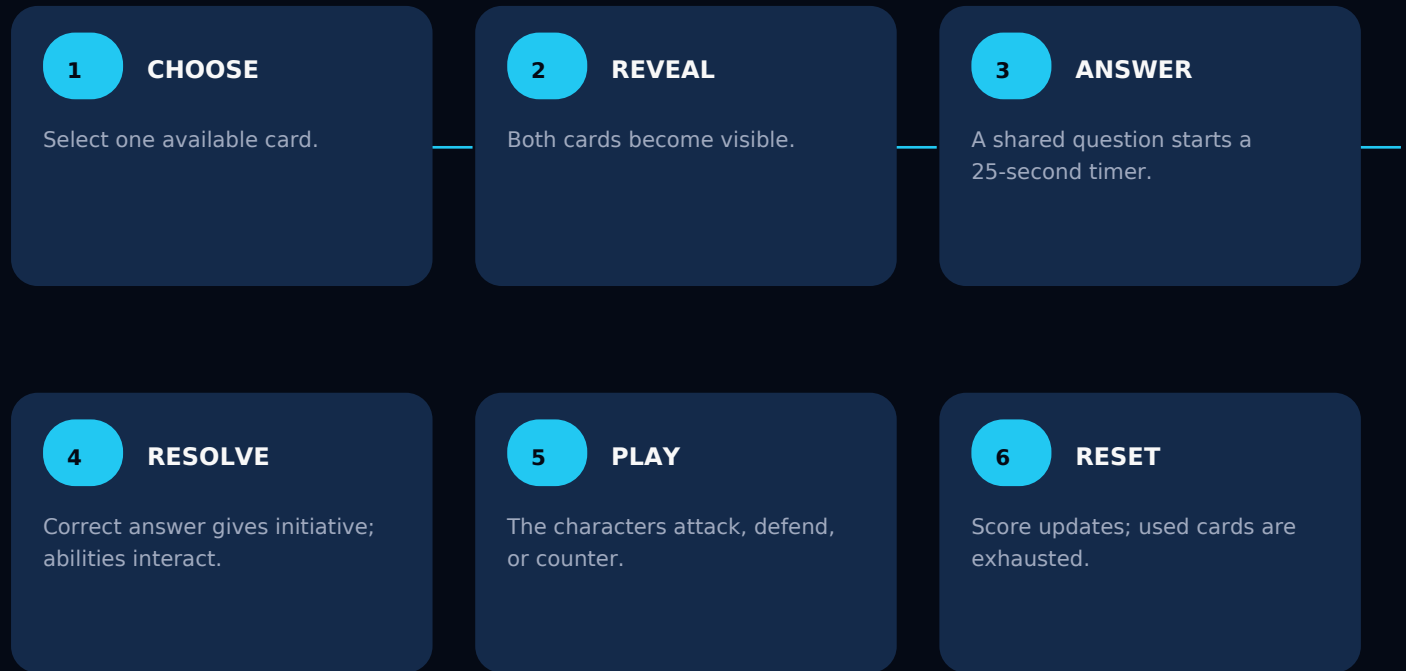
STATUS

Concept design. Rules, balance, content, and player enjoyment require prototyping and testing.

TIFO RIVALS

Core gameplay loop

One round converts knowledge into a visible football moment



RULES OF THE ROUND

- Both players select secretly at the same time.
- The first correct answer earns attack initiative.
- The selected cards determine how the play behaves.
- A defender can save, counter, narrow the lane, or force a harder shot.
- If both players are wrong or time expires, the round produces no advantage.
- The selected cards become exhausted after the round.

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Cards and character identity

Every card is a player role, a strategy, and a piece of spectacle



WIND RIDER

Attack / speed

ABILITY + IDENTITY



EMBER STRIKER

Attack / power

ABILITY + IDENTITY



FROST KEEPER

Defense / control

ABILITY + IDENTITY

CARD ANATOMY

- Character portrait and visual identity
- Role: attack, defense, control, or disruption
- Ability: one clear effect that changes the play
- Animation style: how the card becomes physical
- Counter tags: readable relationships between roles
- Exhaustion state: the card cannot be reused this match

ART DIRECTION

Cards are physical objects in the world. Wind Rider rides a card like a flying carpet. Ember Striker ignites it into a fire trail. Frost Keeper unfolds it into an ice shield. The player understands the ability by watching the character use the card.

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Match structure and counterplay

The strongest card should not always be the correct card

MATCH FORMAT

- 1v1 competitive match
- 6-8 cards in each deck
- 5 rounds per match
- First to 3 goals wins
- Used cards remain visible
- Tie: sudden-death question

COUNTER LOGIC

ATTACK

COUNTER



DEFENSE

BLOCK



Abilities create tactical relationships. Players choose for the situation, not only for the highest number.

POSSIBLE OUTCOMES

GOAL

Initiative plus favorable interaction produces a score.

SAVED

Defense wins the interaction and stops the shot.

MISSED

Attack reaches the goal but fails to score.

NO ANSWER

No player proves the answer before timeout.

DESIGN RISK

If correct answers always guarantee goals, cards become cosmetic. If abilities are too complex, the knowledge duel loses clarity. The prototype must test whether players understand why a play succeeded or failed.

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Revolt arena states

The stadium communicates momentum and remembers the match

0-24%

CALM

Clean pitch, intact lights, controlled crowd.

25-49%

RISING

Banners move, particles increase, crowd gets louder.

50-74%

CHAOS

Cracks, smoke, damaged signage, unstable lights.

75-99%

CRITICAL

Broken arena sections and a failing scoreboard.

100%

REVOLT

A dramatic impact transforms the stadium for the final phase.

WORST-CASE SCENARIO

The player is losing 0-3. They choose an attacking card, but the opponent selects the correct counter. The player answers incorrectly; the opponent answers correctly. The counterattack scores, Revolt reaches 100%, the scoreboard collapses, the pitch cracks, smoke fills the arena, and the player's cards scatter in the shockwave.

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Prototype plan and open questions

Prove the emotional loop before expanding the content

FIRST PLAYABLE PROTOTYPE

- One stadium screen
- Two playable cards: one attacker and one defender
- One question with four answers
- 25-second timer
- One ability interaction
- Goal, save, miss, and no-answer outcomes
- Score counter and one Revolt state swap

OPEN DESIGN QUESTIONS

- ? Does the question phase create tension or interrupt the football fantasy?
- ? Do players understand the counter relationship without a tutorial?
- ? Does the character feel like the player, or only like a collectible?
- ? Are five rounds enough for meaningful strategy?
- ? Does Revolt change decisions or only decorate the arena?

PORTFOLIO STATEMENT

I designed the emotional premise, card roles, question duel, ability interactions, match structure, and Revolt arena state for Tifo Rivals. This is a conceptual game design study; the next step is a small playable prototype and player testing.