

HELI~~X~~

The bug in the genetic code
is the feature.





Game design & rules

Helix-X is a genetics program that uses insect & human DNA to create super animal weapons that can think and follow orders. Getting the brain right was tricky. The early series were just monsters, later versions were more intelligent, now many have developed personalities & psionic mental powers.

(Full disclosure, I was working on the Psi power balance when we printed these cards for meetings. So those numbers will change)

Many Biotech companies are competing for lucrative contracts both on and off world. Thousands of creature designs have been patented each with unique abilities

Helix- X Character Statistics:

Power – physical attack number base.

Life – Amount of durability. reach zero and you're out.

Speed – who goes first, movement & special attack modifier.

Armor – reduces physical attack damage, not Psi attacks.

Psi – A psionic mental attack & defense modifier, or special attack.



Modifier Helix-X card types:

Mutator cards - Enhances your Helix-X character for that game.

Genetic Cards - Evolve any bug card to a more powerful form.

Deception cards – a Psi ability hides your character until it acts.

Psi Cards - Enhances your Helix-x creature's Psi abilities.

Rage cards – Enhances your Helix-x creature's physical attacks.

Military cards - soldiers & weapons cards for war & adventure.

Dark guard cards – Bio-exo-suit enhanced Helix-X agents.



Game types:

Arena - A battle of decks to win a genetic card prize.

Facility – Each Bio-tech company has pluses & minuses for guest character creatures.

War - Multiple card & character battles with objectives.

RPG Adventure - An enhanced RPG story driven version.

The game is scalable by player agreement, and will have a robust on-line support allowing for ordering cards, game accessories, contests, books, toys, 3D printed figurines, & online games.



HELIX

Arena game set ups:

Draw Deck



Discard



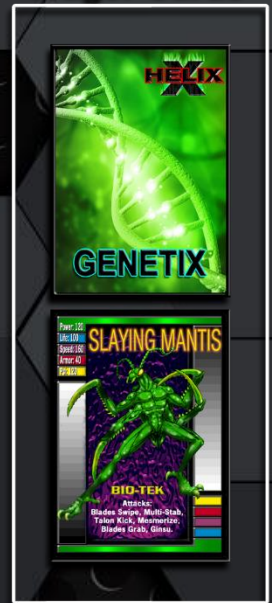
Combat Arena



On Deck



Wager Cards



Optional



- Agreed deck card count 12 to 60 or more. (A smaller deck is a faster game.)
- 50% of the cards are characters, 50% are modifiers.
- On deck is 4 Helix-X creatures and 4 modifiers.
- Characters & and modifiers are shuffled separately.
- One card can be drawn from remaining deck each turn
- Agreed wager cards of matching level winner takes all.
- Attach a modifier card to a character once per turn in 'Combat arena' or 'On deck' cards.
- Specialty cards are to be agreed on for Arena & War, all cards are valid for RPG Adventure.
- Dice are optional for signature special attacks, except for in War and RPG Adventure.



HELIX

Using a Genetix Card:

A new evolved Helix-X Character is substituted in your cards for deck battle. 4 evolutions are available for each type of Helix-X Creature.

Temporary cards can be printed, & a real card can be ordered online. The code on each Genetix card is retired once used.



Using a Mutator Card:

The highest statistic in your genetic hand on deck can be applied to another Helix-X Creature. So Slaying Mantis can gain 60 in armor or power from a War Beetle mutation. Both cards remain playable, mutation only lasts until the end of the current game.



Dark Guard Cards

Dark guards work in teams of 3. Their Psi & Power attacks add, but their other statistics Life, Armor & speed do not. Draw a Dark Guard & you can draw again, only once each turn until you reach 3. They are bug enhanced symbiotic super solders.



Using the Deception Card

Use your Psionic abilities to hide your character. The deception card stays on top of the effected card until first action. Each turn in the opponent gets to guess the identity, if correct they get a plus ten on first attack, if wrong they get a minus five.





Facility cards:

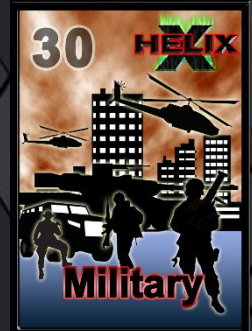
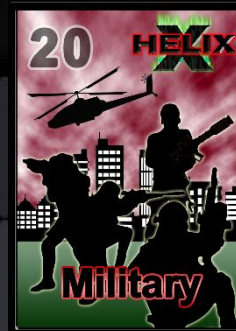
Gen-tek, Bio-tek, Genetix, RNAgents, Symbiotech & Chimera Geno, are the largest Bioweapons developers you start the game. These give advantages for the creatures that are made there. Every player gets to start its own lab as it gains DNA mapping assets to unlock new viable yet to publish Bioweapon cards.



Military:

In the War & RPG Adventure game types, units are deployed to contain Helix-X Battles. These are an environment change lowering Armor and Speed effectiveness. Saving throws are needed each turn to see if Helix-X characters are being injured by military weapons, and for the military card potential to last in the battle.

(These are temporary card designs for this document)



Helix-X online:

The Game is designed for ever increasing new character creations & mutations with thousands of collectable creatures. It encourages online interaction, purchasing, and fan community development. On line Bio-labs empower players to add to the Helix-X mythos, organize games, contests, and championships. Each Helix-X character has a story that drives them, and every Bio-lab has its own goals.

New tactics, game play, story lines, challenges, & promotions will be available at the website.

Trends in games, media, toys, collectables, online ordering, NFTs, 3D printing, are ready for an advanced new intellectual property. A game that builds on familiar skills, playability & collecting in an innovative setting.

Sci-fi genetics, labs, monsters, symbiotic soldiers, off world battles, psionic powers, corporate intrigue, & amazing technology.

The ever-evolving world of Helix-X awaits.

J.R. Horsting
Chief Creative Officer
818.590.1823
<http://ipsstudios.com>
jrhorsting@gmail.com

