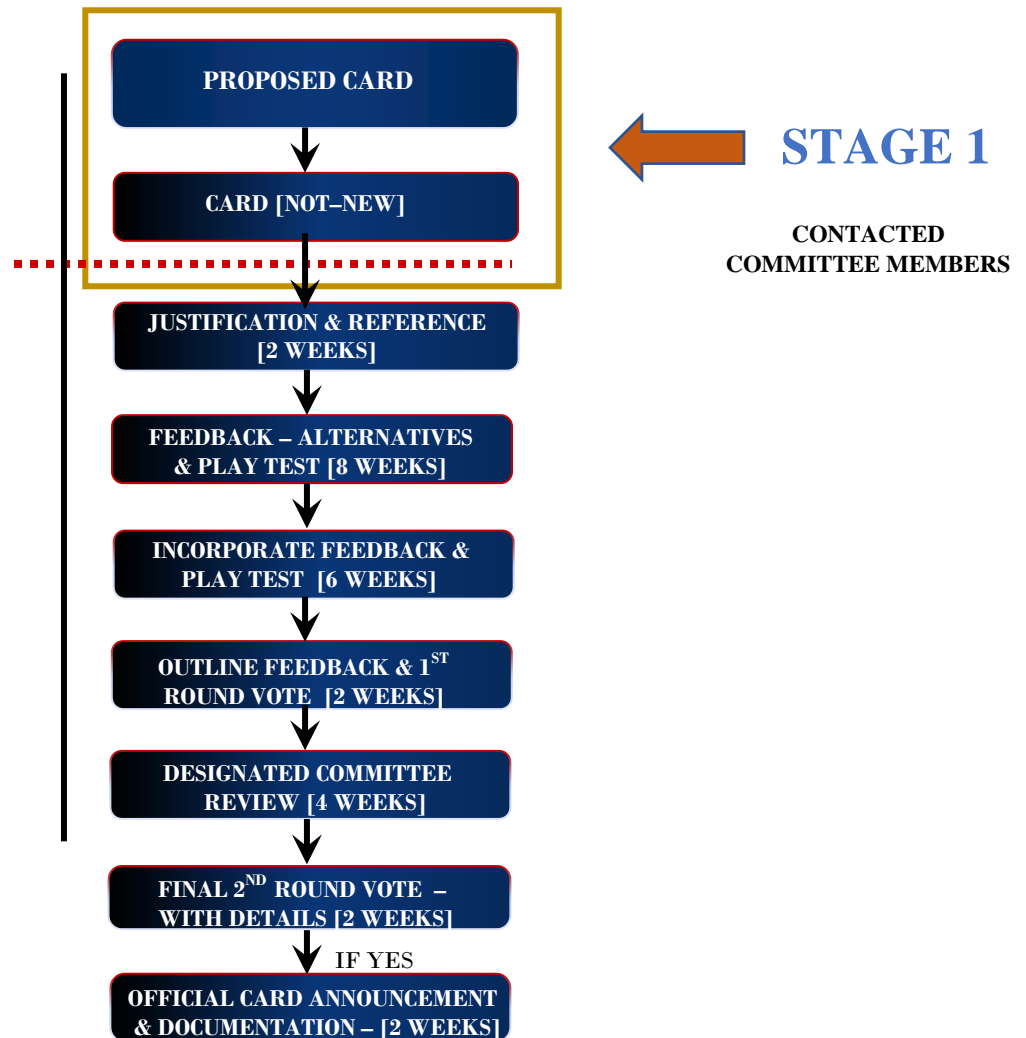


# STAGE 1

## OVERPOWER APPROVAL COMMITTEE INTRODUCTION

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

*AUG 28, 2020 – AUG 31, 2020*





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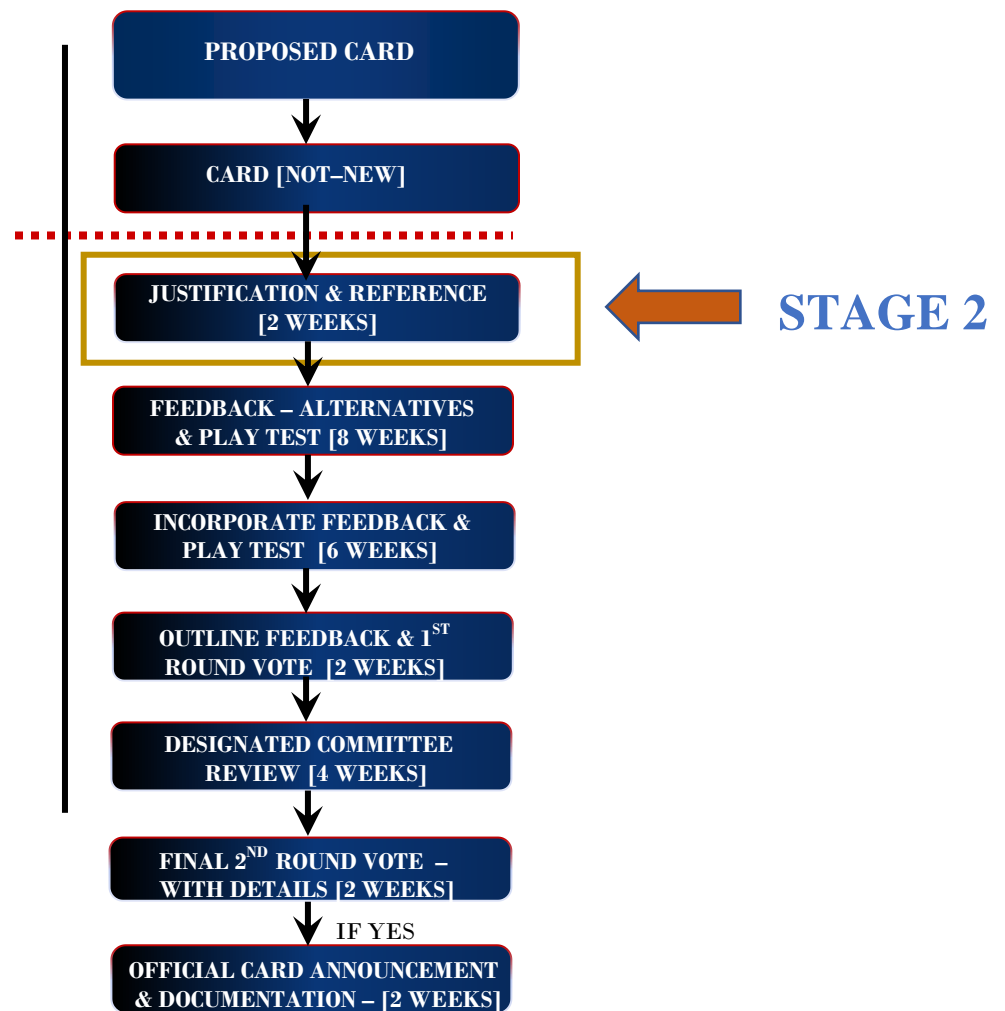
# STAGE 2

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## JUSTIFICATION & REFERENCE

[COMPLETING JUSTIFICATION FORMS]

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





## [JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
<b>DOCTOR DOOM CHARACTER CARD</b>	<b>DOCTOR DOOM: VICTOR VON DOOM</b> Energy: 6 Fighting: 2 Strength: 4 Intellect: 8 [Total: 20]	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>SIMILAR CARDS/CODES</i>	Original Doctor Doom Character Card: <b>Energy: 7 Fighting: 6 Strength: 6</b> IQ Doctor Doom Character Card: <b>Energy: 5 Fighting: 3 Strength: 4 Intellect: 8</b> <b>NOTE:</b> This card is considered to be defined as Not-New; since Character cards are already an essential part of the Overpower Card Game. As well, the only modification is to power grid.	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>BATTLESITE HOMEBASE IMPACT</i>	Homebases that could benefit from this new Character Card include Latveria, Wundagore Mountain & Wakanda. <b>Latveria:</b> [Doctor Doom, Silver Surfer, Mr. Fantastic, Invisible Woman, Human Torch, Thing   <i>Inherent:</i> Latveria Team's Reserve Character may enter battle immediately upon KO of Front Line Character]. This will not change Latveria very much but will provide additional synergy with Energy/Intellect power grids. With Invisible-Woman & Human Torch already having option available for a 7 Energy power grid. A team such as Doctor Doom, Mr. Fantastic, Invisible Woman, Human Torch becomes a feasible consideration. <b>Wundagore Mountain:</b> [Doctor Doom, Omega Red, Quicksilver, Scarlet Witch, Nightcrawler, Colossus   <i>Inherent:</i> Wundagore Mountain Team may not Venture more than 2 Mission Cards per battle] now has more competitive options with the only 8 grid, Doctor Doom. <b>Wakanda:</b> [Black Panther, Dr. Doom, Vision, Hawkeye, Storm, Klaw   <i>Inherent:</i> Wakanda Team's MultiPower Power Cards are -1 to attack]. Overall the new Character Card provides additional reasonable competitive considerations without significantly altering the dynamic of the respective homebases. This Character card change does not affect Battlesites.	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>REFERENCE CHARACTER POWERS</i>	<b>Referenced From [MAR 25<sup>th</sup>, 2020]:</b> <a href="https://villains.fandom.com/wiki/Doctor_Doom_(Marvel)">https://villains.fandom.com/wiki/Doctor_Doom_(Marvel)</a> & <a href="https://www.superherodb.com/doctor-doom/10-189/">https://www.superherodb.com/doctor-doom/10-189/</a> ; Cited abilities Include: Magical Powers – Emit powerful blasts, create mystical force fields, cast curses & summon demons, as well as working with time travel. Also noted but not limited to Mystical Blasts, Mystical Force-Fields, Invoke Entities, Spell Casting, Mystical Ensnaring, Mystical Portals, Energy Blasts & Electrokinesis.  Marvel Universe 1992: #111 [Strength: 3, Intelligence: 6, Energy Projection: 5, Mental Powers: 2, Fighting Ability: 3, Speed: 2] Marvel Universe 1993: #79 [Strength: 3, Intelligence: 6, Fighting Ability: 3, Energy Projection: 5]	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>PROPOSED SPECIFICS OF CARD &amp; CHARACTER</i>	<b>CARD EFFECTIVENESS RATING: [1]–FAIR; [2]–MEDIUM; [3]–GOOD; [4]–EXCELLENT; [5]–ULTRA</b> This card receives a solid rating of [3]–Good. This Character Card provides an opportunity to see one of Marvel's main villains appear in competitive tournament decks. This Character Card offers two stats at 6 & over as well as totaling 20 should outweigh his current lack of specials. Increase regarding sum total to 21 or 22 might be more accurate of his abilities however keeping sum at 20 while increasing power grid numbers provided improvement to his power status as a character.	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>PICTURE PROPOSED FOR CARD</i>	<b>An Original Piece of Artwork will be Drafted for this Card.</b>	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>JUSTIFICATION FOR INCLUSION</i>	Doctor Doom's sum total does not change. His improvement to the energy stat allows an additional Teamwork card & also the option for more use with Doubleshots. The original Character card shows consideration for having 7 Energy in power grid. For such reasons along with referenced powers this adjustment can facilitate options for inclusion into decks for tournaments.	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>FEEDBACK &amp; ALTERNATIVES</i>		
<i>[PLAY TESTING] INCORPORATE FEEDBACK &amp; 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
  - 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
  - My favorite change that has been suggested so far! I am a big fan of boosting max 6 stat characters playability.
  - 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
  - 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
  - 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.
  - 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
  - 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
  - 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.

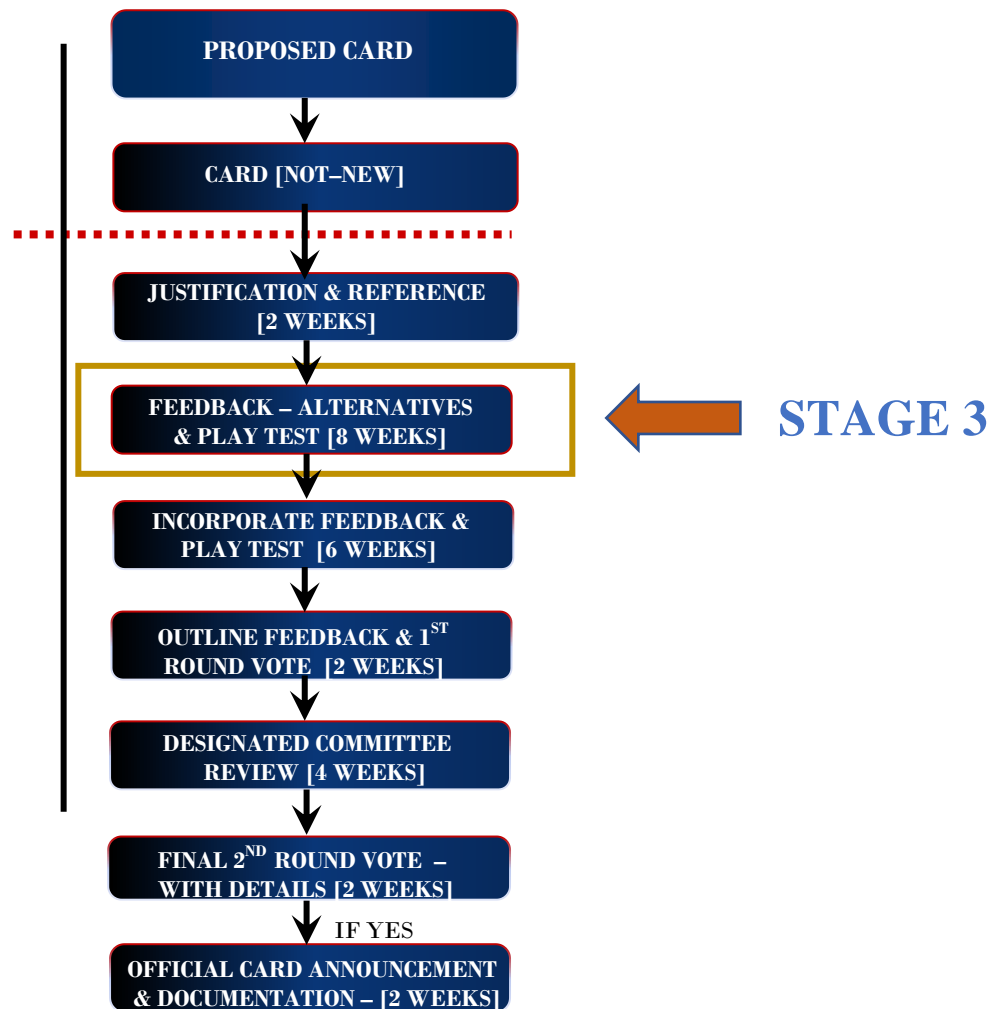
Best,  
-Nate

# 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
<b>DOCTOR DOOM CHARACTER CARD</b>	<b>DOCTOR DOOM: VICTOR VON DOOM</b> Energy: 6 Fighting: 2 Strength: 4 Intellect: 8 [Total: 20]	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>SIMILAR CARDS/CODES</i>	Original Doctor Doom Character Card: <b>Energy: 7 Fighting: 6 Strength: 6</b> IQ Doctor Doom Character Card: <b>Energy: 5 Fighting: 3 Strength: 4 Intellect: 8</b> <b>NOTE:</b> This card is considered to be defined as Not-New; since Character cards are already an essential part of the Overpower Card Game. As well, the only modification is to power grid.	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>BATTLESITE HOMEBASE IMPACT</i>	Homebases that could benefit from this new Character Card include Latveria, Wundagore Mountain & Wakanda. <b>Latveria:</b> [Doctor Doom, Silver Surfer, Mr. Fantastic, Invisible Woman, Human Torch, Thing   <i>Inherent:</i> Latveria Team's Reserve Character may enter battle immediately upon KO of Front Line Character]. This will not change Latveria very much but will provide additional synergy with Energy/Intellect power grids. With Invisible-Woman & Human Torch already having option available for a 7 Energy power grid. A team such as Doctor Doom, Mr. Fantastic, Invisible Woman, Human Torch becomes a feasible consideration. <b>Wundagore Mountain:</b> [Doctor Doom, Omega Red, Quicksilver, Scarlet Witch, Nightcrawler, Colossus   <i>Inherent:</i> Wundagore Mountain Team may not Venture more than 2 Mission Cards per battle] now has more competitive options with the only 8 grid, Doctor Doom. <b>Wakanda:</b> [Black Panther, Dr. Doom, Vision, Hawkeye, Storm, Klaw   <i>Inherent:</i> Wakanda Team's MultiPower Power Cards are -1 to attack]. Overall the new Character Card provides additional reasonable competitive considerations without significantly altering the dynamic of the respective homebases. This Character card change does not affect Battlesites.	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>REFERENCE CHARACTER POWERS</i>	<b>Referenced From [MAR 25<sup>th</sup>, 2020]:</b> <a href="https://villains.fandom.com/wiki/Doctor_Doom_(Marvel)">https://villains.fandom.com/wiki/Doctor_Doom_(Marvel)</a> & <a href="https://www.superherodb.com/doctor-doom/10-189/">https://www.superherodb.com/doctor-doom/10-189/</a> ; Cited abilities Include: Magical Powers – Emit powerful blasts, create mystical force fields, cast curses & summon demons, as well as working with time travel. Also noted but not limited to Mystical Blasts, Mystical Force-Fields, Invoke Entities, Spell Casting, Mystical Ensnaring, Mystical Portals, Energy Blasts & Electrokinesis.  Marvel Universe 1992: #111 [Strength: 3, Intelligence: 6, Energy Projection: 5, Mental Powers: 2, Fighting Ability: 3, Speed: 2] Marvel Universe 1993: #79 [Strength: 3, Intelligence: 6, Fighting Ability: 3, Energy Projection: 5]	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>PROPOSED SPECIFICS OF CARD &amp; CHARACTER</i>	<b>CARD EFFECTIVENESS RATING: [1]–FAIR; [2]–MEDIUM; [3]–GOOD; [4]–EXCELLENT; [5]–ULTRA</b> This card receives a solid rating of [3]–Good. This Character Card provides an opportunity to see one of Marvel's main villains appear in competitive tournament decks. This Character Card offers two stats at 6 & over as well as totaling 20 should outweigh his current lack of specials. Increase regarding sum total to 21 or 22 might be more accurate of his abilities however keeping sum at 20 while increasing power grid numbers provided improvement to his power status as a character.	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>PICTURE PROPOSED FOR CARD</i>	<b>An Original Piece of Artwork will be Drafted for this Card.</b>	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>JUSTIFICATION FOR INCLUSION</i>	Doctor Doom's sum total does not change. His improvement to the energy stat allows an additional Teamwork card & also the option for more use with Doubleshots. The original Character card shows consideration for having 7 Energy in power grid. For such reasons along with referenced powers this adjustment can facilitate options for inclusion into decks for tournaments.	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>FEEDBACK &amp; ALTERNATIVES</i>	The proposed variant is another supported alternative to current IQ Character card. Note that Doctor Doom has never been played with to best of knowledge in a Overpower tournament. The Fantastic Four & Four Freedoms Plaza as a Homebase has seen numerous inclusions into Tournaments but the main villain that has defeated them multiple times has not. A slight but reasonable addition of a 6 Energy stat being added to his level 8 Intellect makes Doctor Doom a more competitive option along with an increased consideration regarding featured home base decks.	<b>COMMITTEE</b>
<i>[PLAY TESTING] INCORPORATE FEEDBACK &amp; 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 button

- Inbox
- Snoozed
- Sent
- Drafts
- More

- Meet
- New meeting
- Join a meeting

Hangouts

Sign in

Signing in will sign you into Hangouts



Sep 20, 2020, 7:02 PM

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 21<sup>st</sup>, 2020.

Note for quick reference that previously completed justification forms with overall process are illustrated at OverPower.ca. After November 21<sup>st</sup>; 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



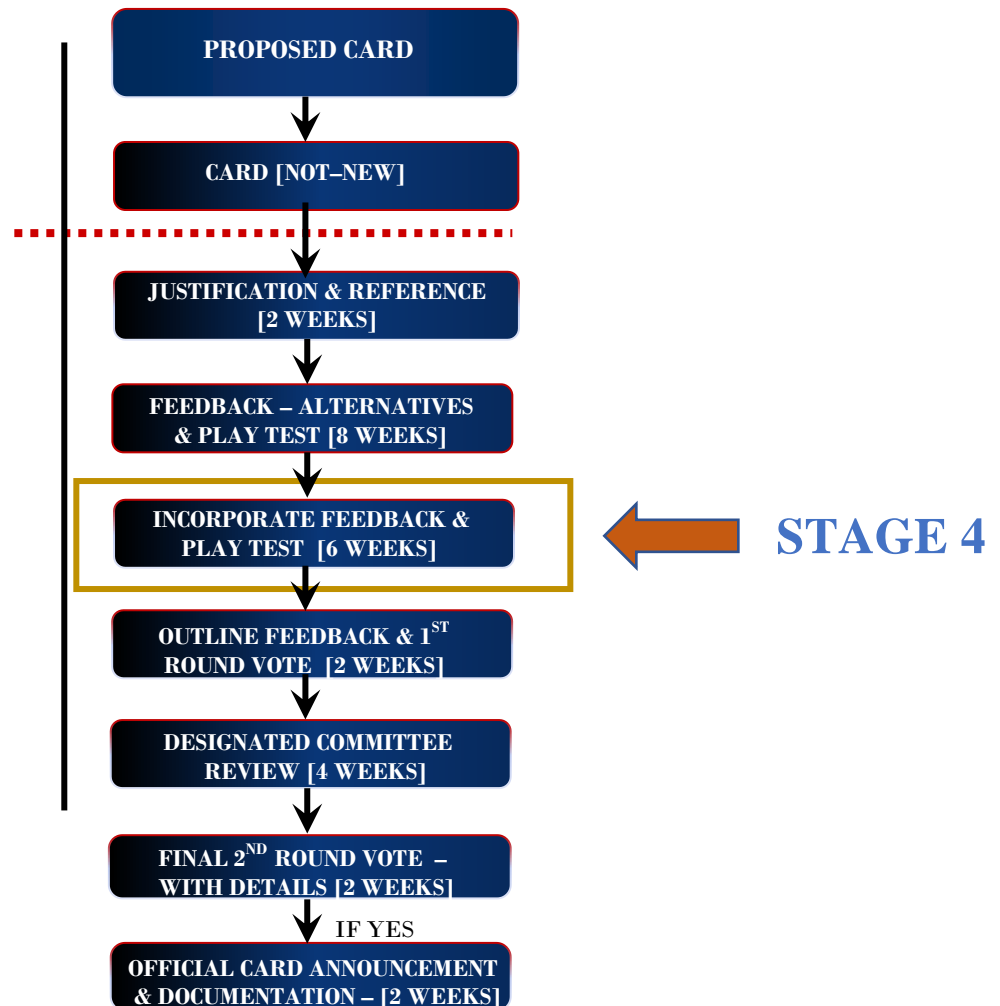


# STAGE 4

## 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
<b>DOCTOR DOOM CHARACTER CARD</b>	<b>DOCTOR DOOM: VICTOR VON DOOM</b> Energy: 6 Fighting: 2 Strength: 4 Intellect: 8 [Total: 20]	<a href="http://www.OverPower.Ca">www.OverPower.Ca</a>
<i>SIMILAR CARDS/CODES</i>	Original Doctor Doom Character Card: <b>Energy: 7 Fighting: 6 Strength: 6</b> IQ Doctor Doom Character Card: <b>Energy: 5 Fighting: 3 Strength: 4 Intellect: 8</b> <b>NOTE:</b> This card is considered to be defined as Not-New; since Character cards are already an essential part of the Overpower Card Game. As well, the only modification is to power grid.	<a href="http://www.OverPower.Ca">www.OverPower.Ca</a>
<i>BATTLESITE HOMEBASE IMPACT</i>	Homebases that could benefit from this new Character Card include Latveria, Wundagore Mountain & Wakanda. <b>Latveria:</b> [Doctor Doom, Silver Surfer, Mr. Fantastic, Invisible Woman, Human Torch, Thing   <i>Inherent:</i> Latveria Team's Reserve Character may enter battle immediately upon KO of Front Line Character]. This will not change Latveria very much but will provide additional synergy with Energy/Intellect power grids. With Invisible-Woman & Human Torch already having option available for a 7 Energy power grid. A team such as Doctor Doom, Mr. Fantastic, Invisible Woman, Human Torch becomes a feasible consideration. <b>Wundagore Mountain:</b> [Doctor Doom, Omega Red, Quicksilver, Scarlet Witch, Nightcrawler, Colossus   <i>Inherent:</i> Wundagore Mountain Team may not Venture more than 2 Mission Cards per battle] now has more competitive options with the only 8 grid, Doctor Doom. <b>Wakanda:</b> [Black Panther, Dr. Doom, Vision, Hawkeye, Storm, Klaw   <i>Inherent:</i> Wakanda Team's MultiPower Power Cards are -1 to attack]. Overall the new Character Card provides additional reasonable competitive considerations without significantly altering the dynamic of the respective homebases. This Character card change does not affect Battlesites.	<a href="http://www.OverPower.Ca">www.OverPower.Ca</a>
<i>REFERENCE CHARACTER POWERS</i>	<b>Referenced From [MAR 25<sup>th</sup>, 2020]:</b> <a href="https://villains.fandom.com/wiki/Doctor_Doom_(Marvel)">https://villains.fandom.com/wiki/Doctor_Doom_(Marvel)</a> & <a href="https://www.superherodb.com/doctor-doom/10-189/">https://www.superherodb.com/doctor-doom/10-189/</a> ; Cited abilities Include: Magical Powers – Emit powerful blasts, create mystical force fields, cast curses & summon demons, as well as working with time travel. Also noted but not limited to Mystical Blasts, Mystical Force-Fields, Invoke Entities, Spell Casting, Mystical Ensnaring, Mystical Portals, Energy Blasts & Electrokinesis.  Marvel Universe 1992 :#111 [Strength: 3, Intelligence: 6, Energy Projection: 5, Mental Powers: 2, Fighting Ability: 3, Speed: 2] Marvel Universe 1993 :#79 [Strength: 3, Intelligence: 6, Fighting Ability: 3, Energy Projection: 5]	<a href="http://www.OverPower.Ca">www.OverPower.Ca</a>
<i>PROPOSED SPECIFICS OF CARD &amp; CHARACTER</i>	<b>CARD EFFECTIVENESS RATING: [1]-FAIR; [2]-MEDIUM; [3]-GOOD; [4]-EXCELLENT; [5]-ULTRA</b> This card receives a solid rating of [3]-Good. This Character Card provides an opportunity to see one of Marvel's main villains appear in competitive tournament decks. This Character Card offers two stats at 6 & over as well as totaling 20 should outweigh his current lack of specials. Increase regarding sum total to 21 or 22 might be more accurate of his abilities however keeping sum at 20 while increasing power grid numbers provided improvement to his power status as a character.	<a href="http://www.OverPower.Ca">www.OverPower.Ca</a>
<i>PICTURE PROPOSED FOR CARD</i>	<b>An Original Piece of Artwork will be Drafted for this Card.</b>	<a href="http://www.OverPower.Ca">www.OverPower.Ca</a>
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<i>[PLAY TESTING] INCORPORATE FEEDBACK &amp; ALTERNATIVES</i>	Limited Play Testing; outlines additional options are viable with this new character grid. An extra teamwork card is supported that facilitates decks with a focus more towards anti-specials themes. Doctor Doom at a total of 20 enable options for Energy & Intellect combinations for overall strategy regarding tournament play. Doctor Doom deck considerations could include Neron & Beast where in-game tested circumstances demonstrated ability to complete effective attacks.	<a href="http://www.OverPower.Ca">www.OverPower.Ca</a>
<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

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 – 1<sup>st</sup> Round Vote that is preferred to be completed by January 1<sup>st</sup>, 2021.

Note for quick reference that previously completed justification forms illustrating the overall process is available at [OverPower.ca](http://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 1<sup>st</sup>, 2021. I wish you a great day.

Dan

6 Attachments

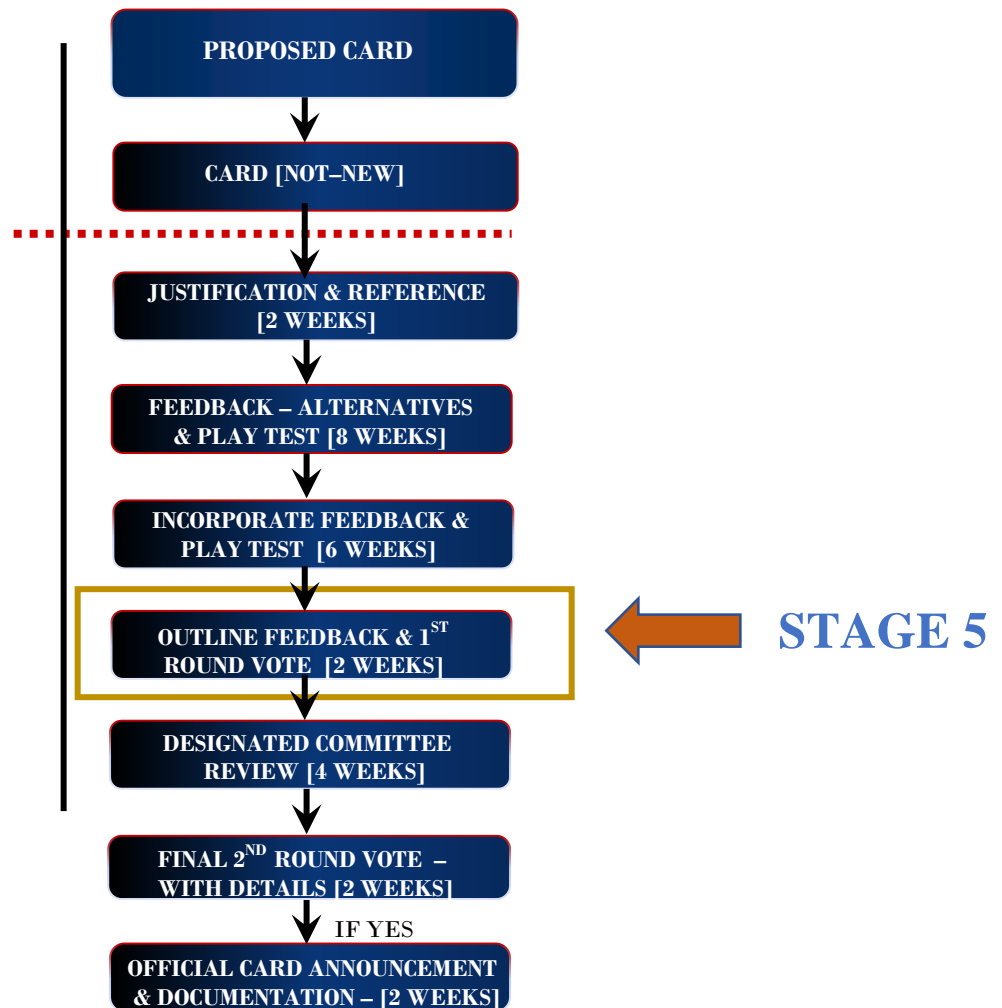


# STAGE 5

## OUTLINE FEEDBACK & 1<sup>ST</sup> ROUND VOTE

[DOCUMENTED FEEDBACK & VOTE 1 OF 2]

*JAN 4, 2021 – JAN 17, 2021 [2 WEEKS]*





## [JUSTIFICATION FOR CARD DEVELOPMENT]

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<i>REFERENCE CHARACTER POWERS</i>	<b>Referenced From [MAR 25<sup>th</sup>, 2020]:</b> <a href="https://villains.fandom.com/wiki/Doctor_Doom_(Marvel)">https://villains.fandom.com/wiki/Doctor_Doom_(Marvel)</a> & <a href="https://www.superherodb.com/doctor-doom/10-189/">https://www.superherodb.com/doctor-doom/10-189/</a> ; Cited abilities Include: Magical Powers – Emit powerful blasts, create mystical force fields, cast curses & summon demons, as well as working with time travel. Also noted but not limited to Mystical Blasts, Mystical Force-Fields, Invoke Entities, Spell Casting, Mystical Ensnaring, Mystical Portals, Energy Blasts & Electrokinesis.  Marvel Universe 1992 :#111 [Strength: 3, Intelligence: 6, Energy Projection: 5, Mental Powers: 2, Fighting Ability: 3, Speed: 2] Marvel Universe 1993 :#79 [Strength: 3, Intelligence: 6, Fighting Ability: 3, Energy Projection: 5]	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
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<i>[PLAY TESTING] INCORPORATE FEEDBACK &amp; ALTERNATIVES</i>	Limited Play Testing; outlines additional options are viable with this new character grid. An extra teamwork card is supported that facilitates decks with a focus more towards anti-specials themes. Doctor Doom at a total of 20 enable options for Energy & Intellect combinations for overall strategy regarding tournament play. Doctor Doom deck considerations could include Neron & Beast where in-game tested circumstances demonstrated ability to complete effective attacks.	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>VOTE 1 OF 2</i>	[YES] = 4; [NO] = 0	<b>COMMITTEE</b>
<i>COMMITTEE REVIEW</i>		
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>		
<i>OFFICIAL CARD ANNOUNCEMENT</i>		

OverPower Approval Committee X

← → ↻

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Snoozed

Sent

Drafts

More

Meet

New meeting

Join a meeting

Hangouts

Sign in

Signing in will sign you into Hangouts

Jan 4, 2021, 12:32 PM

/ote 1 of 2 - Yes to all.

For Spider-Man I strongly prefer the access to scarlet spider non opd specials over the energy power grid for defense.

Phil

Sent from my iPhone

<5\_OF\_6\_SPIDER-MAN\_JUSTIFICATION\_FORM\_[CHARACTER\_CARD].pdf>

<6\_OF\_6\_WAR\_MACHINE\_JUSTIFICATION\_FORM\_[CHARACTER\_CARD].pdf>

<4\_OF\_6\_SILVER\_SURFER\_JUSTIFICATION\_FORM\_[CHARACTER\_CARD].pdf>

Windows taskbar: Type here to search, Edge, Chrome, Firefox, File Explorer, Word, Excel, PowerPoint, Weather: -6°C Partly cloudy, Time: 9:36 PM 2022-02-27

OverPower Approval Committee X

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Jan 6, 2021, 7:30 AM

I also vote yes to all. Some of the changes feel a little too strong but new cards should be strong, right? :)

On Mon, Jan 4, 2021 at 3:02 PM

Vote 1 of 2 - Yes to all.

For Spider-Man I strongly prefer the access to scarlet spider non opd specials over the energy power grid for defense.

Phil

Sent from my iPhone

<5\_OF\_6\_SPIDER-MAN\_JUSTIFICATION\_FORM\_[CHARACTER\_CARD].pdf>

<6\_OF\_6\_WAR\_MACHINE\_JUSTIFICATION\_FORM\_[CHARACTER\_CARD].pdf>

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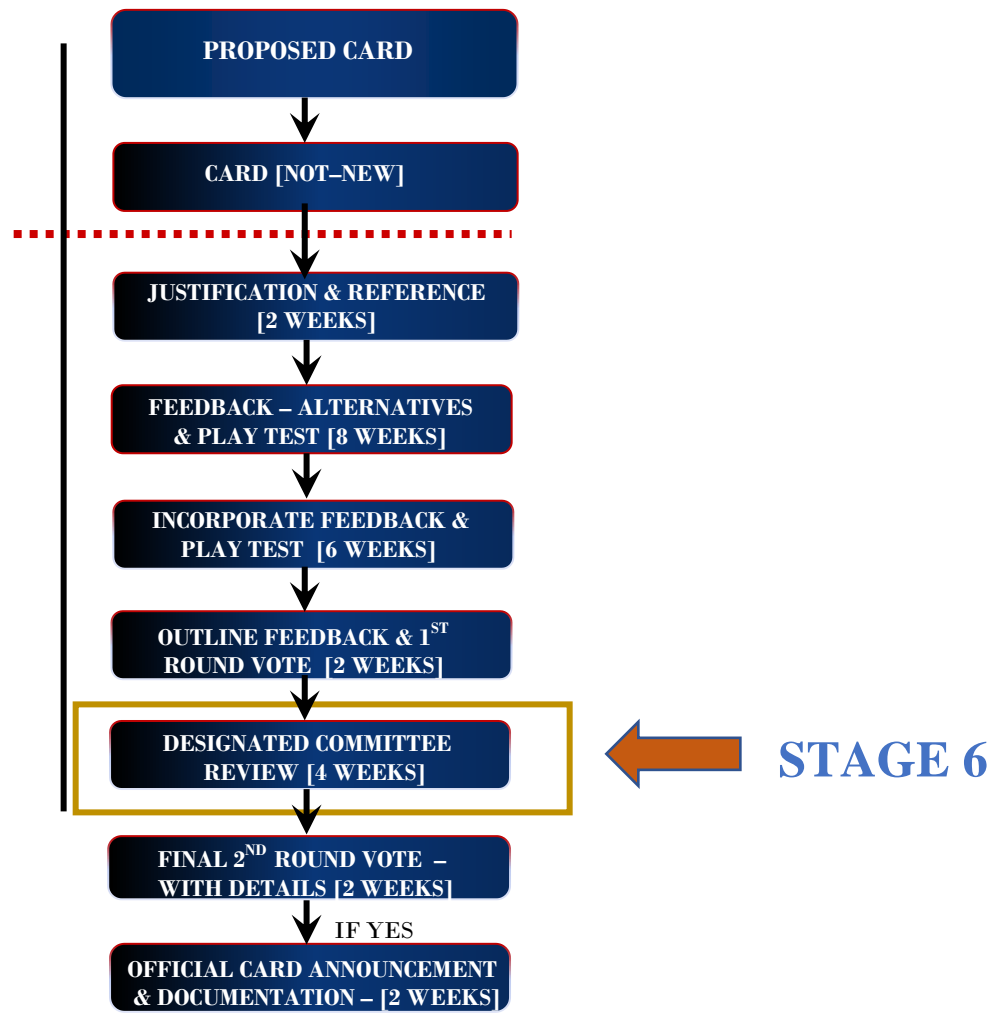


# STAGE 6

## 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
<b>DOCTOR DOOM CHARACTER CARD</b>	<b>DOCTOR DOOM: EMPEROR VON DOOM</b> Energy: 6 Fighting: 2 Strength: 4 Intellect: 8 [Total: 20]	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>SIMILAR CARDS/CODES</i>	Original Doctor Doom Character Card: <b>Energy: 7 Fighting: 6 Strength: 6</b> IQ Doctor Doom Character Card: <b>Energy: 5 Fighting: 3 Strength: 4 Intellect: 8</b> <b>NOTE:</b> This card is considered to be defined as Not-New; since Character cards are already an essential part of the Overpower Card Game. As well, the only modification is to power grid.	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>BATTLESITE HOMEBASE IMPACT</i>	Homebases that could benefit from this new Character Card include Latveria, Wundagore Mountain & Wakanda. <b>Latveria:</b> [Doctor Doom, Silver Surfer, Mr. Fantastic, Invisible Woman, Human Torch, Thing   <i>Inherent:</i> Latveria Team's Reserve Character may enter battle immediately upon KO of Front Line Character]. This will not change Latveria very much but will provide additional synergy with Energy/Intellect power grids. With Invisible-Woman & Human Torch already having option available for a 7 Energy power grid. A team such as Doctor Doom, Mr. Fantastic, Invisible Woman, Human Torch becomes a feasible consideration. <b>Wundagore Mountain:</b> [Doctor Doom, Omega Red, Quicksilver, Scarlet Witch, Nightcrawler, Colossus   <i>Inherent:</i> Wundagore Mountain Team may not Venture more than 2 Mission Cards per battle] now has more competitive options with the only 8 grid, Doctor Doom. <b>Wakanda:</b> [Black Panther, Dr. Doom, Vision, Hawkeye, Storm, Klaw   <i>Inherent:</i> Wakanda Team's MultiPower Power Cards are -1 to attack]. Overall the new Character Card provides additional reasonable competitive considerations without significantly altering the dynamic of the respective homebases. This Character card change does not affect Battlesites.	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>REFERENCE CHARACTER POWERS</i>	<b>Referenced From [MAR 25<sup>th</sup>, 2020]:</b> <a href="https://villains.fandom.com/wiki/Doctor_Doom_(Marvel)">https://villains.fandom.com/wiki/Doctor_Doom_(Marvel)</a> & <a href="https://www.superherodb.com/doctor-doom/10-189/">https://www.superherodb.com/doctor-doom/10-189/</a> ; Cited abilities Include: Magical Powers – Emit powerful blasts, create mystical force fields, cast curses & summon demons, as well as working with time travel. Also noted but not limited to Mystical Blasts, Mystical Force-Fields, Invoke Entities, Spell Casting, Mystical Ensnaring, Mystical Portals, Energy Blasts & Electrokinesis.  Marvel Universe 1992 :#111 [Strength: 3, Intelligence: 6, Energy Projection: 5, Mental Powers: 2, Fighting Ability: 3, Speed: 2] Marvel Universe 1993 :#79 [Strength: 3, Intelligence: 6, Fighting Ability: 3, Energy Projection: 5]	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>PROPOSED SPECIFICS OF CARD &amp; CHARACTER</i>	<b>CARD EFFECTIVENESS RATING: [1]–FAIR; [2]–MEDIUM; [3]–GOOD; [4]–EXCELLENT; [5]–ULTRA</b> This card receives a solid rating of [3]–Good. This Character Card provides an opportunity to see one of Marvel's main villains appear in competitive tournament decks. This Character Card offers two stats at 6 & over as well as totaling 20 should outweigh his current lack of specials. Increase regarding sum total to 21 or 22 might be more accurate of his abilities however keeping sum at 20 while increasing power grid numbers provided improvement to his power status as a character.	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>PICTURE PROPOSED FOR CARD</i>	<b>An Original Piece of Artwork will be Drafted for this Card.</b>	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>JUSTIFICATION FOR INCLUSION</i>	Doctor Doom's sum total does not change. His improvement to the energy stat allows an additional Teamwork card & also the option for more use with Doubleshots. The original Character card shows consideration for having 7 Energy in power grid. For such reasons along with referenced powers this adjustment can facilitate options for inclusion into decks for tournaments.	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>FEEDBACK &amp; ALTERNATIVES</i>	The proposed variant is another supported alternative to current IQ Character card. Note that Doctor Doom has never been played with to best of knowledge in a Overpower tournament. The Fantastic Four & Four Freedoms Plaza as a Homebase has seen numerous inclusions into Tournaments but the main villain that has defeated them multiple times has not. A slight but reasonable addition of a 6 Energy stat being added to his level 8 Intellect makes Doctor Doom a more competitive option along with an increased consideration regarding featured home base decks.	<b>COMMITTEE</b>
<i>[PLAY TESTING] INCORPORATE FEEDBACK &amp; ALTERNATIVES</i>	Limited Play Testing; outlines additional options are viable with this new character grid. An extra teamwork card is supported that facilitates decks with a focus more towards anti-specials themes. Doctor Doom at a total of 20 enable options for Energy & Intellect combinations for overall strategy regarding tournament play. Doctor Doom deck considerations could include Neron & Beast where in-game tested circumstances demonstrated ability to complete effective attacks.	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>VOTE 1 OF 2</i>	[YES] = 4; [NO] = 0	<b>COMMITTEE</b>
<i>COMMITTEE REVIEW</i>	New Proposed Character Card Title From [DOCTOR DOOM: VICTOR VON DOOM] To [DOCTOR DOOM: EMPEROR VON DOOM]	<b>COMMITTEE</b>
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>		
<i>OFFICIAL CARD ANNOUNCEMENT</i>		

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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 21<sup>st</sup> 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 21<sup>st</sup>. I wish you a great day.

Dan

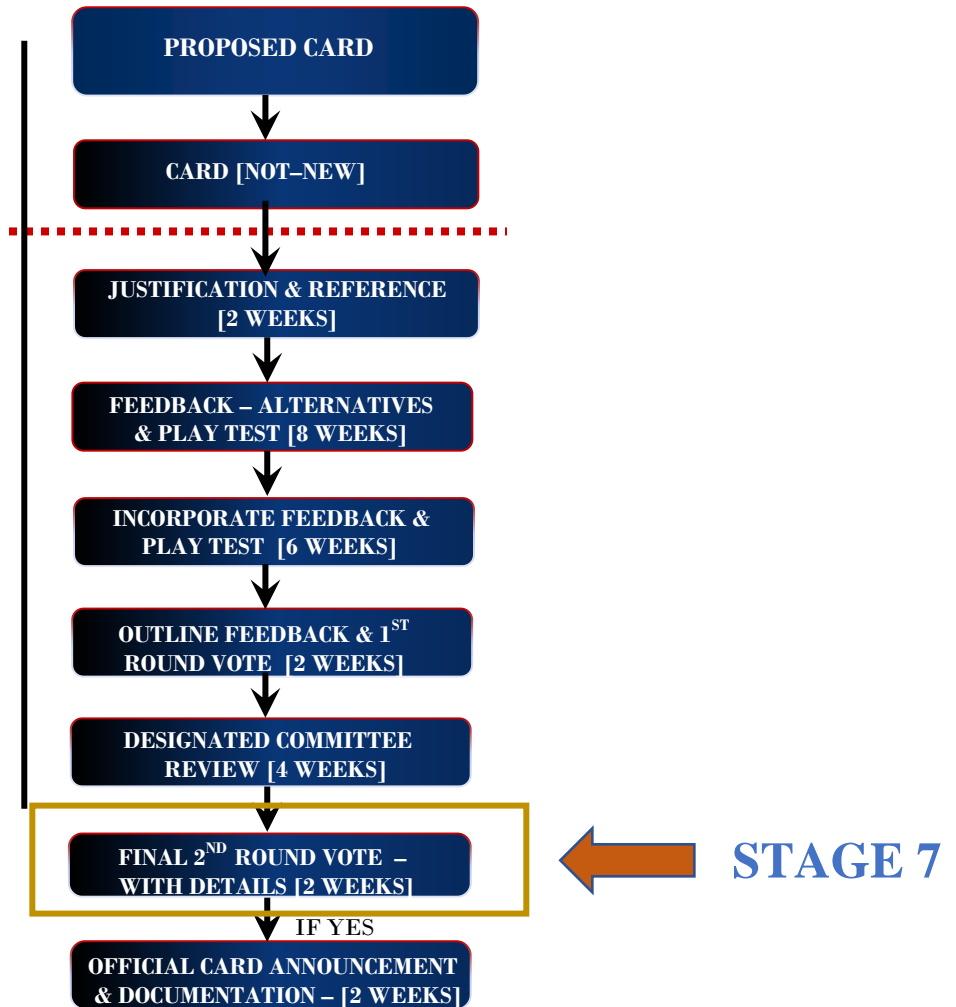
# STAGE 7

## FINAL 2<sup>ND</sup> 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
<b>DOCTOR DOOM CHARACTER CARD</b>	<b>DOCTOR DOOM: EMPEROR VON DOOM</b> Energy: 6 Fighting: 2 Strength: 4 Intellect: 8 [Total: 20]	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
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<i>BATTLESITE HOMEBASE IMPACT</i>	Homebases that could benefit from this new Character Card include Latveria, Wundagore Mountain & Wakanda. <b>Latveria:</b> [Doctor Doom, Silver Surfer, Mr. Fantastic, Invisible Woman, Human Torch, Thing   <i>Inherent:</i> Latveria Team's Reserve Character may enter battle immediately upon KO of Front Line Character]. This will not change Latveria very much but will provide additional synergy with Energy/Intellect power grids. With Invisible-Woman & Human Torch already having option available for a 7 Energy power grid. A team such as Doctor Doom, Mr. Fantastic, Invisible Woman, Human Torch becomes a feasible consideration. <b>Wundagore Mountain:</b> [Doctor Doom, Omega Red, Quicksilver, Scarlet Witch, Nightcrawler, Colossus   <i>Inherent:</i> Wundagore Mountain Team may not Venture more than 2 Mission Cards per battle] now has more competitive options with the only 8 grid, Doctor Doom. <b>Wakanda:</b> [Black Panther, Dr. Doom, Vision, Hawkeye, Storm, Klaw   <i>Inherent:</i> Wakanda Team's MultiPower Power Cards are -1 to attack]. Overall the new Character Card provides additional reasonable competitive considerations without significantly altering the dynamic of the respective homebases. This Character card change does not affect Battlesites.	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
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<i>PROPOSED SPECIFICS OF CARD &amp; CHARACTER</i>	<b>CARD EFFECTIVENESS RATING: [1]-FAIR; [2]-MEDIUM; [3]-GOOD; [4]-EXCELLENT; [5]-ULTRA</b> This card receives a solid rating of [3]-Good. This Character Card provides an opportunity to see one of Marvel's main villains appear in competitive tournament decks. This Character Card offers two stats at 6 & over as well as totaling 20 should outweigh his current lack of specials. Increase regarding sum total to 21 or 22 might be more accurate of his abilities however keeping sum at 20 while increasing power grid numbers provided improvement to his power status as a character.	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>PICTURE PROPOSED FOR CARD</i>	<b>An Original Piece of Artwork will be Drafted for this Card.</b>	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
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<i>[PLAY TESTING] INCORPORATE FEEDBACK &amp; ALTERNATIVES</i>	Limited Play Testing; outlines additional options are viable with this new character grid. An extra teamwork card is supported that facilitates decks with a focus more towards anti-specials themes. Doctor Doom at a total of 20 enable options for Energy & Intellect combinations for overall strategy regarding tournament play. Doctor Doom deck considerations could include Neron & Beast where in-game tested circumstances demonstrated ability to complete effective attacks.	<a href="http://www.OverPower.ca">www.OverPower.ca</a>
<i>VOTE 1 OF 2</i>	[YES] = 4; [NO] = 0	<b>COMMITTEE</b>
<i>COMMITTEE REVIEW</i>	New Proposed Character Card Title From [DOCTOR DOOM: VICTOR VON DOOM] To [DOCTOR DOOM: EMPEROR VON DOOM]	<b>COMMITTEE</b>
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>	[YES] = 4; [NO] = 0	<b>COMMITTEE</b>
<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 21<sup>st</sup> incorporated an extension for any additional feedback as to finalize this stage of the card development process on August 7<sup>th</sup>.

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 6<sup>th</sup>.

Thank-you for your time contributed to this process. I look forward to receiving your final votes by September 6<sup>th</sup> & 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...

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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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- New meeting
  - Join a meeting

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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.

...

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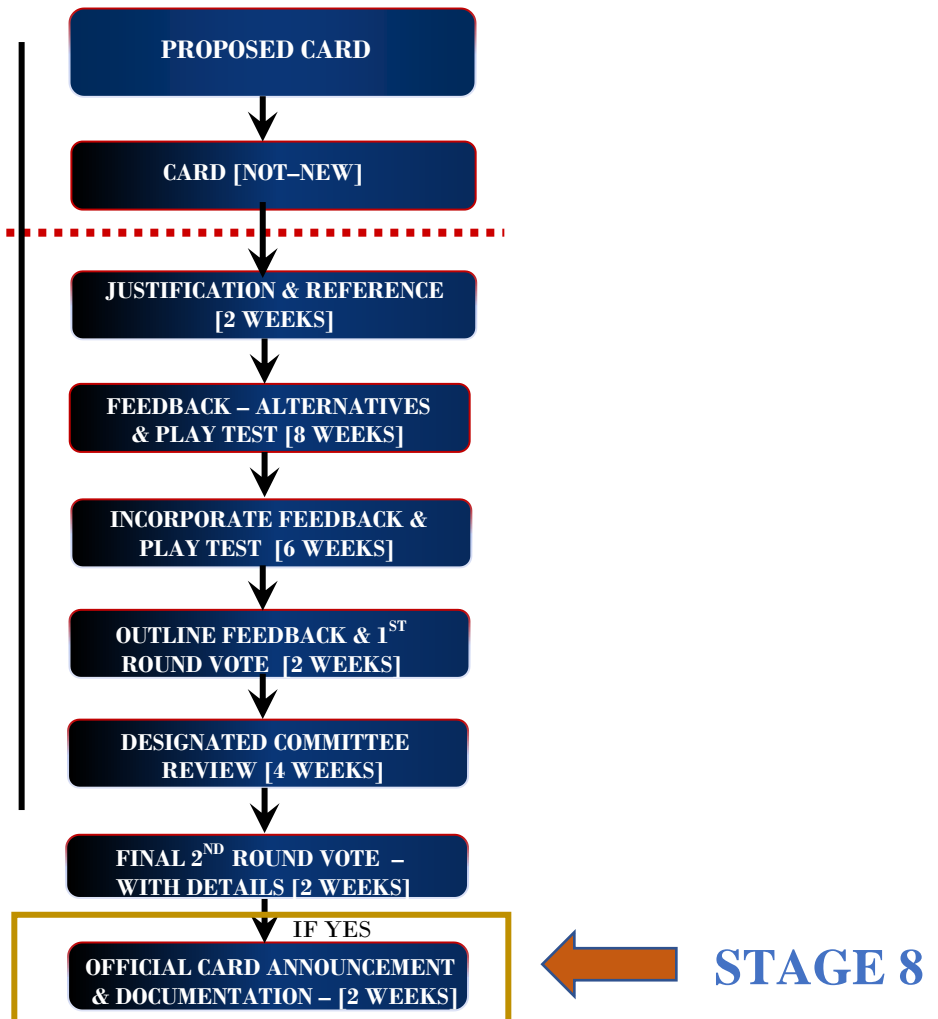
# STAGE 8

## OFFICIAL CARD ANNOUNCEMENT & DOCUMENTATION

[OFFICIAL CARD ANNOUNCEMENT – WWW.OVERPOWER.CA]

*SEP 21, 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>VOTE 1 OF 2</i>	[YES] = 4; [NO] = 0	<b>COMMITTEE</b>
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<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>	[YES] = 4; [NO] = 0	<b>COMMITTEE</b>
<i>OFFICIAL CARD ANNOUNCEMENT</i>	<b>March 21<sup>st</sup>, 2022 – [Provided on <a href="http://www.OverPower.Ca">www.OverPower.Ca</a>]</b>	<a href="http://www.OverPower.Ca">www.OverPower.Ca</a>