

"It is the king and queen of tabletop games. It combines mechanics of simulated combat, hand management, commodity speculation, worker placement, blind auctioning and set collection."

Life system

Goal

Make the opponent lose all active creatures and buildings.

Resource engine

Resources

Currency in the form of yellow tokens.

Worker placement

Definition: A stylized form of [Action Drafting](#), players place tokens (typically the classic person-shaped "meeple") to trigger an action from a set of actions available to all players, generally one-at-a-time and in turn order. Some games achieve the same effect in reverse: the turn begins with action spaces filled by markers, which are claimed by players for some cost. Each player usually has a limited number of tokens with which to participate in the process, although these may increase as the game progresses.



There is usually(*) a limit on the number of times a single action may be taken. Once that limit for an action is reached, it typically either becomes more expensive to take again or can no longer be taken for the remainder of the round. As such, not all actions can be taken by all players in a given round, and "action blocking" occurs. If the game is structured in rounds, then all actions are usually refreshed at the start or end of each round so that they become available again.

From a thematic standpoint, the game pieces which players use to draft actions often represent "workers" of a given trade (this category of mechanism, however, is not necessarily limited to or by this thematic representation). In other words, players often thematically "place workers" to show which actions have been drafted by individual players. For example, in Agricola each player starts with two pieces representing family members that can be placed on action spaces to collect resources or take other actions like building

fences. When someone places a piece on a given space, that action is no longer available until the next round.

[Keydom](#), which was published in 1998, is widely recognized as the first of the worker placement genre of games. Other early design experiments with the mechanism include [Bus](#) (1999) and [Way Out West](#) (2000). Well known examples of worker placement include [Agricola](#) (2007), [Caylus](#) (2005) and [Stone Age](#) (2008).

(*) The use of the word "usually" in this context is a somewhat controversial point of discussion. For purposes of BGG classification, "action blocking" is a defining element of worker placement. In that case, there must always be a limit on the number of times a single action may be drafted each round.

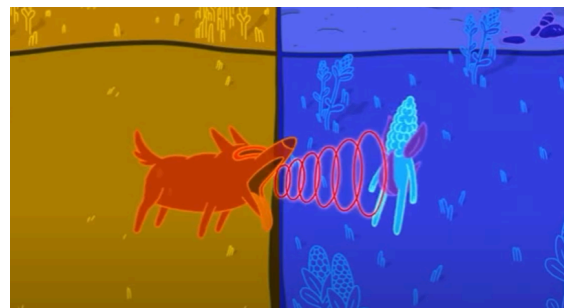
What does this mean for the game?

There are action spaces for creatures to generate resources.

Interaction (rules-based)

Simulated combat

I have no idea what this means. It looks like creatures are locked into some sort of turn based combat. In the original cards wars episode the pig dealt more damage with one attack so there may be some sort of critical hit system (RNG?). There also seem to be moves and combos (Ultra Dog's "Cold Nose" and Feedman's "Infinite Haymaker" respectively)



Blind auctioning

Definition: This mechanic requires you to place a bid, usually monetary, on items in an auction of goods in order to enhance your position in the game. These goods allow players future actions or improve a position. The auction consists of taking turns placing bids on a given item until one winner is established, allowing the winner to take control



of the item being bid on. Usually there is a game rule that helps drop the price of the items being bid on if no players are interested in the item at its current price. In most games, once a winner for one item is done, if there are more items to be bid upon, another auction is held for those items. The process repeats until a game condition is met or items are exhausted in the auction phase of the game. This is similar to [Worker Placement](#), but workers can be kicked off spots by bidding higher.

In Power Grid, for example, you start with no power plants and must win bids to be able to produce power. Winning a bid on a given power plant allows that player to add it to their current inventory of power plants and also allows for more power to be made in a given turn. In Vegas Showdown, players bid on rooms, such as a slot machine or a restaurant, in order to build a larger hotel with more prestige and value. Winning players pay for the room based on their bid and place it in their hotel. In both examples, bidding is done in a turn format and players have the option of passing on bids.

What does this mean for the game?

There's a currency (yellow tokens).

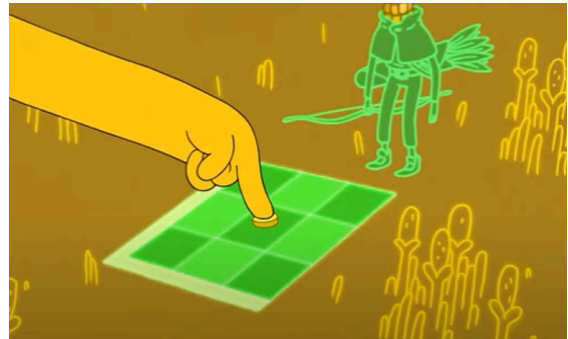
Cards somehow go into a bidding pool.

Commodity speculation

Definition: A subcategory of [Investment](#)

(Players purchase an interest in a game entity, in order to generate a monetary or VP benefit, the ultimate value of which is determined over the course of the game. This differs from Ownership in that Investment does not grant special actions or other "game effect" privileges based on the investment. Acquire is an early example of the Investment mechanism.) in

which players buy and sell commodities of various types and quantities as they change value throughout the game.



Commodity Speculation includes both Investment games in which players have some indirect control over asset values, but have a hard time hurting others without hurting themselves; and Collusion games, in which players have huge direct control in manipulating asset values, forcing players to help others and manage shifting alliances.

What does this mean for the game?

There's a currency (yellow tokens).

Players buy and sell commodities that change value throughout the game.

Interaction (effect-based)

Card economy

Start of game

Draw 5 cards.

Start of turn

Discard 1 card, draw cards until you have 5 cards.

Faction division

16 elements

“Battle happens in one of four combat lanes, each deriving its power from one of the 16 themed elements: corn, wheat, blue, crystals, acumen, torpor, frozen lakes, lizard holes, learning...”

ELEMENTS:

In universe:

- Acumen
- Blue {Blue plains}
- Corn {Cornfield}
- Crystals
- Frozen lakes {Icylands}
- Learning {Blue plains}
- Lizard holes
- Torpor
- Wheat
- ?
- ?
- ?
- ?

- ?
- ?
- ?

IRL:

Cornfield (corn cob) - **Corn**

Blue plains (blue fern) - **Blue, Learning**

Useless swamp (mosquito) - ?

Nicelands (heart) - ?

Sandylands (palm tree) - ?

Icylands (snowflake) - **Frozen lakes**

Rainbow - ?

Turn loop

Beginning

Discard a card, then x draw cards until you have 5 cards in your hand.

Floop phase

Floop a card.

Battle phase

Activate a creature to initiate combat.