

- use color gradient
- maybe simplify rotation
- but A is more visible in and

char. bar + name

ADA Name ADA

A → iron + colored bar

team iron

word art

3D

02 tool

stone (maybe drop this?)

word text ↗ YES! or two

vertical

>40-1 >>> 40-1

women from here

team icon?

match as late as possible (3)

requirements aka "links"

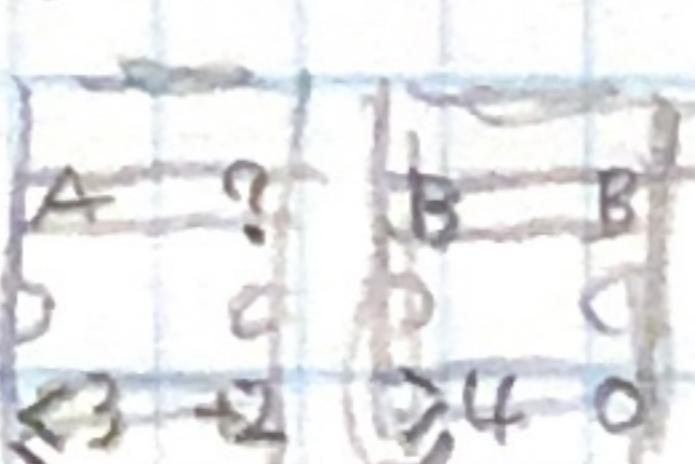
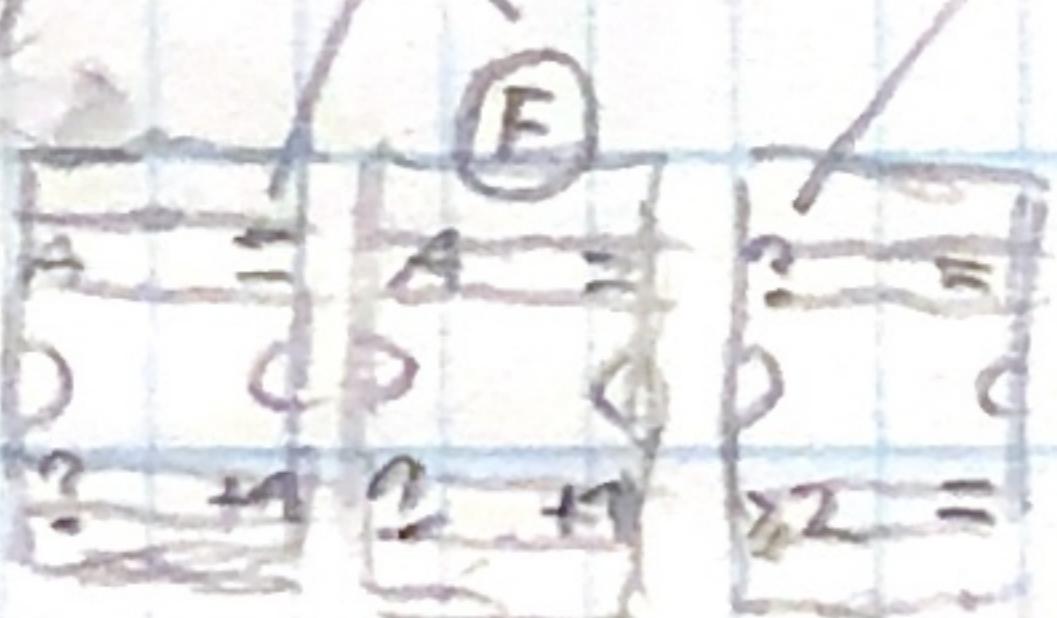
A A? = 1? = 1 B B

char: A

B

Guy = or A?

maybe use = instead of?



all char - reg. satisfied

curr. char: A A A A ↴ A B ↴ all women known
curr. mom: 0 1 2 2 ↴ 4 0 of reg. satisfied

done ↑ to "current combo":
upcoming before or after card?
(or shift up/down)

⑤

↓ | ↪

Guy available Guy to player board

Guy gained

⑥

women from tracker

(optional, good when thinking
between rounds if it matters)



team-specific
card backs

tracking
moves from
= hard,
simplify or
provide

help or
make
move
clear

curr. char: A A A A ↴ A B ↴ all women known
curr. mom: 0 1 2 2 ↴ 4 0 of reg. satisfied

done ↑ to "current combo":
upcoming before or after card?
(or shift up/down)

⑤

↓ | ↪

Guy available Guy to player board

Guy gained

⑥

women from tracker

(optional, good when thinking
between rounds if it matters)

1 death gray
2 0031
2 0032
3 0033
4 0034

(darkader)
death gray
pool

1	1	2	2	3-0	3-0	Gumbo / wild rice
0	0	0	0	2-0	2-0	(mug) rice
0	0	0	0	1-1	8- ^{and} 10- ^{and} 11-	lime apple juice
1	1	1	1	everywhere	(3rd?) word	

I would like you to know I am very sorry for what I did.
I would like you to know I am very sorry for what I did.

inner & outer
inner & outer layers)

top Section - 9 + town name
major major bank } char. name
001001003 char. Accts
on deck w/o loose d

~~Fix 3rd attempt~~

day
looks to
caterwaul
cost?

major major took 3 char. same
or 6 10 3 char. teach (how to track
on deck w/o loose lines?) or changed
char. ability char on (and
old char. moves somewhere
deut(h))

Energy: big maybe, prob too \rightarrow
complex. It won't replace w/
a simple spread-specific mechanic

Parry:
doesn't really work w/ new \rightarrow
dmg system.
alt: block any 1 card fully

X

General note on keywords: card effects must be as simple as possible, since cards building takes all forms

damage: deals damage during combat resolution

red { to opponent's current char*
 corresponding position in their cards (n' day)

healing (if any): deals current char* damage
green { resolution by n

block: prevent next n damage taken
blue { (works across chars)

same subject to change. team - specific and
energy (granted & used in team - specific
ways (char. abilities or cards)).

yellow { maybe more universal we have
consistency: deck cycling,
ignoring reg's, having a universal
card (this forces all teams to
use energy on the same scale)

green: (red)
defensive (blue? sorry: ignore all damage dealt on this
card (during resolution))

current char*: unless stated otherwise
or other

will not
sure how
to handle
illegal/unfinished
combos, this
does not work (well)

→ **Run**: if you run out of cards before
finishing your combo, you
are stranded for the remainder
of it. Stranded players lose all
block & current moves from stack
to D

→ **bridge**: the n^{th} card after this becomes
a char - switch to this card's
char (it keeps all original
abilities, requirements & links
except char. link)

needs better alt.: the next n cards gain
sharing links to this char.

COMPLEX TOO EASILY GET

THESE OFTEN

MANY

role types:

- movement manipulation (S)
- stone character (R) ($\pm G?$)
- leader - minions ($\pm S$) (G)
- boss - combat (S)
- solo combos ($\pm G$) (R)
- tank, DPS, healer ($\pm S$)
- retreat & deception
- gambling
- option - select
- high risk, high reward (R)
- ramp
- turtle
- control / disruption
- fishing for combo ($\pm R?$)
- horde ($\pm G$)
- boss
- deck building ($\pm G$)
- consumables
- self harm
- buffs / nerfs (G)
- peek dying / retag
- small team (R)

Section 9

- Sniper: needs low momentum, high peak damage, glass canon, switch to Major
- Tank: needs high momentum, slowly loses momentum, keeps your team safe but low damage, switch to Major
- Major: versatile, great at manipulating slate: momentum, resources, hand, combo. mistakes to any char (incl. self)

playstyle: Every combo involves the major doing some crazy shift with the other 2 waiting in as support to get their time in the spotlight. Focus on manipulating momentum all over the place.

Major has death protection, the other 2 buff the major on death so the squad remains playable & the major feels more potent

Goons

- 3x goon: the "colorless cards".

When one dies, remove any n colorless cards from your deck. (+ any specific cards for this goon). Pretty weak abilities if not buffed.

Damage to any goon is dealt to the first one available in a player turn order (goon player picks at game start or maybe between rounds).

- The hor: great at temporarily buffing goons. Can deal good damage solo.

No self synergies & not protected by minion order, not very high health.

playstyle: interchangeable colorless cards make constructing combos easy, but combos are weak unless you risk bringing out the hor in well-timed instants. Reverse - deckbuilding mechanic on goon death.

Ronin

- Moto & Akin ^{AER}:

Two roughly equivalent characters. High dps in aggressive stance, but very fragile. Use parity a lot in defensive stance. Not many opportunities to mishap, but some bridges are possible. Need to fish for specific cards.

(current char, multi-part moves: synergies, buff?) Force occasional char swapping (tired / rested energy mechanic), (maybe this is already forced by card pool being 2 char?)

playstyle: manipulate your hand to find the perfect single char. combo, but make sure to swap before you get in trouble. Swap between agro. & def. stances with perfect timing to protect your fragile units while dealing maximum damage.

Having one char. die naturally makes the other stronger as combo fishing gets easier. Maybe remove tired person at that point, or at least reset or resync.