

# Deckromancy Development Log

Originally, Deckromancy was called Wager and was a game about risk vs reward where you had to offer some of what you had in order to take down your opponents, it did not have a board and was simply a card game, consisting of solely “power” cards from the current version. The original inspirations were hex hex and magic the gathering but the game was a little bit too similar to hex hex so I had to come up with some major changes.

The first thing I did was come up with a combat system which required a new type of card called horde. Then the cards had to be tied to “locations” which worked similar to lands in magic the gathering, These locations would affect the amount of cards you drew and what different cards you could play, unfortunately this resulted in mass steam rolling once one player had card advantage. This made it impossible to have more than 2 players as whoever went last would lose without even getting a chance. Since its early stages this game has been about attrition and it has kept its risk vs reward origins where you now have to consider whether or not you want to attack or build up your army more, but every turn you wait your opponents will get stronger. It used to be that you drew and then discarded down straight away but this often led to stand stills where nothing would happen for many turns until eventually someone drew the more powerful card. In order to encourage aggressive play, players now draw at the start of their turn, keeping their options open and even having some expendable resources before discarding at the end of their turn.

One of the major issues I had at this point was that you could attack any location from any other location with no penalties, so I had to create the map which was inspired by risk, using adjacency. Players now have to strategically plan out the locations that they wish to take over as they are not all connected. The original map was circular but still left way too many engagement options, so i opted for a more traditional style of map with most locations only having 2 or 3 adjacent ones. The last problem revolving around the board was which locations players started with, originally they could each select a location in alternating fashion and the player with the least total hand size would get the final one (amount of locations was uneven, 9 at this point.) This felt very clunky and did not capture the strategic feel I wanted for the game, it also resulted in the same issue as before where virtually any place could be attacked by anywhere as players locations were scattered and barely ever adjacent to one another. I resolved this problem by

having all the players start with a random location and they can then decide for themselves which direction to expand in. Other changes include constant rewording of the power and location cards as new issues and overpowered combos would creep up during testing, also i had a problem for a while where there was no point in actually playing power cards because they were just too expensive, so horde dominated the game. Horde is still crucial now but a well timed power card can turn your weak horde into an oppressive one, and overall the cards are all in a very good place now. I am still on the fence about regional bonuses, as I like them and think that they can really add to the game, but currently i feel that they are unnecessary and only serve to finish the game off quicker.