

Milkomeda Sector Card Keyword Analysis

This document analyzes the distribution of thematic keywords across the 76 unique Sector Cards defined in `SectorCards.json`. The primary keywords analyzed correspond to potential thematic categories for game systems like technology research: Biosphere, Extraction, Hazard, Observatory, Transit, Unstable, Warzone, and Wasteland.

Keyword Frequency and Availability

The following table details the number of distinct Sector Cards featuring each thematic keyword and its percentage representation within the total pool of Sector Cards.

Keyword	Card Count	Availability (% of Deck)
Observatory	15	~19.7%
Transit	12	~15.8%
Extraction	11	~14.5%
Unstable	11	~14.5%
Biosphere	10	~13.2%
Hazard	10	~13.2%
Warzone	9	~11.8%
Wasteland	8	~10.5%
Total Instances:	86	<i>(Sum of Card Counts)</i>

Note: Sector Cards can possess multiple keywords.

Keywords per Card Distribution

This table shows the number and percentage of Sector Cards based on how many thematic keywords they contain.

Keywords per Card	Number of Cards	Percentage of Deck
1 Keyword	19	~25.0%
2 Keywords	43	~56.6%
3 Keywords	14	~18.4%
Total Cards:	76	100%

- **Minimum Keywords per Card:** 1
- **Maximum Keywords per Card:** 3
- **Average Keywords per Card (Approx):** 1.9

- **Most Common Number of Keywords per Card: 2**

Design Summary

The thematic keywords show a relatively balanced distribution across the available Sector Cards. Observatory and Transit sectors appear most frequently, while Wasteland sectors are the least common. A significant majority of cards feature two keywords, ensuring that players exploring and controlling territory will often gain exposure to multiple thematic categories simultaneously. This distribution supports systems where access to specific game elements (like technology paths) is gated by controlling sectors with corresponding keywords, allowing for both strategic diversification and specialization.