Keywords

At long last, this document provides a description of Bloodless keywords. When it's still unclear how to implement a keyword, a possible technical implementation is given. Sometimes, technical details may be given as well.

Flying

When another creature attacks the space with this creature, it attacks as if it were an empty space.

Possible Technical Implementations

I think that instead of trying to figure out how to make this work as a form of triggered ability, Attacks can just care about Flying

Flying Defense

When a creature with Flying attacks the space with this creature, it does not attack as if it were an empty space.

Possible Technical Implementations

Make Flying care about Flying Defense, not the other way around.

Bifurcated Strike

This creature attacks the spaces to the sides of the space in front of it.

Piercing

When this creature deals overkill damage to another creature, the other creature's defense cannot protect its controller.

Possible Technical Implementations

Bake it into attacks as well.

Kin Call

When this creature is played, play another creature of the same kin for free.

Kin Strength

This creature's strength is added to the number of creatures of its kin that are in the board.

Kin Defense

This creature's defense is added to the number of creatures of its kin that are in the board.

Explosive

~~This creature attacks the space in front of it and, if they have creatures, the spaces to its side.~~

This keyword is being phased out. Explicit descriptions will be used instead.

Cumulative

When this [card] enters [play zone], it gains 1 'Accumulate' counter.

Whenever you play another "[card name]", instead discard it and add one 'Accumulate' counter to this [card].

When this card has zero 'Accumulate' counters, it [dies/is terminated]

Flip: [COST]

When you play this card, don't reveal it to your opponent.

You may [pay COST] to reveal it.

Unrevealed creatures are 1/1/1 with no text.

Unrevealed commands are 1/1/1 extended commands.

The cost may be a blood cost or it may be an action the player must perform.

Technical Notes
This works out because a card's abilities are active once they're in the play zone (and are known to both players). This means that revealing a command and a creature will work exactly as you are expecting.

The check that puts TAs into effect is done after every event.

Expendable
Used to be 'Spell'. You may move this card to discard if you didn't play it this turn.

Wandering [direction: left/right]
At the end of your turn, this creature moves one space to the [direction]