Inscription principles:

1. All card and item functions are guaranteed and have no randomness
2. Acquisition of items is random
3. Acquisition of cards from the deck is random, but has guaranteed elements (Amount of cards left, cards present in a deck, acquiring squirrels)
4. Each card can show all of their relevant stats on a single page
5. There are no “healing” cards
6. “Free” cards are rare and are either weak (Geck) or have a specific purpose (Squirrels), otherwise tend to be OP (Cards created by the player)
7. More powerful cards require more resources to place
8. All bosses have a specific gimmick they do not change
9. All road encounters what require specific conditions (duplicate for mycologist, teeth for trapper, pelts for trader) give you enough resources to use them next time or a special resource (Rat card for bag with items) if you don’t benefit from them
10. Bosses and enemy “player” have a specific personality with which they comment on player’s actions (Leshy is sarcastic to the player and takes the game very seriously, Prospector is unhinged about his gold and animals, etc…)
11. Cards without any notable gameplay features (Ring worm) have a metagame purpose instead (Poisoning campers around the fire so they don’t appear again)
12. Using items moves player’s camera, as if the player is literally using them (Pulling out a tooth to offset the scales, cutting an eye out, etc…)
13. In-game characters (Stoat, stink bug...) have a specific personality and give advice to player about the game
14. Because health is measured in scale’s balance, the game can quickly switch between being in favor of the player and the enemy if a single round of combat was damaging
15. Player is rewarded for dealing excess damage, which also results in a risk vs reward dynamic when Leshy offers to concede.
16. All cards have a specific predictable attack direction
17. Normally player can physically place much less cards than he has access to, meaning it’s very hard for the game to start snowballing if player has their cards killed.

Warhammer/Crusade principles:

1. All units have specific abilities and stats balanced out by their cost
2. Killing enemy units is a way of reaching victory (freeing points captured by enemies, succeeding in objectives), not the main goal
3. Player has a primary goal of objective points what do not change and require units what can hold them for periods of time.
4. Player has secondary objectives what dynamically change and require player to have a wide variety within the army to succeed in them.
5. Players have a wide variety of armies, detachments and units to create an army specific to them.