**Smash Up Board Game Breakdown**

Core Aesthetics - Competition, Fantasy, Discovery, and a little expression

This is a game about Zombies Pirates VS Alien Ninjas or Robot Lephricans VS Dinosaur Wizards or any other combination of those eight factions. You get to chose whichever two you want in order to control and win as many bases as you can. When someone wins a base they will get the first place points for that base and second and third place are also rewarded points. First to 15 points wins.

Each faction has different minions and each minion has different abilities that fit the theme of the faction that it belongs. There are also action cards that are different for each faction. So you will play differently according to what you choose. Zombie Ninjas play far differently than Zombie Dinosaurs. The game wants you to discover what two factions you think work together best. It is also very challenging as you are faced with opponents that may just have a plan to counter your move.

You are able to play in many different ways. Zombies, for example, are always reviving (coming out of your discard pile) to attack bases while Aliens are abducting minions from the board, but the Ninjas are trying to be stealthy and sneaky. But the fact that you get to choose two different groups will make it so you play differently each time.

You can only play one minion card and one action card a turn. You don’t always have to play a card. I like that because then you can save up your cards for certain strategies if you have a minion that will allow you to play multiple cards or something. Or you just don’t want to play a card because you know that those pesky Aliens are going to abduct it right away.

Not all the bases will give you the most points if you win it. Sometimes you want to take second on a base, which then drastically changes the strategy for that base. You may think you are going to win a base, but then 5 ninjas come in at the last moment to steal it from you.