**Concepts**

Always play weaknesses last, vulnerabilities second last, punches third last.

If you have cards that destroy cards in your discard pile, and you have that many weaknesses and/or vulnerabilities in your discard pile, play those cards first.

If you have cards that destroy cards on top of your deck, always play those next

If you have cards that destroy cards in your hand, always play them as late as possible (before the initial 3 types of cards)

If you have cards that draw cards, always play those first after you get through the destruction types that take priority.

If you have cards that play cards from other peoples’ decks, play those after the draw.

If you have cards that care about cards in your discard pile, play these as late as possible, except if you have 1 or fewer cards in your library, in which case play them as early as possible.

All other cards in between these groups, though may add caveats/specifics later.

**Implementation**

When playing, assign each card in hand a priority. Do this each time your cards in hand or discard change. Always play the card with the lowest priority first. When you have multiple cards with the same priority, choose randomly. Assign priority as follows, noting that 10 is the default priority:

|  |  |  |
| --- | --- | --- |
| Card Type | Priority | Alternative priority (condition) |
| Weakness | 1000 | NA, but look at notes for bizarro below |
| Vulnerability | 500 | NA, but look at notes for bizarro below |
| Punch | 100 | NA |
| Cards that destroy cards on top of deck | 3 | NA |
| Cards that destroy cards in discard pile | 10 | If you have a weakness or vulnerability in your discard pile, priority 1. If you have a punch in your discard pile and have one or fewer cards in deck, priority 2. |
| Cards that destroy cards in hand | 75 | NA |
| Cards that care about having cards of some sort or other in your discard pile | 60 | If you have 1 or fewer cards in your deck, priority 1. |
| Cards that destroy cards in your hand and/or in your discard pile | 8 | If you have 1 or fewer cards in your deck, and 1 or more punches/vulnerabilities/weaknesses in your discard pile, priority 4. |
| Cards that draw cards | 5 | NA |
| Cards that make you discard cards (from hand) | 6 | NA |
| Cards that play cards from other peoples’ decks | 7 | NA |
|  |  |  |
|  |  |  |
| Everything else | 10 | NA |

If a card fits in multiple categories, assign priority based on highest priority of categories it fits in

How to destroy -- preferentially destroy weaknesses, then vulnerabilities, then punches. Don’t ever destroy other cards. When destroying, destroy from discard first for a given type, then from hand. If destroying only from hand, check that the total sum of power generated by cards in your hand (which should be only punches at this point) plus power you currently have isn’t exactly the cost of the supervillain- if it is, don’t destroy the punch. For example, if you have 8 power so far, and have only a punch in hand and the supervillain costs 9, don’t destroy the punch. Don’t ever destroy cards other than punches, vulnerabilities and weaknesses.

Preferentially discard weaknesses, then vulnerabilities, then punches. If you have a card that destroys only cards in hand in your hand, then discard vulnerabilities ahead of weaknesses. Post that, discard the card that generates the least power, per the buying algorithm method of calculating power generated.

To defend, discard the defense and carry out the effect associated with that defense. Always defend supervillain attacks, and no other attacks.

With that in mind, here’s pseudocode for how to play a turn:

While cards left in hand:

Calculate priority

Play card with least priority (put from hand into played)

Carry out effect of card

That’s it.

For various powers, add the effects of those powers to cards in hand. For example, if you have cyborg, treat all you equipment as also drawing a card while calculating priority, until you play an equipment, at which point this is no longer true.