Game Design Pillars

Competition: The main point of the game is to be better than your opponent and win by defeating him.

Cards: It is a card game, so you can play on a train, bus, or wherever you want.

Resources: You can gather resources or steal them from your opponent. You can improve the gathering rate by upgrading your generators.

Combat: There are cards for attacks, special actions, and defense. Use your resources for whatever suits you the best.