Essential:

* Core mechanics
  + Drawing/playing cards
    - Card effects (Mandatory, Province, Expendable, etc. See below).
  + Gaining/losing/spending resources
  + Resolving objectives
  + Advancing/triggering timers.
  + Adding new cards

Non-MVP features

* Graphical improvements (nice to have, non MVP)
  + Visible clock filling (MVP can include just a number that ticks up/down)
  + Art, maybe
  + Non-emoji iconography
  + Animations/effects
* Music (I'll handle this, just need a place to put the files / deal with triggers. Not urgent)

TLDR don't care if it looks like shit as long as it's legible

Rules breakdown on pages below. DM me with questions. 🖖

MVP Cardset and the mechanics they establish (I'll fill in the rest later)

* Tax Collection (C1)
  + Spend resources
  + Gain resources
  + Clocks on Action cards
  + Subtypes (Statecraft)
  + Gaining cards to Objective Deck
* Hill Country Couriers (C12)
  + Modal payment (Food or Might)
  + Modal gain (Influence or Stability)
  + Card draw
* Hill Country Conscription (C11)
  + Gain card to hand
* Hill Country Archers (C13)
  + Retained effects - losing a resource
* Moon God Sacrifices (C17)
  + Retained effects - gaining a card to Action Discard
* Seditious Priests (C20)
  + "Spend any resource" mechanic
  + Advance random clocks involuntarily
* Conscription (C2)
  + Add action cards to hand
* Levy Infantry (C3)
  + Expendable cards
* Diplomatic Overtures (C5)
  + Modal cards
    - I picture this as like a little menu appearing next to the card with text like "1 Influence: Draw a card" that gets grayed out when the option is taken.
* Border Fort (C15)
  + Province cards
  + Mandatory cards
  + Gaining cards to Objective Deck
* Conduct Census (O18)
  + Check number of cards in deck and vary cost based on that
* Border Raid (O36)
  + Dilemma Objectives
  + Returning cards to deck
  + Fusion mechanic
* Enemy Invades (O37)
  + Fusion mechanic
    - You don't need to implement this card fully, I can do that. Just make sure it actually shows up properly if there's 2 Border Raids in the Agenda at once.
* Raid Beyond the Cataracts (O11)
  + Raid mechanic (paying might for food)
  + Card mark mechanic
* War Beyond the Cataracts (O14)
  + War mechanic
    - Ratio of might to progress
    - Ticking war progress down each turn
    - Losing a war
      * Gaining Raid Beyond the Cataracts
    - Winning a war
      * Choosing between 2 versions of Cataracts Vassal (C21 and C22)
* Raise Stele (O19)
  + Project mechanic
    - I.e. the fact that projects do not go down every turn
    - Variable input cost/ratio. Start at 1 food : 1 progress but should be changeable
    - Card replacement
* Royal Stele (O20)
  + Monument mechanic
    - Ticking resources every turn and destroying self when empty
    - Adding card to Objective Discard (in this case, Raise Stele)
    - Tracking number of times it has been played
      * Grand monument isn't implemented yet, but just have the timer tick up
* Cataracts Vassal (C21 + C22)
  + Province mechanic
  + Choosing between 2 versions of a card (see: War Beyond the Cataracts)
* The Long Exile (M1)
  + Milestone mechanics
    - Dilemma choices
    - Resetting the timer if it runs out
    - Moving on to the next card in the deck in order
    - Adding cards to Action Discard
* Ways of War (M2)
  + Milestone mechanics
    - Appearing only after M1 is resolved
    - Mechanics themselves not important, just the M1-M2 trigger

Phases:

* Action Phase
  + The only phase in which the player may play **Action Cards**, unless otherwise indicated. Progresses as follows.
    - Draw 5 cards
      * This amount can increase.
    - Play a card from **hand**, doing the following in order:
      * **Spend** the **resource** in the top-right hand corner of the card
      * If the card is a **Province**, check if the printed inequality is true
        + If it is true, resolve the given effect
        + If it is not true, resolve the "ELSE" effect
      * **Gain resources**, as appropriate
      * Resolve any additional card effects, as appropriate.
      * If there is a **clock** on the card, **advance** it.
        + If the **clock** is full, resolve the indicated effect, then empty it.
      * If the card is **Expendable**, **destroy** it.
    - Repeat the above steps any number of times until the player chooses to end their **Action Phase**.
      * N.B. the player may not end their **Action Phase** if they have any **Mandatory** cards in hand. They must play all **Mandatory** cards.
    - At the end of the **Action Phase**, resolve any **Retained** effects of cards still in **hand**.
    - Discard all remaining cards in hand.
* Crisis Phase
  + Spend **resources** from their **banks** to resolve **Objective** or **Milestone Cards** depending on their type.
    - *Projects*: **Spend** indicated **resources** to **advance** the **project** the indicated amount. If the **project clock** is full, resolve its effect.
    - *Wars/Crises*: **Spend** indicated **resources** to **advance** the **war** the indicated amount. If the **war/crisis clock** is full, resolve its effect.
    - *Dilemmas*: **Spend** the indicated **resources** to resolve a given path of a **dilemma** and resolve its effects.
      * Eg. Choosing the "Pay them off" path of "Border Raid" (O36) requires the player to **spend** one **food**. They then **gain** the "Blood Money" **action card** by adding it to their **action discard**. Because the card does not say **return (↩️)**, it is **destroyed**.
  + If resolving an **Objective** or **Milestone** causes the player to **gain resources**, they may use those **resources** to resolve other **Objectives or Milestones** in the same **Crisis Phase**. (e.g. "Daisy Chaining").
    - Eg. If the player with 0 **food** in their **bank** resolves "Raid Beyond the Cataracts" (O11) by **spending** 3 **might**, they instantly **gain** 4 **food**. If "Debt Jubilee" (O7) is currently in the **Agenda**, the player may immediately **spend** 3 of the **food** they just gained to resolve the "Forgive peasant debts" path of "Debt Jubilee."
  + Once an **Objective** or **Milestone** has been resolved, do the following:
    - If the **Objective** path chosen contains the **return (↩️)** keyword, move the **Objective** into the **Objective Discard**, leaving an empty space in the **Agenda**.
    - If the **Objective** path chosen does not contain the **return (↩️)** keyword, **destroy** the **Objective** card, leaving an empty space in the **Agenda**.
    - If the resolved card was a **Milestone**, place it in the **Milestone Discard**. Do not draw another **Milestone** until the **Reset Phase.**
  + The player may repeat the above any number of times. Once they no longer wish to continue, they may end their **Crisis Phase**. Proceed to the **Reset Phase**.
* Reset Phase
  + Do the following, in order:
    - **Advance** the **timer** on every **Milestone** and **Objective** that is still in play (i.e. was not resolved during the previous **Crisis Phase**)
    - If **advancing** the **timer** on a **Milestone** or **Objective** fills it, do the following:
      * *Milestone*: Resolve the text next to the **timer**. Then, empty the **timer**. Do not remove the **Milestone**. Do not draw an additional **Milestone**.
      * *Objective*: Resolve the text next to the **timer**. If the text says **return** (↩️)
    - If there is no active **Milestone**, reveal the top card of the **Milestone Deck**
    - Fill each empty space in the **Agenda** by drawing a card off of the **Objective Deck** and placing it face up.
      * If the **Objective Deck** is empty, shuffle the **Objective Discard** and place it face down as a new **Objective Deck**. Then, resume the above.
    - Resume play with the next turn's **Action Phase**.

Play Areas:

* Agenda
  + The space at the top of the screen with slots for **Objectives**. Starts with 3 slots, but increases over time.
* Hand
  + The set of available **Action Cards**, indicated at the bottom of the screen.
* Action Deck
  + The **Action Cards** that are yet to be drawn. Can be looked at, but the order is obscured.
* Milestone Deck
  + The **Milestone Cards** that have yet to enter play. Not searchable.
* Milestone Discard
  + Where **Milestones** that have been resolved in the **Crisis Phase** go during the **Reset Phase**.
* Objective Deck
  + The **Objective Cards** that have yet to enter play. Not searchable.
* Objective Discard
  + Where **Objective Cards** that have been resolved in the **Crisis Phase** go during the **Reset Phase**.

Card types

* Action Cards
  + Cards played from the **hand**. These go into the **Action Discard** once played or when the **Action Phase** is ended.
* Milestone Cards
  + The main quest. Resolved in order, from M01 to ???
* Objective Cards
  + Sidequests and deckbuilding opportunities. Placed faceup into an **Agenda**.

Card subtypes

* Expendable
  + If this card is played during the **Action Phase**, it is **destroyed**.
* Industry
  + Complex industry, handicrafts, and production. Generally used to **improve** **Action Cards** and requires **Trade Goods**.
* Ma'at
  + The cycle of the seasons, the favour of the gods. Generally used to gain **Stability**.
* Monument
  + Power writ in stone and brick. Generally the result of a **Project** and yields **Stability** and **Influence**.
* Misfortune
  + Calamities, great and small. Gained by card effects or by **resource** debt. Multiple copies of the same card usually **fuse** together into worse, more dangerous forms.
* Mandatory
  + This card must be played during the **Action Phase** and may not remain in **hand**.
* Province
  + Tributaries, outposts, and vassals. Costs no resources to play, but checks the sum of two **resources** and gains additional **resources** if the sum is above a certain threshold.
* Seasonal
  + If this card remains in **hand** at the end of the **Action Phase**, it is **destroyed.**
* Statecraft
  + The operations of state, the exercise of power. Generally **draws** cards or gains **Influence** or **Food**.
* Trade
  + The lifeblood of empires, the cords that bind kings. Gains **trade goods** at the expense of food, but is usually **seasonal**.
* Troop
  + Sailors, soldiers, and sellswords. Generally costs **food** and gains **might** or, more rarely, **influence** or **stability.** Professional troops have **retained** costs - fail to pay them at your peril.

Card keywords

* Advance
  + Fill in one slice of an active **timer** or **clock**.
* Bank
  + The player's current amount of each **resource**.
* Clock
  + A pie-chart divided into two, three, four, or six slices. Has an effect when full. Can be **advanced** by certain card effects. When on an **action card**, generally indicates the number of times that card (by card name) has been played.
* Crisis [x], [y:z], [⏳:a]
  + A political conflict, measured on a scale of 0 to 6-10, starting at *x*. Decreases by *a* every turn. Increases by *z* for every *y* of a **resource** spent.
* Destroy
  + Permanently remove this card from play.
* Disrupt [x]
  + Discard the top *x* cards of the **Action Deck**.
* Draw [x]
  + Add the top *x* cards of the **Action Deck** to the **hand**.
* Fusion: "x"
  + If two cards of the same name withfusion are in the **Agenda** at the same time, they are both **destroyed** and replaced by one copy of *x*. Draw an additional **Objective** to fill any ensuing empty space in the **Agenda**.
* Gain [resource or card]
  + *Gain resource*: Increase the bank of the indicated **resource** by the indicated amount. Any amounts above the **max** are lost.
  + *Gain action card*: Add the indicated card to the **Action Discard**.
  + *Gain objective card*: Add the indicated card to the **Objective Deck**.
* Gain [x] to hand
  + Add the indicated card to **hand**.
* Immediate
  + Resolve this effect as soon as the card is **drawn** (for Action Cards) or placed in the **Agenda** (for Objectives)
* Improve
  + Increase the **resources** produced by this card by 2. The card now also costs one **trade good** to play.
* Loop (♻️)
  + When this **timer** is full, empty it. Do not remove the card from play.
* Lose [x]
  + Reduce the indicated **resource bank** by the indicated amount. If this would make the **bank** negative, add one **Misfortune** of that resource type ("Border Raid" for **Might**, "Diplomatic Incident" for **Influence**, "Crop Failure" for **Food**, "Whispers of Treason" for **Stability**) for each **resource** the **bank** would be in deficit of.
* Replace
  + **Destroy** this card and place the indicated card in its place.
* Resources
  + Food (🌾)
    - Essential for the life of body and state alike. Generally gained through **Statecraft** or **Provinces**.
  + Stability
    - Political continuity, public opinion. Generally gained through **Ma'at** and **Monuments**.
  + Influence
    - Prestige, political cachet. Generally gained through **Statecraft**, **Monuments**, and certain **Troops**.
  + Might
    - Military prowess; power projection. Generally gained through **Troops**.
  + Trade Goods
    - Tin, gold, copper - the essentials of sophisticated economic life. Generally gained through **Trade**.
* Recur [x]
  + Add *x* cards from the **Action Discard** to the **Hand**.
* Return (↩️)
  + Add this card to the **Objective Discard**.
* [x] Max
  + The maximum amount of *x* **Resource** that the **bank** can contain. **Resources** gained above this amount are lost.
* Project [x], [y:z]
  + A long-term effort, measured on a scale from 0 to *x*, usually 8-10. Starts at 0. Expending *y* of a **resource** yields *z* progress. When full, usually **replaced** by another card.
* Reshuffle [x]
  + Shuffle *x* cards from the **Action Discard** into the **Action Deck**.
* Retained
  + Resolve this effect if the card is still in **hand** at the end of the **Action Phase**.
* Spend [x]
  + Reduce the **bank** of the indicated **resource** by *x*. You may not **spend resources** you do not possess (but you can **lose** more than you possess).
* Stall [x]
  + Reduce the progress of any **timer** by 1, *x* number of times.
* Timer (⏳)
  + A **clock** that progresses by 1 every **Reset Phase.**
* War [x], [y:z]
  + An armed conflict, measured on a scale of 0 to 4-10, starting at *x*. Decreases by *a* every turn. Increases by *z* for every *y* of the indicated **resource** (usually **Might**) spent.