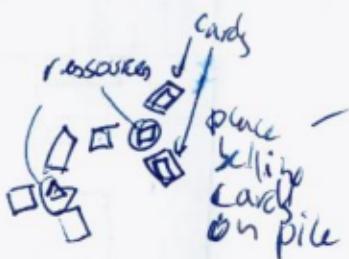
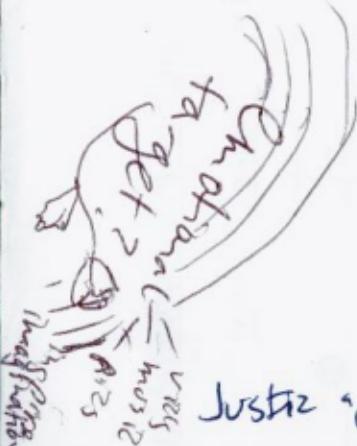


distribute own resources
this war of mine as card game
magie with gathering and



Splitting own resources
multiple rounds of simultaneous bets
highest everywhere wins
+ trading

Justiz "Wert" strateg (?)
markenkenntnis vs sachkenntnis

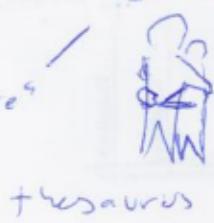
how to measure worth/value

leave the abstract "values"
for being more specific
love

destroying value

throwing away food
the dumpster game
waste for some (supermarkets)
good food for others

"belonging"



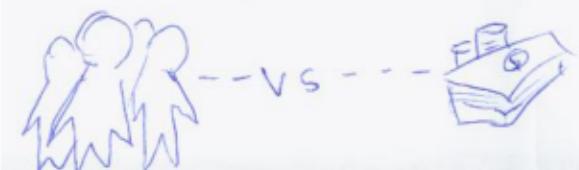
conflicts between the values/priority of cleanliness

→ focus on aspects

competition
markets
patronizing food



values in social norm vs market norm



--- bids flying around

fast, strong, while
white students



② money doesn't make you happy
game of banksters

• targeted domino

- survival card game
need to spend resources on each chart to stay alive
collaborative
get attacked by other gangs  food, water

- Social entrepreneurship
(profit)  social benefit
economically
doable

- market values / interests vs the public

~~not~~

United playing
(same color
or number?)

~~fulfilling~~

$2 \times 10\text{b}$

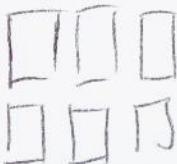
~~fulfilling both~~

$\rightarrow +1$ as gestalt

Collecting

collaboratively form combos / play hands
record them / every one counts for themselves

1st rnd



EZE

Start
card(s) (2 Hold
em)

2nd



4 wins
with deck of 52
+ 2 active
generating cards

@ 36 questions
do personality (own and
test afterwards for other)
& compare ~~self~~
self-image / friend image

start with small number
of cards
more personal give more / less points

@ test: ranking priorities/values

2-3 ms / question, 1 from each stage

get
get 1, pick 1
(or are melt-
able)

hand cards
of 3
how to
deal with
cards running
out & draws

e.g. Klos

poker hands
for a start
or use different
deck after the
turning

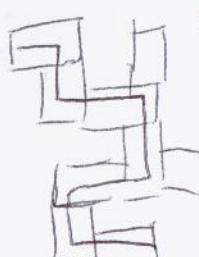
Schnaps-deck
other combos
skin & use low cards
as generators

get around

first
turn
disadvantage

taking turns
to play is better
 \rightarrow analyze what opp
is playing for

coop target



COOP

count
longest chain

make communication
even more error prone

@ 36

rank
values for

good friends

nic family

fulfilling love (interests?)

career

(political) accomplishment (?)

good food

time efficiency

b7y

3hr

↑

Afbari

könnte
prob'l sein

4er Farbe /

4er ^{color} Straße (rgb)

4er -- $\begin{matrix} o \\ \text{pure} \end{matrix}$ $\begin{matrix} o \\ \text{ass} \end{matrix}$

orth + (diag?)

intrinsisch vs extr-
(++) sum up numbers

schlechte

Karten

iwo unterbringt
dampen gleicherische Kombi
mit billigeren
Karte fürstellen

+THEMING

4er selbe Farbe

4er yrgb (warm → cold)

4er bgrY (cold → warm)

4er warme
(yrl)

4er kalte
(gb)

just color cards are
too easy
→ game will end in
draw too often

→ USE Unique subset
1 of each type(!)

yrgb

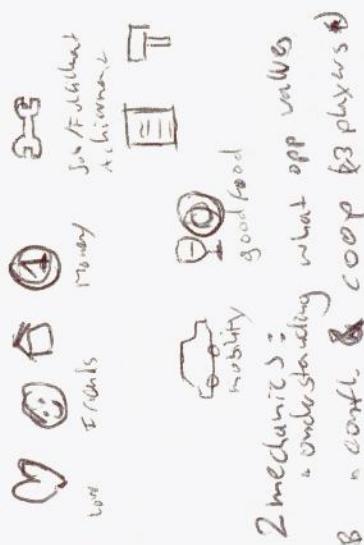
1 card determines shift

1 card determines "flip" to bgrY

Inhalt/Contenu/Content

Seite Page	Thema/Sujet/Topic

colors / values / priorities



Different values, playing political parties

phases of
voting → election → determine power for next time

policy

Following
an agenda

Conflic. / coop mechanics require
using same card for multiple possible
combos

her colors her numbers (numbers
for x-ray &
her logy
her logy
(or mod 2 seven/odd)

Understanding values should have a bigger role
values should be non-binary (have goal
should be non-binary (have goal
not
then
↳ 2 obj combination or both given x3 pts,

different worth's of life
e.g. 3/5 live

true value / cost
e.g. soft food production

of time
~~of time~~ want - adaptation
this ~~is~~ survival game
survival mechanics
scarcity which becomes
trivial things valuable (& expensive)
immensely more
organish / alergic behavior

Given on self-realisation &
ethics?
1
difficult
grey area
choices
clumsy
vs
soft

papers please - card game

2 parties choose to go shopping with friend, money or shopping with friend + available resources as resources available clumpster(s?)

need to meet friend

this top hpc's

WAR of mine

Stealing (1) / pc
Stealing { option
Limited production

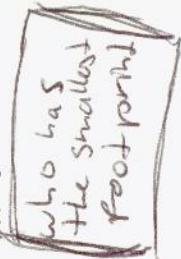
Limited trading

Scarce
consumption
resources

Offensive
of live other
orwards to
win



/
not possible
for everyone



mechanic for trading:
decreasing chance
d20s d4 units



loss of ethic
of shopping as
a dump store

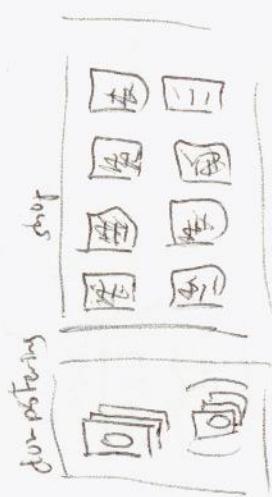
hungry the other way around

clumpster vs bio vs local

Scored
rich bo bo
bio human (empirical
vs artist)
stable in if possible
stolen
dishes give
more friendly
more friendly
hit high
high expensve
to live ethically

need ethical dilemmas and/or
facts/techniques to learn

new rationales the boys
and girls
Propaganda - simulator/
convincing, lobbying



minimal rules 1 start card in center
5 cards each
+ no objective card → debrief
color

each turn:

- draw 1
 - place 1 (orth - neighbour)
 - 4er row (incl. diag) in obj.
 - color wins
- no duplicate cards
class not when 2 would become

Q

smaller cards
nr of players +1 colors?

how to deal with space limit?
n table
• deck size

@ length of game: obfuscate first
pre and Q: obfuscate first

Current version:

Subjektive Objective

- 2 players with 2 decks, each:
 - Played with 2 decks, each: hrs from 1 to 4 twice in each of the four colors (color, hour, work, love)

(a) every one draws a number and a color from the 4+4 objective cards

(b) everyone draws 6 cards

every person:

- 1) Place a card next (orthog.) to another (except for the first card which ~~must~~ just gets placed on the table.

both players:

- 2) check if there's any row (incl. diagonal(!)) of their color and/or number

if so they win (might draw by accident)

- 3) draw a card so you have 6 again

10 Note: During early game obfuscating Young girl is important

Iteration dokumentiert

Trusts you
ZJ Finder

No Frontier

Democracy

To Face Utter - the game

Warzone Civilization, coop play?

Calculating who getting more budget + how worse dentro

4 military industrial complex

the game

cyber - *

most money wins

auf 3x3 op's

for colors

colors

even (odd) mod 4 nrs

~~1 2 3 4~~

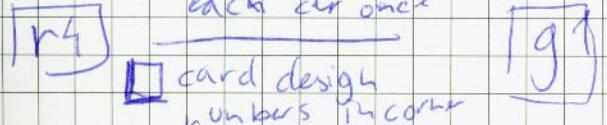
~~1 pt parity~~ (?) or both
(3 cards)

many points → 1 pt + 1 obj)
(3 pt both)

neg possibility almost impossible
space!!! mit Grundrechnungsart
wzergbar

each nbr one

each clr once



(?) diag anlegen? → wir zu
↳ sonst mehr karten

auf 3x3 optione

2 decks
cards → (2) bigger 2? /
 mark who played what?

Zu wenig auswahl

6 Handkarte, nach her ziehen

Disqus & jekyll

Subjective objective