distribute own resource

this woar of mine as card game

magic with starving units

Splitting own
ressources

multiple rounds
of simultaneous
bets

highest everywher
wins

+ trading

target ?

cards
ressources
place
selling
card
on pile

Justiz "wert"strah (?)
mensch leben vs sachschaden
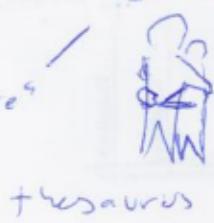
how to measure worth/value

"belonging"

thesaurus

leave the abstract "value"
for stg more specific
love

defying value

throwing away food
the dumpster game

worthless for some (super markets)
good food for others
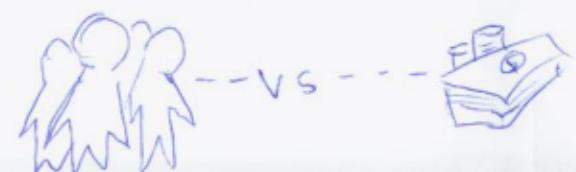
conflicts
between
the value/
priority
of cleanliness

focus on aspects

competi.

s markets
poisoning
food

having no money
to pay heating & electricity
everything becomes instantly more
valueable / less of a give

but different
priorities

values in
social noorm vs market noorm

--- vs ----

@ won
Create
Free
Account

bids flying around

@ money doesn't
make you happy
game of banksters

fast swing
while stsdsns ballot

- targeted domino

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

- social entrepreneurship
  (profit) → social benefit
            & economically
            do-able

- market values / interests   vs   the public   fulfilling both | fulfilling

 united placing
  (same color
  or number?)
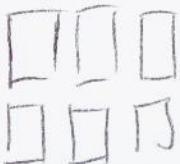
  2×1 obj
  → +1 as gestalt

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

1st rnd → ☐ ☐ ☐
          ☐ ☐ ☐

[E2E] Start cards (v Hold em)

4 wins with deck of 52

+2 objective generating cards

1st rnd → ☐ ☐ ☐
          ☐ ◇ ♣ ♠
          ☐

e.g. flush

[E2E]
@ 36 questions
do personality (own and for other)
test afterwards
& compare ~~nothing~~
self-image / brand image

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

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

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

do it with small number of cards
more personal give more / less points

harder ~~hands~~ give more points

So the 4er combos sim
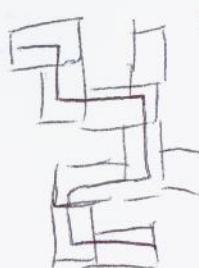
Schnapps-deck & use low cards as generators

combos

@ tests ranking priorities / values

2-3 mins / question, 1 from each stage

first turn disadvantage ⇐ taking turns to play is better → analyze what opp is playing for

coop target

coop make communication even more error prone

count longest chain

@36 | rank values for
good friends
nice family
fulfilling love (interest(s))
career (political accomplishment (?))
good food
time efficiency

"would you rather have"   too ctxt specific   get specific

"Assuming you weren't occupied tomorrow / if you could spend your day tomorrow doing anything would you rather"

36

try
3er
↑
Atari
könnte
probl sein

4er Farbe /
4er color Straße (rgby)
4er ·- ⌒o ⌒o
           Dame Ass

+THEMING

orth + (diag?)

intrinsisch vs extr.
(++) sum up numbers

schlechte
Karte
iwo unterbring/   gegnerische Kombo
dampfen   mit billigerer
                          Karte finishen

4er selbe Farbe
4er yrgb (warm → cold)
4er b g r y (cold → warm)
4er warme
      (yr)
4er kalte
      (gb)
↙

y r g b
    ⟶
1 card determines shift
1 card determines "flip" to bgry

just color cards are
  too easy
    → game will end in
       draw too ofte
  ⟶ use unique subset
     1 of each type (!)

colors / values / priorities

♡ Love   Friends   Money   Job / Fulfillment Achievement 🔧

mobility   good food

2 mechanics:
  • understanding what opp values
B • confl. & coop (3 players)

different
values, playing political parties

phases of voting

• election → determine power for next rnd

• policy

Following →
an agenda

Confl./coop mechanics requires
using same card for multiple possible
combos

4er colors   4er numbers (4 numbers
4 x rgb y   each card
4er bg r y   2-3 times
              mod 4 in deck)
              (or on od₂ → even/odd)

Understanding
values should have a bigger role
       should be non-binary (have goal
                              → or not)
       └→ 2 card obj   often
          combination of both gives x3 pts

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

true value / cost
        e.g. of food production
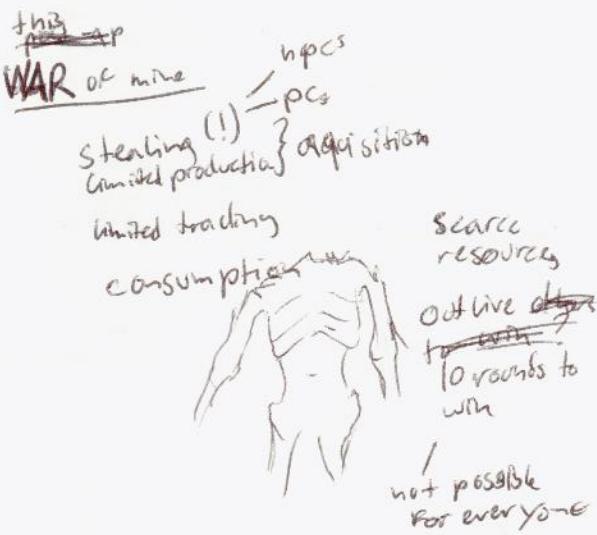
                    of mine
"this is my warf" — adapting
survival game
scarcity mechanics
trivial things which become
immensely more valuable & expensive
(e.g. ogadishu / allepo / kabaul) —

games on self-realisation &
change   ethics?
1 priorities/
2 values
3 habits
                              difficult
      dumpstr ethics   grey-area
      vs bio   choices

2   3

papers please ~ card game

~~this~~ ~~ap~~

__WAR__ of mine   n pcs
                        ↗ pcs
Stealing (!) ↗ ⎫ acquisition
limited production ⎭

limited trading   scarce
                               resources
consumption

                               out live ~~others~~
                               ~~with~~
                               10 rounds to
                               win

                               not possible
                               for everyone

---

2 parties
choose to go dumstering
or shopping   with time, money
as ressources   +
                       available
                       dumpsters(?)

need to meet dmd

🗑 mechanic for finding:
   decreasing chance
         d20 → d4 units

~~____~~ compet : ⎡who has⎤
                  ⎢the smallest⎥
Loss of ethic   ⎣foot print⎦
  if shopping as
  a dumpster

hunger the other way around

dumpster vs bio vs local

special   rich bobo   scores
favourite "einkommen (empirical
dishes give   vs "ethel" if possible)
more yummsy   "stobi"?
               student
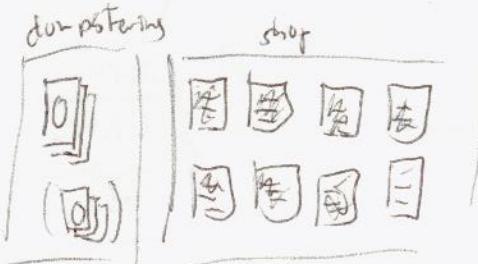
→ "it ~~is~~ can be expensive
     to live ethical"

need ethical dilemmas and/or
facts/techniques to learn

dumpstering   shop

"revolutionize the boys
and girls"
propaganda - simulator/
convincing, lobbying

minimal rules   1 start card in cent.
      5 cards each
      +1 objective card → defines
                              color

each turn:
      draw 1
      place 1 (orth. neighbour)
      4er row (incl. diag) in obj.
      color wins

      no duplicate obj.
                    cards
      (exscept when 2 would be chan

_____

smaller cards ☑
nr of players +1 colors?

   how to deal with space limit(?)
      □ table
      □ deck size

@ length of game:
      preamble: obfuscate first

8   9

Current version:

Subjective Objective

- 2 players
- Played with 2 decks, each:
  - nrs from 1 to 4 twice in each
  - of the four colors (coin, house, work, love)

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

Ob) everyone draws 6 cards
every turn:

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

2) both players
   check if there's any row
   (incl. diagonal(!)) of their
   color and/or number.
   if so they can (might be a
   draw by accident)

3) draw a card so you
   have 6 again

10 Note: During early game obfuscating
        your obj is important

☐ iteration dokumentieren/
   Tests um minimal playable
   zu finden

NO Frontier

- Democracy

- To Faculty - the game

- Warzone Civilians, - outliving?
                    coop PvE

- escalating war, getting more
  budget for more destr..
  4

- military industrial complex
     the game
  cyber-*

  most money wins

11

~~4c color~~   auf 3×3 opts

colors
~~exp / odd~~ mod 4 nrs
~~⊕~~
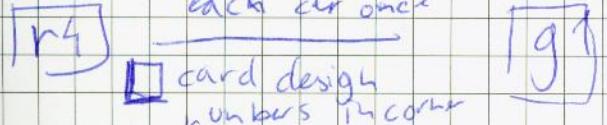
~~1pt per obj~~ (?) (or both)
                    (2-3 cards)
many
positions → 1 pt 1 obj
          (3 pt both)
neg possibility   almost impossible
space!!!   mit Grundrechnungsart
             erzeugbar
         each nr one
         each clr once

[r4] ─────────   [g]
    ☐ card design
      numbers in corner

(2) diag anlegen? → kürze
          ↳ sonst mehr karten
[?] auf 3×3 optionen
    begrenzen?
2 dechs/ops
cardb → [2] mark who played what?

Zu wenig auswahl
☐ 6 Handkarten, nach her ziehe

☐ disqus 4 jehyll

Subjective objective