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Mystic vale app review

PlatformsAndroid, iOS, & Steam Multiplayer OptionsSynchronousCross-platformOnline leaderboardsPass-and-play Mystic Vale is a deck building, card-crafting game with Nomad Games that gives the port of AEG the title. Players take control of druid clans trying to purify the curse of the country. Play cards to improve your deck and generate victory points (VP) until the supply is empty. The big twist here is that players actually upgrade their cards rather than just adding new cards to their deck as is the case in a more traditional deck builder. When the VP pool is gone, that turn ends and the game ends, the player who secured the most VP wins, this usually takes about 15 minutes, but can be cut down to ten or so using the quick mode option. The big hook of Mystic Vale, the physical game, was that your deck of cards was sleeve cards that you would buy mostly transparent progress to slip into your sleeves, instantly improving your hand without adding any new cards. They named this card. This makes for a really interesting game to port because much of the appeal was in the physical act of upgrading a card. How would that translate to digital? Play starts with each player having a 20 card deck. Eight of these are empty, three simply give a mana (the currency of the game), and nine give a mana and a decay. The top card in the deck is flipped and if the derelict on the card does not bring your total to three or higher, it moves to play for the turn. This is repeated until you reach three decays, then you have to decide whether to accept all your playing cards as your hand for the turn or if you want to press and place the card on top of the deck in play and turn the next one. Should the next card put you over three lapses, you have ruined your hand and are not allowed to spend mana or use any other abilities provided by your cards in play this tour. If you avoided destruction, your mana is summed up, along with spirit symbols, VP symbols, and any other symbols or card abilities are adopted. You will have a mana total, spirit symbol totals, and VP sums. The mana is used to buy progress, which gets placed on one of the cards you played this turn to improve it. Each advancement takes a third of the card (top, middle or bottom) and you have to place it in a card that doesn't have an ability in that spot. You may purchase up to two advancements per lap. If you have enough liquor symbols you get to buy vale cards, also limited to two per turn. These remain in play all the time and can provide an extra mana, VP, spirit symbols, or any other ability on every turn that you don't spoil. Play cards, optionally press your luck to get more cards in hand, buy-in progress and, later in the game, vale cards, eventually earn VP. It's the basic game cycle. There are two types of VP. Blue background VP is taken from the communal pool that acts as the game timer. Gray background VP count the same in , but do not break out the common supply. Both are provided through higher price advances and vale cards. The game changes traditional deck building by allowing you to update cards rather than adding new ones, and also in the fun drive your turn aspect. One of the side effects of the update system is the lack of short trash that is so widespread in some others in the genre. What does it all add up to? For me, it's okay, not good. I really like the idea of short crafting and push your turn aspect. With the base cards, the card abilities are a little limited and this makes the games quite repetitive quite quickly. The app includes the first expansion for free, it increases the number of progress es. It's a good start, and some of the new abilities are fun and interesting, but the majority of them are just the same basic symbols distributed a little differently. In short, I think Mystic Vale presents a really interesting concept but not necessarily a really interesting game as far as the core goes. As I will mention later, the expansions do a great job of adding interesting strategies to the game. Mystic Vale is taught through a series of four tutorials along with a quick reference text overview of the game. The tutorials go through the basics of the game, from how a tire builder works to the details of abilities, icons, scoring, etc... Each tutorial moves through quite quickly, you should be able to complete them all within about 20 minutes. These are pretty well made and do a great job. The Quick Reference Guide is a bit odd in that it doesn't explain some of the very basics (like how to buy progress for existing cards), but rather goes you through the turfas. The bottom line is that if you are familiar with tire builders, the tutorial will feel a bit pulled out but will teach you the unique tire builder twists Mystic Vale offers. If this is your first tire builder, the tutorial is a great way to learn. The game looks good. The menus look good and are easy to navigate. The artwork is nice and may shine when cards are in the purchase line. Once progress has been added to your hand, the artwork is minimized, but the thumbnail views are also appealing to look at. At every turn, seeing your tally of buying power and spirit tokens is the key piece of information. This is easily accessible via a small icon bar above your play area. Your cards are played automatically until you reach three spoil markers, with the cards in games easy to navigate, swipe to view extras if you've gone off of the default screen area. Points and the remaining VP are displayed against the side of the screen. All this is good, but is a bit crowded on even a large phone. Control-wise, the game is mostly well done. You will pull-and-drop when acquiring new progress or vale cards and it works fine. The decision to shoot or move to the harvest phase is controlled by small icons on the bottom Screen. They are well separated from each other, so a mishap is not likely, but they are quite small so I could see them being easy to miss on a smaller phone. This feels like an artifact of porting from the PC version. Swiping between progress and vale cards took me some games to get used to, but works fine. One thing I've done a lot of times is forget to stop shooting before I try to buy. I'm not sure of an elegant solution other than me remembering the rules. The game has an undo button on purchases. It also has a quick mode option in the settings menu that skips much of AI's lap. I've found this cuts my playing time by about 40%, so barely ten minutes if a normal game takes me 15. The game has other nice convenience features like reminding you if you end a turn while there are still cards to buy. The game has real-time online games, which are cross-platform between Android, iOS, and Steam, along with local pass-and-play. Games are created and united via an online lobby, you choose the timeout you want (from 30 to 120 seconds, or off that should not be confused with an asynchronous game), which expansion(s) to use, and whether to add any AI players to the mix. The game creator will have the choice to start the game as soon as someone else enters the game. You can make a private game so that other players can enter the same room name to join. An invite system would be a welcome feature for private gaming. Online play works just fine. Games fly off quickly given the small timeout and I haven't had any problems while playing. There is an in-game chat. The game has an online leaderboard as well. The game was updated to include local pass-and-play. Single player has five different AI levels to play against any scale from easy to hard. When you start a new game you choose the number of opponents, like expansions you want to use (some have specific settings you can switch), and what VP pool you want to use, which will adjust the length of the game. I'm new to the game but have experience with tire builders. I found the first two AI levels to be pretty easy, but not really pushovers. Beyond that, I've found AI to be pretty good. It will audibly crush me at the third difficulty level if I swing for a strategy and don't connect, as happens to me a lot in this game that you can build strategies that require you to complete progress with certain card types, and it's easy for those plans to fall apart. I have earned victory against 4th level AI, but have not come very close against the toughest in limited trials. When you leave a local game, it will automatically save and you will be given the opportunity to resume it the next time you go to play. The game doesn't have any state hold, but has 32 achievements to chase, which is always a fun addition for completionists. Deck builders and expansions join forces like

Keats and Yeats (niche reference alert!). The app will with the first expansion: Vale of Magic. This does what initial expansions generally do and adds more of the same to the base game. If you played with it from the beginning, you would be hard pressed to pick out which cards came from the versus the base game. More expansions that make more and cooler things are on the way. A second expansion, Vale of the Wild, has been added as an in-app purchase. This creature adds more varied advancement abilities as well as short leaders. Mana Storm adds a transparent card type, new amulets that change the bonus you receive after destroying, and the new standard sets of progress and leaders. The game has shifted from some really interesting mechanics without much behind it to a game with some really interesting mechanics with a variety of fun cards and abilities to round out the game. I like the core concepts around the game, and it really starts to shine as you add to the available expansions. The app is well made, with no obvious implementation flaws holding it back and providing tough AI opponents. The primary complaint is that online games are limited to real-time only. Also, the decisions about what made it to release some head scratches are sometimes. I can spectate an online game (admittedly a very cool feature we haven't seen anywhere else), but the app doesn't track my profit/loss record? After the first waves of updates, Mystic Vale has landed in a good place. There are still missing some features we'd love to see (above all, asynchronous online play), but what's there works really well and the expansions have really done a great job of rounding off the game. For me, I will only play with the expansions going forward, which makes the total purchase price a bit steep, but it's a decision for the user. Mystic Vale is a very well made app that implements a very unique twist on the deck builder genre. - The app looks and plays well, a very good implementation- Some fun, unique twists on deck building- Good AI opponents will present a stout challenge - No asynchronous online play- No state keep- Expansions seem necessary to round out the game Our Rating Rating

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