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About This Game

Smash Up is the award-winning shufflebuilding card game designed by Paul Peterson, now available in a beautiful digital adaptation so you can play on the go with friends all over the world. In Smash Up, players draft two faction decks from their choice of pirates, ninjas, robots, zombies, and more, and combine them to create a hybrid team that is a force to be reckoned with!

A SPECIAL GAME EXPERIENCE!

The "shufflebuilding" game Smash Up starts with a simple premise: Take the twenty-card decks of two factions, shuffle them into a forty-card deck, then compete to smash more Bases than your opponents! Each faction brings a different game mechanism into play – pirates move cards, zombies bring cards back from the discard pile, dinosaurs have huge power – and every combination of factions brings a different play experience.

THINK STRATEGY!

During play, Base cards (each with their own difficulties and abilities) are in play. Combine wisely your characters and actions' cards to obtain the most power! You attempt to have the most power on the Base from your minions when the Base is smashed.

Sounds easy? How easy is it when an opponent's Alien-Ninja decides to Beam Up your minions to other Bases - flat out Assassinate them? What about when the Pirate-Dinosaur player Full Sails in and releases King Rex to stomp your minions into the ground, or when the Wizard-Zombies use their Mystic Power to create an Outbreak, suddenly flooding minions onto the Base from the discard pile? Or what if you faced a Zombie-Dinosaur player instead and he created an Outbreak of massive beasts all at once?!?

SCORE THE 15 NECESSARY POINTS & WIN THE GAME!When a Base is smashed, each player in first, second and

third place scores points. Fourth place? Sorry, bro – try harder next time.
With nine different factions, Smash Up includes dozens of combinations to try. Pirate-Aliens play different than Ninja-Aliens, for instance. Which will you use to smash up your opponents?
And did we mention the dinosaurs have laser beams?

FEATURES

- Online Cross-platform multiplayer: 2 to 4 players
 - Play with 4 players or solo against the AI
- 9 faction decks, including the base game set and more: Zombies, Aliens, Dinosaurs, Ninjas, Pirates, Robots, Tricksters, Wizards & Geeks
 - Random or manual faction selection
 - Fully automated scoring
- Tutorial system plus 'Step Through' and 'Review' modes to help players learn
 - Leader boards & Achievements
 - Contains 16 Base cards to compete over

Title: Smash Up: Conquer the bases with your factions

Genre: Strategy

Developer:

Nomad Games, VooFoo Studios

Publisher:

Asmodee Digital

Release Date: 12 Oct, 2016

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English,French,German

0 Jefferson

5 Florencio

3 Melodée

2 Kathryn

4 3 2 0 / 21

3 1 1 6 / 17

4 3 2 0 / 1

5 3 2 0 / 2

2 3 2 0 / 1

M A

2 2 A A A A

GuiAsmo, choose a card to play.

2 Collector

Minion

You may return a minion of power 3 or less on this base to its owner's hand.

The screenshot displays a game interface with the following elements:

- Player List (Left):**
 - Jefferson: 3
 - Florencio: 8
 - Melodee: 7
 - Kathryn: 9
- Game State (Top):**
 - Jefferson: 2 2 1, 0 / 25
 - Florencio: 2 3 2, 0 / 18
 - Melodee: 2 3 2, 3 / 18
 - Kathryn: 4 3 2, 23 / 21
 - Unlabeled: 3 1 1, 0 / 17
- Hand Cards (Center):**
 - Jefferson: 7, 3, 4, 4, 5
- Deck (Bottom):**
 - 2, 2, A, A, A
- UI Elements:**
 - Play button (yellow triangle) at the bottom left.
 - Instruction text: "GuiAsmo, choose a card to play." at the bottom center.



GuiAsmo pick your second faction!

smash up conquer the bases with your factions

If you're a fan of the physical game, sure, buy it. If you're not a fan of the physical game or haven't heard of it and are just looking for a fun card game, look elsewhere.

The game is by Nomad Games who have made Talisman: Digital Edition and Talisman: The Horus Heresy. If you've played either game, you'll know that having a functional UI that makes any sense is not one of their strong points. Unfortunately that carries over to this game. Turn phases often don't make any sense and you'll have no idea what you're clicking continue for. You see, everything gets condensed into a single line of text right below the bases and that text itself is too often ambiguous. You just kind of shrug and click continue and the game... well, it apparently does some stuff and continues on.

That aside, there are problem card interactions. Given the length of time it takes them to squash out seemingly simple bugs in Talisman, I wouldn't hold my breath. Maybe it's unfair to critique a game based on the developer's past attempts at converting physical board games to the digital realm, but I really don't have high hopes of this game ever feeling like a finished game where rules interactions are all done by the book and the game both looks and functions flawlessly. It's certainly not there right now so maybe it is fair.. game is really fun i can't wait til more card types are in the game. Fatal Errors: The Card Game. You guys have done a great job putting this together. I'm really looking forward to more and more expansions being added in the near future. Don't stop! :D. I love it! Everything I could have hoped for in a computer adaptation!

Great game! Hopefully we can see expansion pack soon! I've been a huge fan of smashup and wish I'd known about this game being on Steam sooner. I'll definitely be telling my friends about it and buying a few dlc copies for others.

Really well programmed game and very intuitive. Didn't even have to think about how to do things with how simple and well done the layout is.

People complaining about having to buy the card packs need to get a job. Gotta love children that think they deserve everything free in life.. I've bought every physical expansion bar Big in Japan which isn't released here.

I've been waiting ages for this to come out, and when it does it peaks at 15 daily users, and because of my timeone when I try and play there is noone online.

When I do find a match, half the time the game dumps me out before the end of game, and my stats have been wiped twice. I didn't buy this game to play against an AI, I bought it because there are very few SU players near me.

Such a waste of money. I expected more from AEG. If this is the quality of product they support, I'll be more wary in the future.. i cant create an asmodee account. never get a confirmation email. on android and on steam version. The user interface takes a bit of getting used to, but ultimately it works fine. I would recommend someone who has not played be introduced first to the board game itself, with other people who understand it and can explain and play with you. I've played so much and am so comfortable with the rules that this Steam version is just fine, but I could understand if a new player got frustrated trying to learn it this way.

I can only imagine the developers will keep improving it, and I look forward to more of my favorite factions (go Killer Plants!) being introduced in the future.. Smash Up's aight as a board game. The card effects mean it's really hard to plan a long term strategy without just getting boned by random card effects, resulting in gameplay that's less strategic and more just two players taking turns telling each other to go themselves.

Where this goes horribly ary is the quality of this PC porting of the rules. The UI is extremely clunky, pausing gameplay at arbitrary points, hypothetically waiting for players to respond to in-game actions, but when the player has no ability to respond, resulting in points where you're staring at the screen waiting for play to continue, before realizing that you're supposed to click this tiny inconspicuous button in the corner.

The biggest problem, though, is that the game doesn't tell you the targets of actions, meaning that a player will play a card and you'll be scrambling through the cards on the field to figure out what the hell just happened, ignoring what the hell is currently happening in the process and making the whole thing a mess. Just play it on TT Sim.. Recommend once issues are fixed:

I love Smash Up, I own the physical game and a couple of the expansions. It is one off my favorite games to play. So, you understand why I was excited when this came out.

But so far, I'm kind of disappointed. I've only tested it out a few times (versus the bot) and already have come across issues where some cards don't play right, or do something they shouldn't have done.

For instance, in the Trickster faction, there is a card that prevents an opponent from playing actions on their next turn. I played this against the bot and then, on it's next turn, they played an action! This shouldn't have happened, since my card should've blocked it.

Some of the other issues I encountered might just be down to the game's understanding of the language used on the cards. In one game I played an Armored Stego coupled with an action that protected it from an ability. On my next turn I played an action that allowed me to select one of my played minion's power score and destroy the opponents minions there (with power less than my minion). I chose my Stego (power 3) and the bot's minions (all power 2) should've been destroyed. Instead what happened is it only destroyed the action attached to my Stego. The action attached to the Stego dictated it's destruction if an ability would AFFECT the Stego. The action I played to destroy my opponent's minions didn't affect the Stego. It wouldn't have been destroyed, moved, or returned to my hand. The action merely allowed me to select that Stego's power score, not affecting it in any way.

Because of this misunderstanding in the card's language, my Stego was destroyed and the opponent won the game.

These are extremely frustrating problems that I hope will be fixed. Once they are, i'm sure this will be a much better game.. Smash Up is a fantastic card game for up to four players. The basic rules are very simple. And as long as you have at least one person who knows what's going on, the game is very easy to follow.

Smash Up, the digital game, however, is a mess. It's still Smash Up. It's still kind of fun if you REALLY, REALLY like Smash Up, but the UI and the way you interact with the cards is horrendous. It's a mess. It's clunky. It's hard to follow. And, with what little experience I had with this game, not many people were playing online. That means you're stuck playing against bots. That means you're stuck playing against bots with the vanilla game's factions (plus Geeks).

I do have high hopes for the game, though. If they dramatically improve the user interface and add drag-and-drop functionality, this game could be a winner. It's frustrating that they failed to copy an already great existing UI - Hearthstone. Just copy that. I can picture it in my head right now. Copy that and you're golden.

I think hardcore fans of the card game will struggle to find a reason to stick with the digital version for very long. It's just not ready for primetime. And it's certainly not worthy of your \$14.99. Pass... for now.

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