Appendix A: Statistics

T25a Statistics

805 → Total number of Cards in the deck.
604 → Total non-number.
201 → Total NUMBER Cards.

22 → Total new non-NUMBER cards added this tranche (T25a, excludes RELICS, 1 total in T25a).
17 → Total new Homebrew Cards (excludes RELICS, 1 RELICS in this Homebrew tranche).
5 → Total duplicates added (a new copy of an existing card to maintain balance, e.g. FULL REFLECTION).

(things don't balance by a few sometimes to to the out of band mechanisms to add RELICS)

T25 Statistics

772 → Total number of Cards in the deck.
579 → Total non-number.
193 → Total NUMBER Cards.

118 → Total new non-NUMBER cards added this tranche (T25, excludes RELICS, 5 total in T25).
33 → Total new E8.1 Cards (excludes RELICS, 0 RELICS in E8.1).
34 → Total new E8.2 Cards (excludes RELICS, 3 RELICS in E8.2).
26 → Total new Homebrew Cards (excludes RELICS, 2 RELICS in this Homebrew tranche).
25 → Total duplicates added (a new copy of an existing card to maintain balance, e.g. FULL REFLECTION).

(things don't balance by a few sometimes to to the out of band mechanisms to add RELICS)

T24 Statistics

577 → Total number of Cards in the deck.
433 → Total non-number.
144 → Total NUMBER Cards.

96 → Total new non-NUMBER cards added this tranche (T24).
60 → Total new E5.2 Cards (excludes RELICS, 16 RELICS in E5.2).
36 → Total new Homebrew Cards.
20 → Total duplicates added (a new copy of an existing card to maintain balance, e.g. FULL REFLECTION).

(things don't balance by a few sometimes to to the out of band mechanisms to add RELICS)

Reference Note (update this one each new tranche):

For reference, there where about 410 cards in the T12/E8 port (first homebrew printing), so about 390 cards have been added in total since then (T21, T24, T25, T25a).

Process Notes:

NUMBER cards are added to keep the ratio of NUMBER to total cards at about 25%, and a weighted average of about 3.29, which are the historical E6 averages. It is noted, that starting in E6.1 and continuing, these ratios have skewed. Each time I have added stuff have made it a point to maintain these ratios, and have done so again here.

Each non-NUMBER Card is classified into one of 16 categories (a RELIC is classified when added to the game via the JOKER mechanic). The goal is to add cards while maintaining these ratios to historical norms. This is so we don't get too much clutter and not enough ways to remove it, or vise versa; Attacks, Counteractions, STONES, mobility, and so forth.

This can be hard, especially when we have too many of a type, as the remedy is to either remove cards, or add tons of cards in other categories to balance it, neither of which I want to do. A NUMBER card is added for every 4 RELICS added.

On this point, I shoot for a variance of less than 50 basis points. When some categories are 3% or less, even a 30 basis point variance seems large to a purist. I'm optimistic that this will not change the feel of the game too much. In this case, I hit this target in 15 of 16 categories (for T24). The one I missed on is TRAP!, given the large number of traps added by E5.2. My remedy, in this case (T24), was to weaken some of the TRAP!s in the E5.2 set. I did this for 2 or 3 of them. These will be marked with a ** code. For T25, I again hit 15 of 16, with Monsters being high (variance of 1.23%), and while Counteractions hit in both categories (major and minor), in aggregate they were a bit high. Monsters were high due to E8.2 being Monster themed. I did not apply a remedy for T25; I think this will be fine, but we'll see.

I also classify some cards as "insta win", meaning you can use them quickly to win and no one will see them coming. For example, POWER RUN. The historical ratio is 2.37%, while T24 pushed this to 3.00%. The nominal goal for this is 2%, so this is high. This arises from the decision to add the E6 era SWAP HOME BASES card, as well as some of the E5.2 cards being powerful. T25 drops this to 2.68%. Next tranche (which will be small), will not add insta win cards.

I also specifically track door manipulation stuff, DISPEL CREATION, and REMOVE CURSE like stuff. These ratios did not change materially in T24 and T25 (cards were added to make it work in these tranches).