Auto Chess

Auto Chess is a mobile auto chess that was original the Dota Auto Chess game on the Dota workshop. An auto chess game allows players to buy pieces from a random selection and place them on a board for them to fight other players' pieces. Each piece has a race and a class that allow it to get synergies when you get a combination of pieces of the same race or class. These synergies give special effects to help increase stats or give special abilities to the pieces of the that race/class. These synergies can also have different ranks depending of the number of pieces in the synergy and increase the effect. Pieces can also upgrade into higher rank versions of themselves to increase their stats when you three of the same kind of the same rank. Players are limited to place the number of pieces of the board by their level number. If you are a level 5, you can only have 5 pieces on the board. Players gain experience after each round. Items also drop after matches that allow you to increase the stats of one of your pieces. These items can be combined to stronger items that give you additional effects. The game has an economy for each match. Players gain after each round and use that gold to either buy new pieces, reroll new sets of pieces to buy from, or gain experience points to contribute to your level. Gold gain rate changes based on how well you are doing during the match, like if you are on a win streak, you gain an additional 5 gold.

Auto Chess has many choices involving team combinations with the pieces. There are 42 pieces in total with them adding new ones every update. Players can do different synergies to so which ones work better with other synergies. Players also can change their teams mid-match and go a completely different team if there is not working out. This design aspect lets players who could almost lose the match comeback and possibly win. Though the randomness of piece selection can get annoying and favor other players. Compared to other auto chess games I have played; Auto Chess also gives you a lot of gold to spend on. This results in players having lots of leftover gold which some players just spend all their money towards the end. This can result in slowdown in the middle of the matches as players don't do anything and wait for the end. There is also choice in the actions you should take like to buy a new piece, buy a duplicate piece, or buy EXP for your level. This can develop to different strategies like winning by having more pieces, or winning by having stronger pieces.