Clash Royale connects with chess

By Cohen Reutzel

"Oh no! I've got 412 HP left on my Princess Tower, and there is a Goblin Barrel about to take it out. Counter with the Log, place Lumberjack, followed by Hog Rider. They try to counter with Skeleton Army, but I am prepared to counter with Goblin Curse. YES!! My Goblins overran his King Tower for the Three Crown Win." To many of you, this may seem like gibberish, but to the majority of students, it is one of the most popular mobile video games in the world right now.

Clash Royale, a SuperCell Player vs. Player game, is once again catching the attention of young gamers. Clash Royale was released back in 2016 and has gone through various stages of popularity, and is on an uphill climb again. According to statistics on the Icon-Era website, the number of monthly players has increased by about 35 million in the past year.

Why is there such hype over this video game? That's a question that a lot of players have pondered. I believe that it all lies in the strategy. Though some might say that it is a simple game of placing random characters and hoping for the best outcome, it's not. I would claim that Clash Royale is the modern chess of this age.

Now you may think that this is an outrageous claim, but let me break it down for you. In Clash Royale, players are given three minutes to outsmart their opponent with an eight-card deck, with a two-minute tie-breaker if needed. Each card costs a certain amount of elixir (energy that gets stored up to determine the number of cards you can use at a time), and one has to be smart about how much elixir to use because it runs out fast. Players can put any cards into their deck as long as they own the card.

The way that players earn cards is by climbing up the trophy road and earning new cards within each arena. The deck a player uses is what makes each person unique. Some players like a tank deck, or a defensive deck, or even a spam deck. No matter what the deck, each player has a different way of playing.

With these various decks and card combos, players can find what cards work best together and which ones don't. It's not often that you see a player play the cards Mini Pecka followed by Prince. It's unheard of because it is so easily countered. Learning and adapting your deck is essential for players who want to succeed in the game.

This shows that Clash Royale requires a lot of time and effort for players to become advanced at the game. Just like how one has to practice to learn the strategy of chess, to know when and where to move pieces, one has to learn where to place troops and when to be offensive or defensive.

An ideal deck in Clash Royale should include at least one card from each category: troop, building, and spell. Most decks will contain at least four troops because spells and buildings are more commonly used for defence. There should also be a variety in your troops: tanks, swarms, splash damage, and support.

Some of these cards can correlate with chess pieces. Goblins and Skeletons are like pawns; they don't do much, but are dangerous in numbers. Battle Ram or Ram Rider can be compared to a rook because when it has an open lane, it can deal a lot of damage to the other team. The King Tower is just like the king because when it dies, the game is over.

My personal deck contains Lumberjack, Rascals, Bowler, Battle Ram, Electro Wizard, Tombstone, Firecracker, and Arrows. This deck contains a variety of defensive and offensive cards. In the creation of my deck, I tried to think of all the best counters to the most common cards placed.

In chess, I use pawns to draw out defenders and use rooks and knights to take out the more dangerous pieces. Bowler is a great counter for Mega Knight and Witch. Electro Wizard can take down an Inferno Dragon and Sparky. Lumberjack is my best offensive card, but it can also wipe out a counter such as Skeleton Army.

Clash Royale does not have one game mode but many more. Some are more fun to play with a group of friends, like a 2v2 Touchdown Draft. Or if one wants to explore a new realm of strategy with placement, play the new Merge Tactics.

I see where some people might not like Clash Royale. The last thing this generation needs is another video game, especially one that will take time and practice to become any good, but this game helps students practice problem-solving and strategy.

Just like chess, you are trying to outsmart your opponent with your pieces. It's the same with Clash Royale, but now you have different players and abilities, and you're on the clock.

Overall, I see why this game is so popular. All of the various characters and forms of strategy have made Clash Royale the lovable game that it is. I would rate it a solid 9/10 and would suggest this game to anyone who is willing to take on a challenge.