



Combolands: A Roguelike City Builder Inspired by Cities Skylines and Balatro

Description

Developers have attempted to replicate the success of LocalThunk's popular roguelike poker game, *Balatro*, with mixed results. Some lack an understanding of what makes *Balatro* enjoyable, while others employ unethical practices. However, *Combolands: Roguelike Citybuilder*, developed by Crux Games, stands out by combining the captivating elements of *Balatro* with the strategic planning found in *Cities: Skylines*. The game, as shown in its demo, appears deeply engaging and uniquely rewarding.

In city-building games, players typically earn rewards for strategic placement using adjacency bonuses. For example, *Civilization 7* encourages players to stack resources for expansive cities, while *Cities: Skylines* assesses community satisfaction based on access to amenities like parks. In *Combolands*, adjacency bonuses play a crucial role, as players start on a procedurally generated island with distinct resources and face the challenge of reaching population milestones within a limited timeframe.

The game becomes more complex as players unlock new building options that require strategic alterations. Certain structures enhance production or accelerate effects but may complicate the formation of efficient combo chains. Early rounds allow for a somewhat haphazard approach to placement, but requirements for multipliers demand careful planning later.

Players will encounter setbacks, but these losses can lead to fresh opportunities. In the demo, *Combolands* is notably more forgiving than *Balatro*, offering new buildings and progress even after failure. Players can select guilds that influence available buildings, with seven guilds promised at launch, paving the way for diverse strategies.

As players advance, they can unlock additional game features, such as an in-game shop that allows for critical enhancements between rounds. The demo suggests an appealing level of strategy that remains accessible and fast-paced. *Combolands* is set to be released on August 24 for Windows PC via Steam.

Vocabulary List:

1. **replicate** //ˈrɛplɪˌkeɪt// (verb): make an exact copy of something
2. **unethical** //ʌnˈθɪkəl// (adjective): not following accepted moral or honest rules
3. **adjacency** //əˈdʒeɪsənsi// (noun): being next to or close to something
4. **procedurally** //prəˈsiːdʒərəli// (adverb): made by a computer program, not by hand
5. **milestones** //ˈmaɪlˌstoʊnz// (noun): important points or goals in progress
6. **haphazard** //ˌhæpˈhæzəd// (adjective): not planned and often messy or random



Comprehension Questions

Multiple Choice

1. What is the name of the popular roguelike poker game developed by LocalThunk?
Option: Combolands
Option: Balatro
Option: Cities: Skylines
Option: Civilization 7
2. Which company developed Combolands?
Option: LocalThunk
Option: Crux Games
Option: Cities: Skylines Inc.
Option: Civilization Studios
3. What date is Combolands set to be released?
Option: August 24
Option: September 1
Option: July 15
Option: October 10
4. Which game encourages players to stack resources for expansive cities?
Option: Combolands
Option: Balatro
Option: Civilization 7
Option: Cities: Skylines
5. How many guilds are promised at the launch of Combolands?
Option: Five
Option: Six
Option: Seven
Option: Eight
6. What type of gameplay element is emphasized in Combolands for player strategy?
Option: Combat mechanisms



- Option: Procedural generation
- Option: Adjacency bonuses
- Option: Storytelling elements

True-False

7. Combolands combines elements from Balatro and Cities: Skylines.
8. Players in Combolands do not face any setbacks.
9. The demo of Combolands is described as less forgiving than Balatro.
10. Players can select different guilds in Combolands which influence building options.
11. Combolands is set to be released exclusively for consoles.
12. Strategic placement is essential for earning rewards in city-building games like Combolands.

Gap-Fill

13. The game Combolands is developed by Crux Games and is set for release on August 24 for _____.
14. Players start on a procedurally generated island with distinct resources and must reach population milestones within a limited _____.
15. Combolands features an in-game shop that allows for critical _____ between rounds.
16. The losses encountered in Combolands can lead to fresh _____ for the players.
17. In the game, players utilize adjacency bonuses for strategic _____.
18. In Combolands, certain structures enhance production or accelerate effects but may complicate the formation of efficient combo _____.



Answer

Multiple Choice: 1. Balatro 2. Crux Games 3. August 24 4. Civilization 7 5. Seven 6. Adjacency bonuses

True-False: 7. True 8. False 9. False 10. True 11. False 12. True

Gap-Fill: 13. Windows PC 14. timeframe 15. enhancements 16. opportunities 17. placement 18. chains

CATEGORY

1. Sci/Tech - LEVEL5

POST TAG

1. balatro
2. cities skylines
3. city builder
4. ESL learning
5. esl news
6. Level 5
7. roguelike

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Date Created

2026/07/30

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