

- NEED a redraw preventing 'dead
combos' (or encourage intentional
mistakes which makes things hard)

↳ discard full hand, draw
some amt

OR

discard & redraw 4 at a time
(unless hand < 4) \rightarrow cost?

OR

milestone redraw (every 4 costs, played
full hand)

\rightarrow modifies hand size so need to
count combo length

- visually clear requirements
(noting by char = good but
long time, consider grouping
all combo chaining bars)

- REALLY simplify mechanics
for real-time play

- more block in general

- momentum ~~it~~ DOES carry, as does
char.

- reshuffle deck after every combo (?)

- process all damage at end of combo

? vs \neq limit = confusing