**It's Time to Duel**

Unit Cards

|  |  |  |  |
| --- | --- | --- | --- |
| name | cost | power | resilience |
| Red Belt Ninja | 3 | 3 | 4 |
| Black Belt Ninja | 4 | 5 | 4 |

Effect Cards

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| name | cost | text | stat | magnitude |
| Hard Algorithm | 2 | increase target's resilience by 3 | resilience | +3 |
| Unhandled Promise Rejection | 1 | reduce target's resilience by 2 | resilience | -2 |
| Pair Programming | 3 | increase target's power by 2 | power | +2 |

Play out the following scenario

|  |  |
| --- | --- |
| turn | action |
| 1 | Make an instance of "Red Belt Ninja" |
| 1 | Make an instance of "Hard Algorithm" and play it on "Red Belt Ninja" |
| 2 | Make an instance "Black Belt Ninja" |
| 2 | Make an instance of "Unhandled Promise Rejection" and play iton "Red Belt Ninja" |
| 3 | Make an instance of "Pair Programming" and play it on "Red Belt Ninja" |
| 3 | "Red Belt Ninja" uses the attack method on "Black Belt Ninja" |

* Top of Form
  + Make an instance of Unit called "Red Belt Ninja"
  + Make an instance of Unit called "Black Belt Ninja"
  + Make an instance of Effect called "Hard Algorithm"
  + Make an instance of Effect called "Unhandled Promise Rejection"
  + Make an instance of Effect called "Pair Programming"
  + Play out the scenario described aboveBottom of FormBottom of FormBottom of Form