**Attacking**

A = strongest card

B = middle

C = weakest

D = enemy strongest

E = enemy middle

F = enemy weakest

If A + B + C = God

Merge to God

If A can kill D

kill D

If A can kill E

kill E

If A can kill F

kill F

If A + C can kill D

If D can kill A

A attacks

C attacks

If A + B can kill D

If D can kill A

A attacks

B attacks

If A <= 5

Attack D

If B <= 5

Attack D

If C <= 5

Attack D

**Choosing card to play:**

A = strongest card

B = middle

C = weakest

D = enemy strongest

E = enemy middle

F = enemy weakest

1, 2, 3 = Cards in hand

If C is dead

If CanMakeGod != 0

Play CanMakeGod

Play strongest

If 1 = ace (this repeats for 2 and 3)

If A >= 9

If A can’t kill D but A + 1 can kill D

Play 1 on A

If A can’t kill E but A + 1 can kill E

Play 1 on A

If A can’t kill F but A + 1 can kill F

Play 1 on A

If D can kill A but D can’t kill A + 1

Play 1 on A

CanMakeGod(A,B,1,2,3) (this is under the assumption that C is dead)

If A = king and B = queen of the same suit

If 1 = jack of the same suit

Return 1

If 2 = jack of the same suit

Return 2

If 3 = jack of the same suit

Return 3

If A = king and B = jack of the same suit

If 1 = queen of the same suit

Return 1

If 2 = queen of the same suit

Return 2

If 3 = queen of the same suit

Return 3

If A = queen and B = jack of the same suit

If 1 = king of the same suit

Return 1

If 2 = king of the same suit

Return 2

If 3 = king of the same suit

Return 3