

Situation 1: Battle between Fire and Earth

Round 1:

Defender (Earth): Medusa (Attack: 30, Defense: 10) + Lion (Attack: 8, Defense: 3) + Shields (Attack: 0, Defense: 6) = Total Defense: 19

Attacker (Fire): Bunyip (Attack: 28, Defense: 12) + Eris (Attack: 9, Defense: 4) + Sword (Attack: 5, Defense: 2) = Total Attack: 42

Outcome: The attacker wins, as the total attack value (42) is higher than the defender's total defense value (19).

Round 2:

Defender (Earth): Harpy (Attack: 5, Defense: 25) + Tower (Attack: 0, Defense: 20) + Elephant (Attack: 12, Defense: 15) = Total Defense: 60

Attacker (Fire): Sphinx (Attack: 8, Defense: 22) + Trident (Attack: 3, Defense: 1) + Zealot (Attack: 10, Defense: 6) = Total Attack: 21

Outcome: The defender wins, as the total defense value (60) is higher than the attacker's total attack value (21).

Situation 2: Fate Cards Interaction

Round 3:

Defender (Air): Minos (Attack: 20, Defense: 20) + Hounds (Attack: 2, Defense: 3) + Arrows (Attack: 7, Defense: 2) = Total Defense: 25

Attacker (Water): Namaka (Attack: 20, Defense: 10) + Trident (Attack: 3, Defense: 1) + Shield (Attack: 0, Defense: 6) = Total Attack: 23

Outcome: The defender wins, as the total defense value (25) is higher than the attacker's total attack value (23).

Fate Card Interaction:

Attacker plays the "Thunder" Curse (Remove 3).

Defender plays the "Justice" Spell (Draw 4).

Outcome: The Thunder Curse removes 3 from the attacker's total attack value, reducing it to 20. However, the Justice Spell allows the defender to draw 4 additional cards, potentially strengthening their defense.

Remember that these are just examples; the actual gameplay would depend on various strategic decisions and card combinations. Feel free to modify or add more details based on the specific dynamics you want to emphasize in the game.

Situation 3: Battle between Water and Air

Round 1:

Defender (Air): Claudia (Attack: 15, Defense: 15) + Horse (Attack: 4, Defense: 4) + Mask (Attack: 0, Defense: 2) = Total Defense: 21

Attacker (Water): Namaka (Attack: 20, Defense: 10) + Arrows (Attack: 7, Defense: 2) + Trident (Attack: 3, Defense: 1) = Total Attack: 30

Outcome: The attacker wins, as the total attack value (30) is higher than the defender's total defense value (21).

Round 2:

Defender (Air): Minos (Attack: 20, Defense: 20) + Lion (Attack: 8, Defense: 3) + Enyo (Attack: 5, Defense: 8) = Total Defense: 31

Attacker (Water): Lilith (Attack: 15, Defense: 25) + Chariot (Attack: 6, Defense: 6) + Sword (Attack: 5, Defense: 2) = Total Attack: 26

Outcome: The defender wins, as the total defense value (31) is higher than the attacker's total attack value (26).

Fate Cards Interaction

Round 3:

Defender (Air): Tower (Attack: 0, Defense: 20) + Elephant (Attack: 12, Defense: 15) + Shield (Attack: 0, Defense: 6) = Total Defense: 41

Attacker (Water): Namaka (Attack: 20, Defense: 10) + Sphinx (Attack: 8, Defense: 22) + Sword (Attack: 5, Defense: 2) = Total Attack: 33

Outcome: The defender wins, as the total defense value (41) is higher than the attacker's total attack value (33).

Fate Card Interaction:

Attacker plays the "Fear" Curse (Remove 1).

Defender plays the "Liberty" Spell (End Curse).

Outcome: The Fear Curse removes 1 from the attacker's total attack value, reducing it to 32. However, the Liberty Spell ends the curse, preventing further reduction. The defender successfully defends against the attack.

These scenarios showcase the dynamic nature of the game, where strategic card choices and fate card interactions play a crucial role in determining the outcome of battles

Situation 4: Battle between Air and Fire

Round 1:

Defender (Fire): Bunyip (Attack: 28, Defense: 12) + Hounds (Attack: 2, Defense: 3) + Sword (Attack: 5, Defense: 2) = Total Defense: 17

Attacker (Air): Minos (Attack: 20, Defense: 20) + Arrows (Attack: 7, Defense: 2) + Trident (Attack: 3, Defense: 1) = Total Attack: 30

Outcome: The attacker wins, as the total attack value (30) is higher than the defender's total defense value (17).

Round 2:

Defender (Fire): Sphinx (Attack: 8, Defense: 22) + Shield (Attack: 0, Defense: 6) + Hero (Attack: 8, Defense: 8) = Total Defense: 36

Attacker (Air): Claudia (Attack: 15, Defense: 15) + Horse (Attack: 4, Defense: 4) + Enyo (Attack: 5, Defense: 8) = Total Attack: 24

Outcome: The defender wins, as the total defense value (36) is higher than the attacker's total attack value (24).

Fate Cards Interaction

Round 3:

Defender (Fire): Lion (Attack: 8, Defense: 3) + Elephant (Attack: 12, Defense: 15) + Ballista (Attack: 15, Defense: 2) = Total Defense: 20

Attacker (Air): Minos (Attack: 20, Defense: 20) + Trident (Attack: 3, Defense: 1) + Shield (Attack: 0, Defense: 6) = Total Attack: 23

Outcome: The attacker wins, as the total attack value (23) is higher than the defender's total defense value (20).

Fate Card Interaction:

Attacker plays the "Ill" Curse (Take 3).

Defender plays the "Justice" Spell (Draw 4).

Outcome: The Ill Curse takes 3 from the defender's total attack value, reducing it to 20.

However, the Justice Spell allows the defender to draw 4 additional cards, potentially strengthening their defense.

Situation 5: Battle between Earth and Water

Round 1:

Defender (Water): Lilith (Attack: 15, Defense: 25) + Trident (Attack: 3, Defense: 1) + Seahorse (Attack: 0, Defense: 0) = Total Defense: 26

Attacker (Earth): Medusa (Attack: 30, Defense: 10) + Lion (Attack: 8, Defense: 3) + Tower (Attack: 0, Defense: 20) = Total Attack: 38

Outcome: The attacker wins, as the total attack value (38) is higher than the defender's total defense value (26).

Round 2:

Defender (Water): Namaka (Attack: 20, Defense: 10) + Sword (Attack: 5, Defense: 2) + Chariot (Attack: 6, Defense: 6) = Total Defense: 18

Attacker (Earth): Harpy (Attack: 5, Defense: 25) + Elephant (Attack: 12, Defense: 15) + Stone (Attack: 2, Defense: 1) = Total Attack: 19

Outcome: The defender wins, as the total defense value (18) is higher than the attacker's total attack value (19).

Fate Cards Interaction

Round 3:

Defender (Water): Claudia (Attack: 15, Defense: 15) + Shield (Attack: 0, Defense: 6) + Bats (Attack: 0, Defense: 0) = Total Defense: 21

Attacker (Earth): Medusa (Attack: 30, Defense: 10) + Trident (Attack: 3, Defense: 1) + Sword (Attack: 5, Defense: 2) = Total Attack: 38

Outcome: The attacker wins, as the total attack value (38) is higher than the defender's total defense value (21).

Fate Card Interaction:

Attacker plays the "Roc" Curse (Remove 4).

Defender plays the "Wealth" Spell (Draw 2).

Outcome: The Roc Curse removes 4 from the defender's total defense value, reducing it to 17. However, the Wealth Spell allows the defender to draw 2 additional cards, potentially strengthening their defense.

List of YET GAME Cards:

△ = attack ○ = hp

Fire:

Amazon △ = 7 ○ = 6

Arrows △ = 7 ○ = 2

Ballista △ = 15 ○ = 2

Chariot △ = 6 ○ = 6

Elephant △ = 12 ○ = 15

Enyo △ = 5 ○ = 8

Eris △ = 9 ○ = 4

Guard △ = 6 ○ = 10

Hero △ = 8 ○ = 8

Horse △ = 4 ○ = 4

Hounds △ = 2 ○ = 3

Lion △ = 8 ○ = 3

Mask △ = 0 ○ = 2

Shields △ = 0 ○ = 6

Stone △ = 2 ○ = 1

Sword △ = 5 ○ = 2

Tower △ = 0 ○ = 20

Trident △ = 3 ○ = 1

Zealot △ = 10 ○ = 6

Bunyip △ = 28 ○ = 12

Sphinx △ = 8 ○ = 22

Water:

Amazon △ = 7 ○ = 6

Arrows △ = 7 ○ = 2

Ballista △ = 15 ○ = 2

Chariot △ = 6 ○ = 6

Elephant $\Delta = 12$ $\bigcirc = 15$
Enyo $\Delta = 5$ $\bigcirc = 8$
Eris $\Delta = 9$ $\bigcirc = 4$
Guard $\Delta = 6$ $\bigcirc = 10$
Hero $\Delta = 8$ $\bigcirc = 8$
Horse $\Delta = 4$ $\bigcirc = 4$
Hounds $\Delta = 2$ $\bigcirc = 3$
Lion $\Delta = 8$ $\bigcirc = 3$
Mask $\Delta = 0$ $\bigcirc = 2$
Shields $\Delta = 0$ $\bigcirc = 6$
Stone $\Delta = 2$ $\bigcirc = 1$
Sword $\Delta = 5$ $\bigcirc = 2$
Tower $\Delta = 0$ $\bigcirc = 20$
Trident $\Delta = 3$ $\bigcirc = 1$
Zealot $\Delta = 10$ $\bigcirc = 6$
Namaka $\Delta = 20$ $\bigcirc = 10$
Lilith $\Delta = 15$ $\bigcirc = 25$

Air:

Amazon $\Delta = 7$ $\bigcirc = 6$
Arrows $\Delta = 7$ $\bigcirc = 2$
Ballista $\Delta = 15$ $\bigcirc = 2$
Chariot $\Delta = 6$ $\bigcirc = 6$
Elephant $\Delta = 12$ $\bigcirc = 15$
Enyo $\Delta = 5$ $\bigcirc = 8$
Eris $\Delta = 9$ $\bigcirc = 4$
Guard $\Delta = 6$ $\bigcirc = 10$
Hero $\Delta = 8$ $\bigcirc = 8$
Horse $\Delta = 4$ $\bigcirc = 4$
Hounds $\Delta = 2$ $\bigcirc = 3$
Lion $\Delta = 8$ $\bigcirc = 3$
Mask $\Delta = 0$ $\bigcirc = 2$
Shields $\Delta = 0$ $\bigcirc = 6$
Stone $\Delta = 2$ $\bigcirc = 1$
Sword $\Delta = 5$ $\bigcirc = 2$
Tower $\Delta = 0$ $\bigcirc = 20$
Trident $\Delta = 3$ $\bigcirc = 1$
Zealot $\Delta = 10$ $\bigcirc = 6$
Minos $\Delta = 20$ $\bigcirc = 20$
Claudia $\Delta = 15$ $\bigcirc = 15$

Earth:

Amazon $\Delta = 7$ $\bigcirc = 6$
Arrows $\Delta = 7$ $\bigcirc = 2$
Ballista $\Delta = 15$ $\bigcirc = 2$
Chariot $\Delta = 6$ $\bigcirc = 6$
Elephant $\Delta = 12$ $\bigcirc = 15$
Enyo $\Delta = 5$ $\bigcirc = 8$
Eris $\Delta = 9$ $\bigcirc = 4$

Guard $\Delta = 6$ $\bigcirc = 10$
Hero $\Delta = 8$ $\bigcirc = 8$
Horse $\Delta = 4$ $\bigcirc = 4$
Hounds $\Delta = 2$ $\bigcirc = 3$
Lion $\Delta = 8$ $\bigcirc = 3$
Mask $\Delta = 0$ $\bigcirc = 2$
Shields $\Delta = 0$ $\bigcirc = 6$
Stone $\Delta = 2$ $\bigcirc = 1$
Sword $\Delta = 5$ $\bigcirc = 2$
Tower $\Delta = 0$ $\bigcirc = 20$
Trident $\Delta = 3$ $\bigcirc = 1$
Zealot $\Delta = 10$ $\bigcirc = 6$
Medusa $\Delta = 30$ $\bigcirc = 10$
Harpy $\Delta = 5$ $\bigcirc = 25$

Curses:

Bribe Description:(Take 1)
Lightning Description:(Remove 2)
Blue Description:($\frac{1}{2}$ Half Blue)
Green Description:($\frac{1}{2}$ Half Green)
Red Description:($\frac{1}{2}$ Half Red)
Black Description:($\frac{1}{2}$ Half Black)
Charon Description:(End Spell)
Fear Description: (Remove 1)
Ill (Description: Take 3)
Roc Description:(Remove 4)
Thunder Description:(Remove 3)
Lyre Description:(No Spells)
Fool Description:(Take Spell)
Gone Description:(Take 4)
Skull Description: (Take 2)

Spells:

Banner Description:(No Curses)
Bats Description:(No Curses Black)
Caught Description:(Take Curse)
Drink Description:(Hand x3)
Feast Description:(Hand x5)
Frogs Description:(No Curses Red)
Health Description:(Draw 1)
Justice Description:(Draw 4)
Liberty Description:(End Curse)
Miracle Description:(Hand x4)
Music Description:(Draw 3)

Seahorse Description:(No Curses Blue)
Tortoise Description:(No Curses Green)
Unity Description:(Combine any colour)
Wealth Description: (Draw 2)

19 CARDS Styles for 4 ELEMENTS

Amazon $\Delta = 7$ $\bigcirc = 6$

Description: Fearless warrior, master of the glowing sword.

Arrows $\Delta = 7$ $\bigcirc = 2$

Description: Precision marksman, unleashing deadly arrow storms.

Ballista $\Delta = 15$ $\bigcirc = 2$

Description: Siege expert, raining havoc with colossal projectiles.

Chariot $\Delta = 6$ $\bigcirc = 6$

Description: Victorious commander, navigating with an ornate chariot.

Elephant $\Delta = 12$ $\bigcirc = 15$

Description: Mighty leader, embodying strength and authority.

Enyo $\Delta = 5$ $\bigcirc = 8$

Description: Divine war strategist, orchestrating battlefield chaos.

Eris $\Delta = 9$ $\bigcirc = 4$

Description: Mischievous instigator, sowing discord with a cunning smile.

Guard $\Delta = 6$ $\bigcirc = 10$

Description: Sentinel protector, steadfast with a raised shield.

Hero $\Delta = 8$ $\bigcirc = 8$

Description: Noble champion, inspiring with a glowing sword.

Horse $\Delta = 4$ $\bigcirc = 4$

Description: Swift cavalry, symbolising speed and liberty.

Hounds $\Delta = 2$ $\bigcirc = 3$

Description: Loyal hunters, swift and devoted in pursuit.

Lion $\Delta = 8$ $\bigcirc = 3$

Description: Courageous companion, standing proudly with a hero.

Mask $\Delta = 0$ $\bigcirc = 2$

Description: Enigmatic trickster, concealing motives behind a mask.

Shields $\Delta = 0$ $\bigcirc = 6$

Description: Defensive bulwark, unyielding with interlocked shields.

Stone $\Delta = 2$ $\bigcirc = 1$

Description: Enduring foundation, providing stability on the battlefield.

Sword $\Delta = 5$ $\bigcirc = 2$

Description: Precision cutter, slicing through obstacles with finesse.

Tower $\Delta = 0$ $\bigcirc = 20$

Description: Strategic upheaval, introducing unpredictability to the game.

Trident $\Delta = 3$ $\bigcirc = 1$

Description: Sea authority, wielding power with a commanding trident.

Zealot $\Delta = 10$ $\bigcirc = 6$

Description: Fervent believer, driven by unyielding passion and conviction.

Special Cards:

Fire:

Bunyip $\Delta = 28$ $\bigcirc = 12$

Description: Aquatic mystic, harnessing unique fire powers.

Sphinx $\Delta = 8$ $\bigcirc = 22$

Description: Riddle master, challenging opponents with enigma.

Earth:

Medusa $\Delta = 30$ $\bigcirc = 10$

Description: Enigmatic and petrifying, her gaze casts a mythical fear.

Harpy $\Delta = 5$ $\bigcirc = 25$

Description: Graceful and aerial, embodies elegance and might.

Air:

Minos $\Delta = 20$ $\bigcirc = 20$

Description: Formidable figure, commands authority and strength.

Claudia $\Delta = 15$ $\bigcirc = 15$

Description: Mysterious presence, blends intrigue and allure.

Water:

Namaka $\Delta = 20$ $\bigcirc = 10$

Description: Force of aquatic might, rules with oceanic authority.

Lilith $\Delta = 15$ $\bigcirc = 25$

Description: Captivating enigma, weaves a tale with allure and arcane touch.

