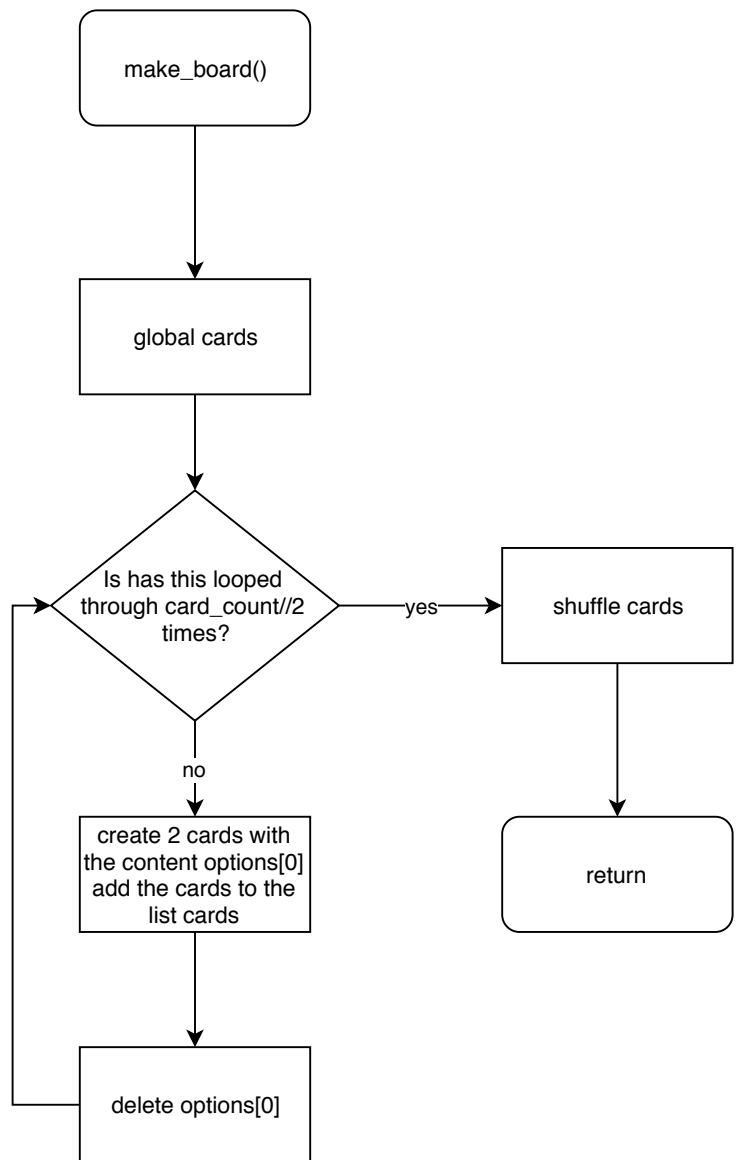
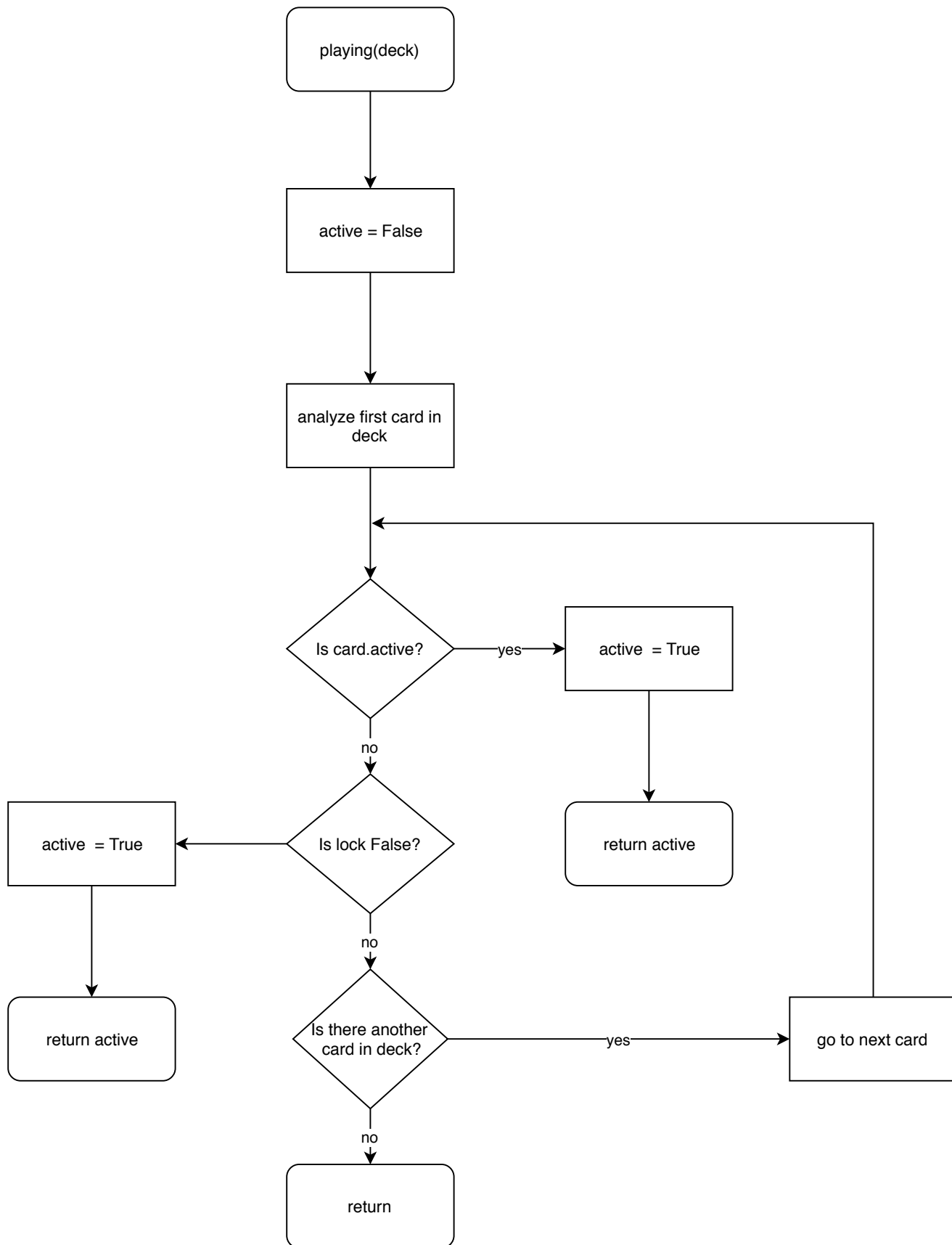
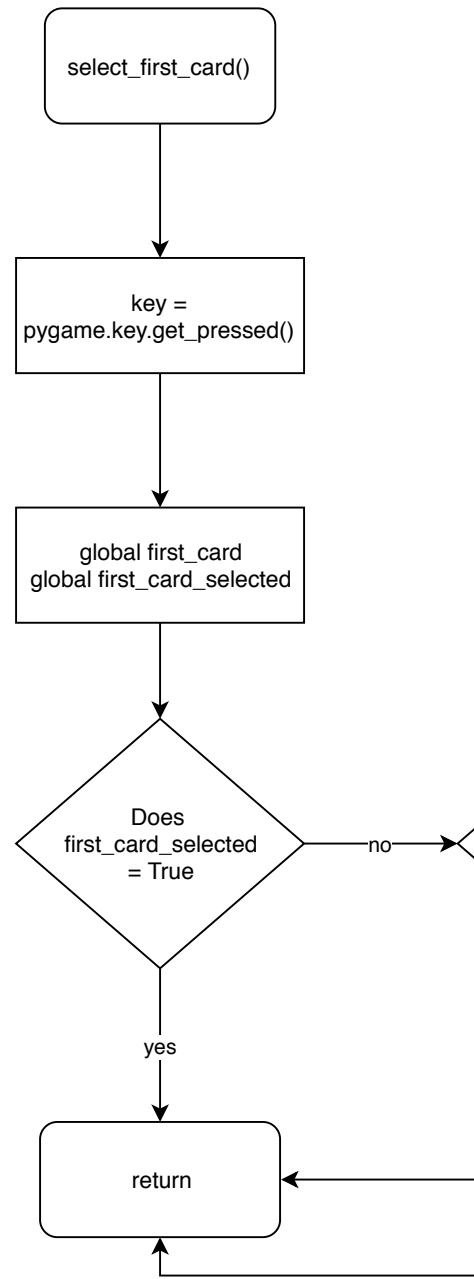


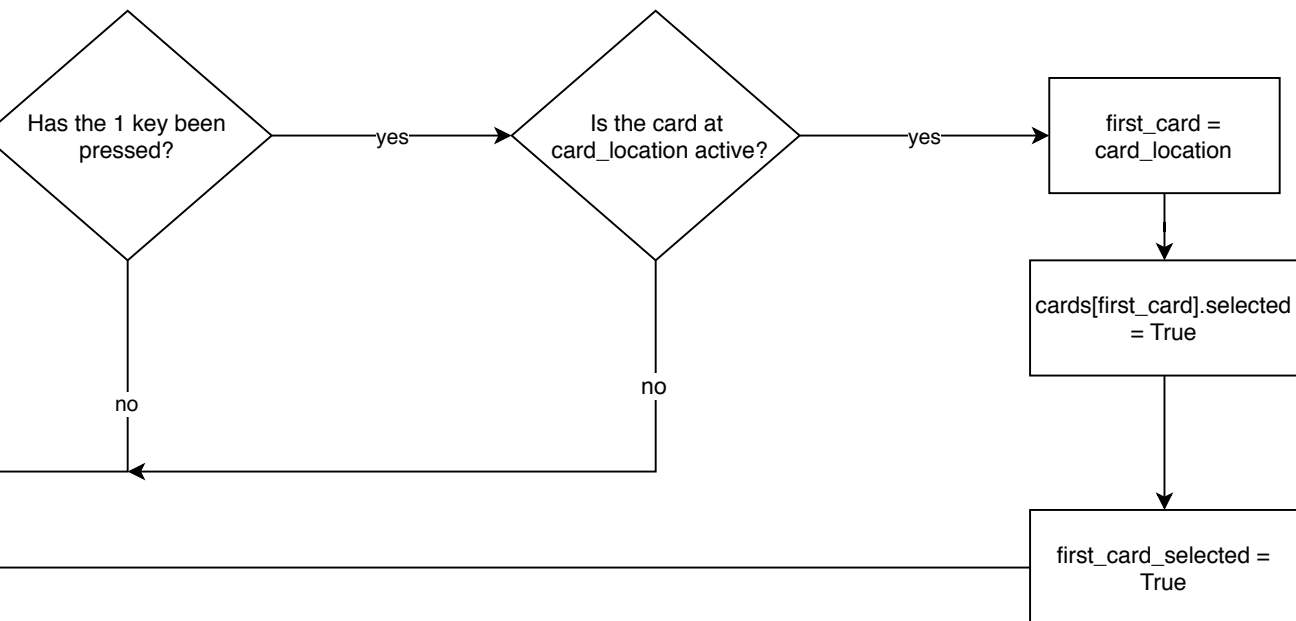
Variables in Card class:

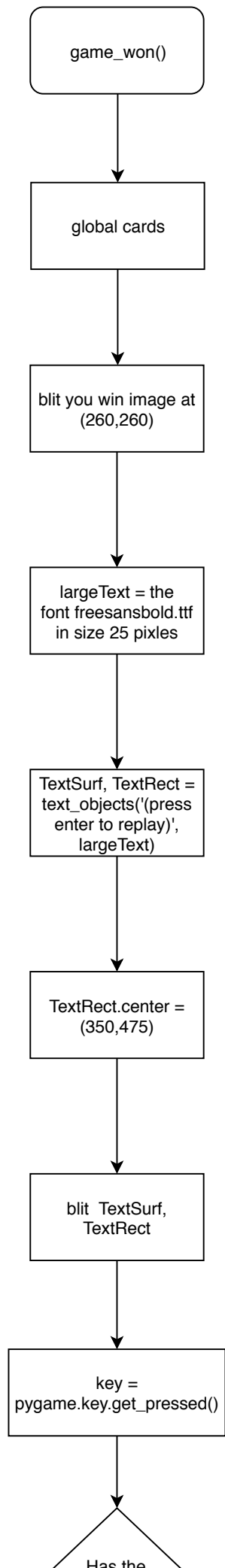
```
self.content = content  
self.active = True  
self.selected = False  
self.pos = (0,0)
```





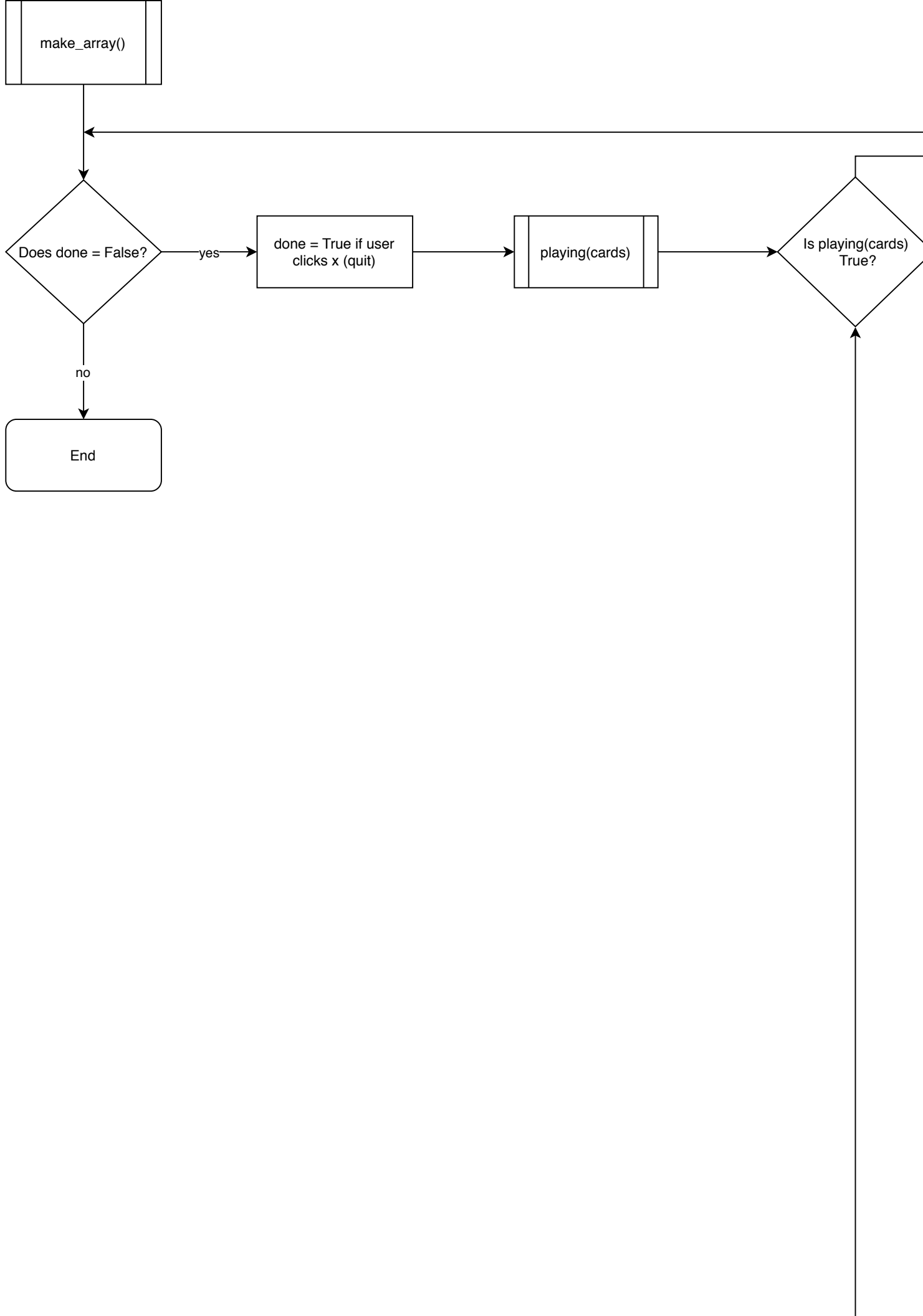


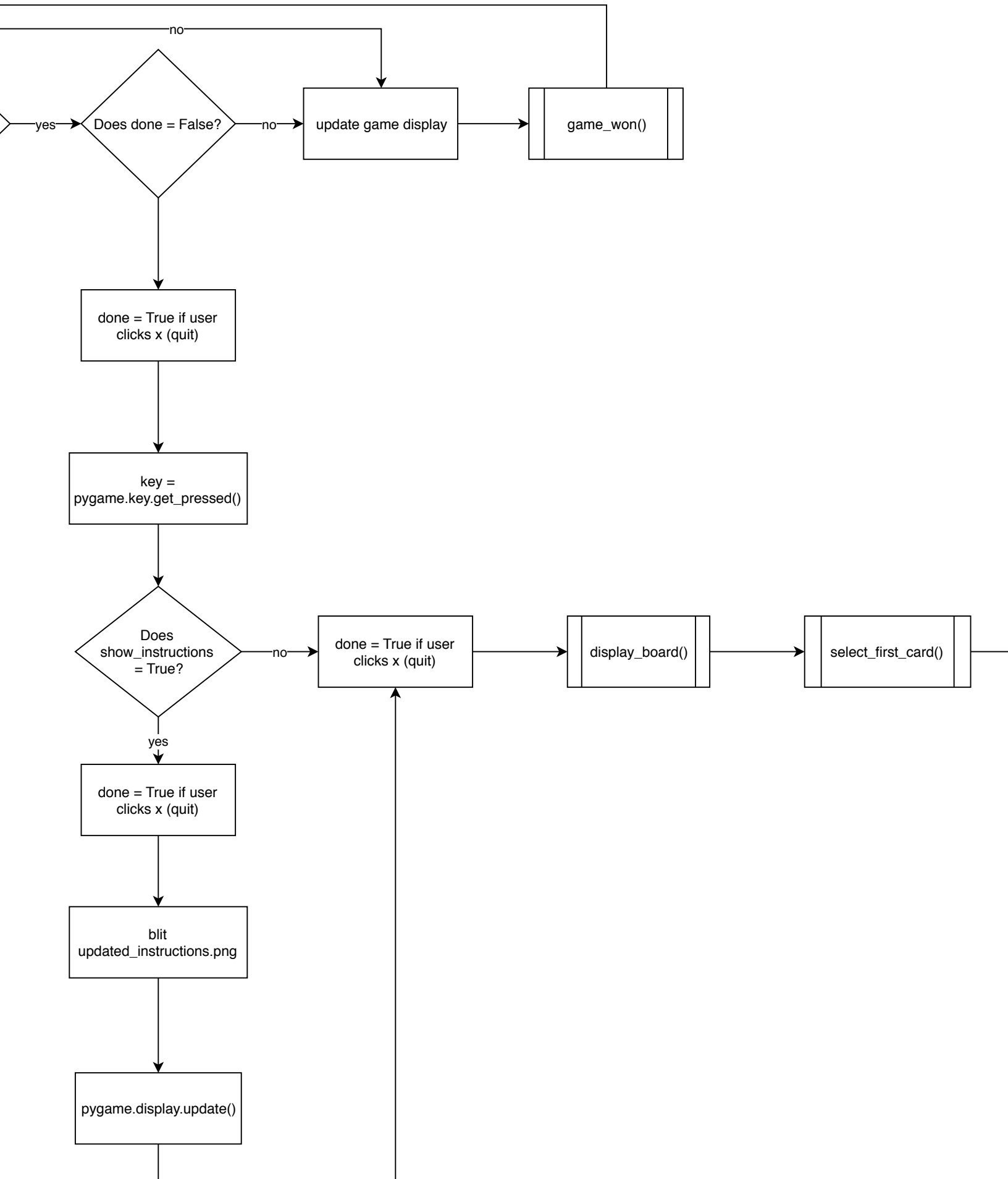


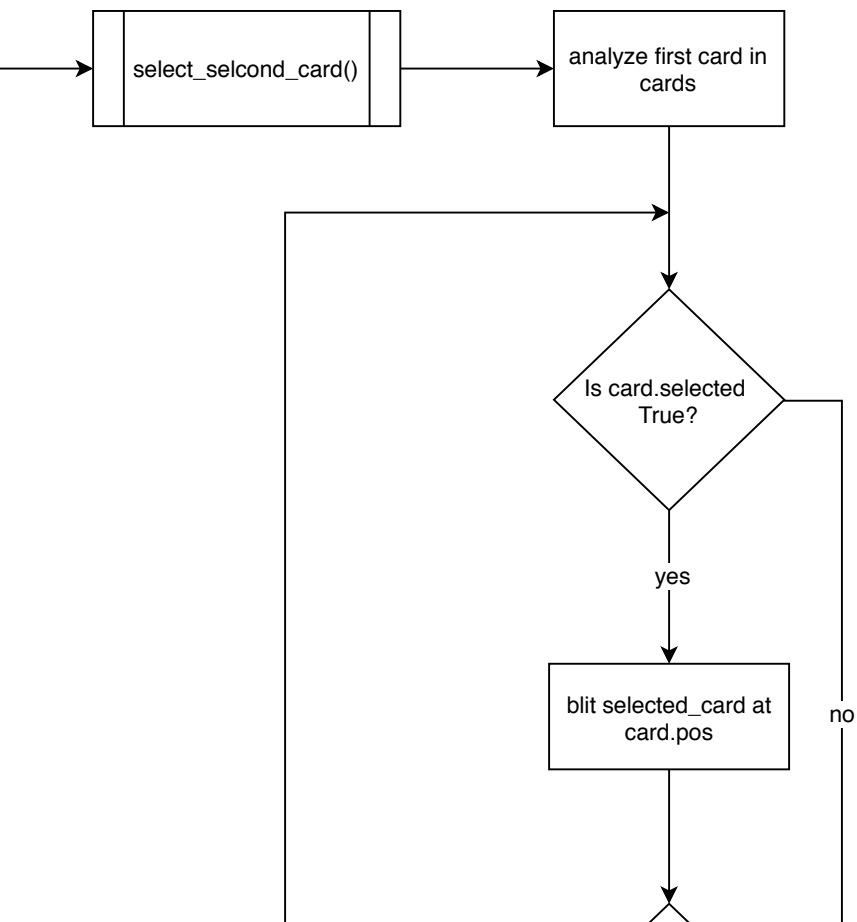


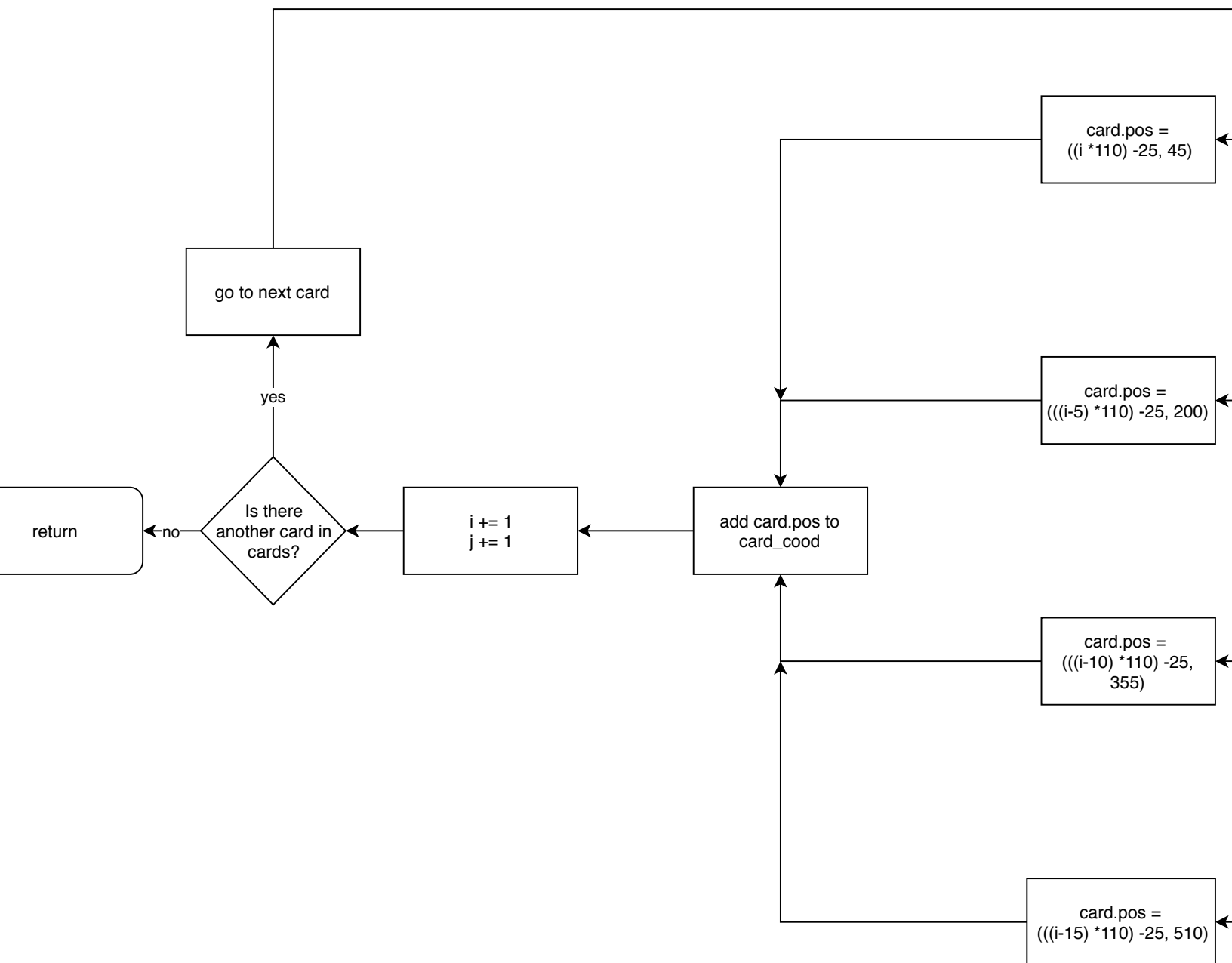


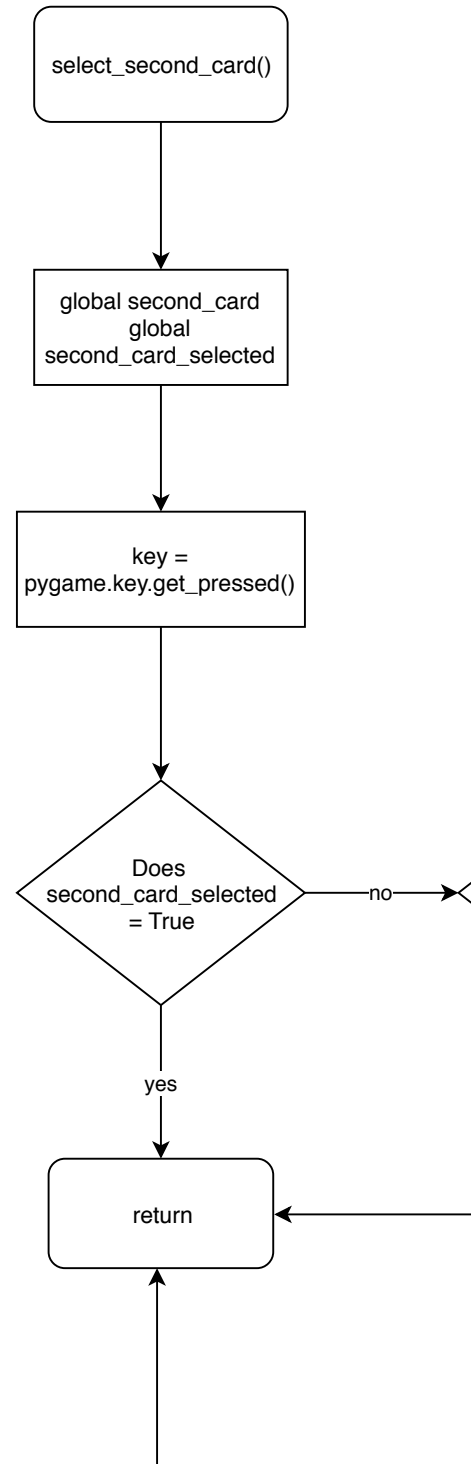
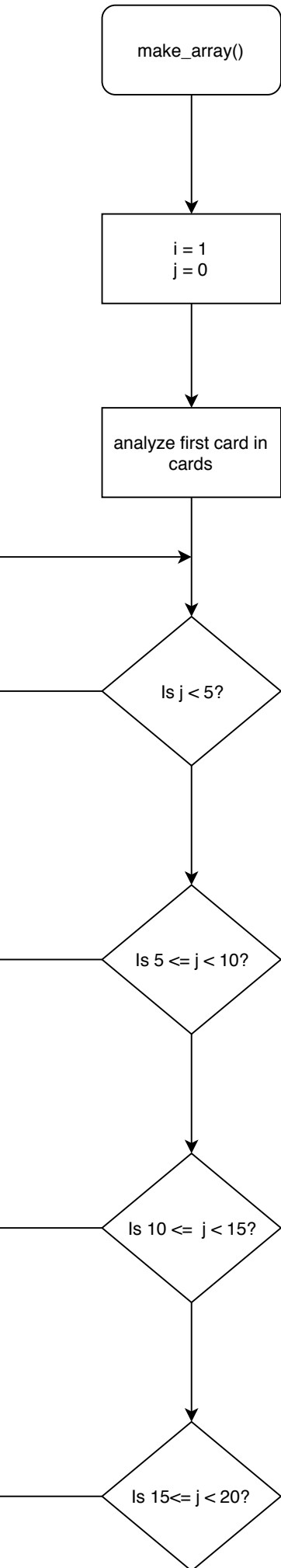


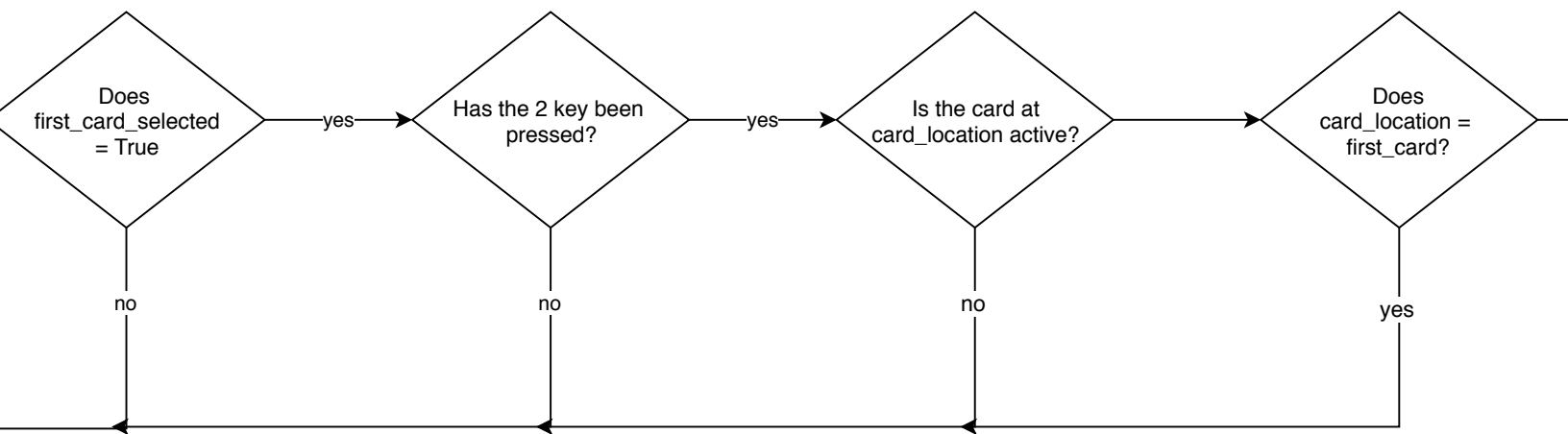


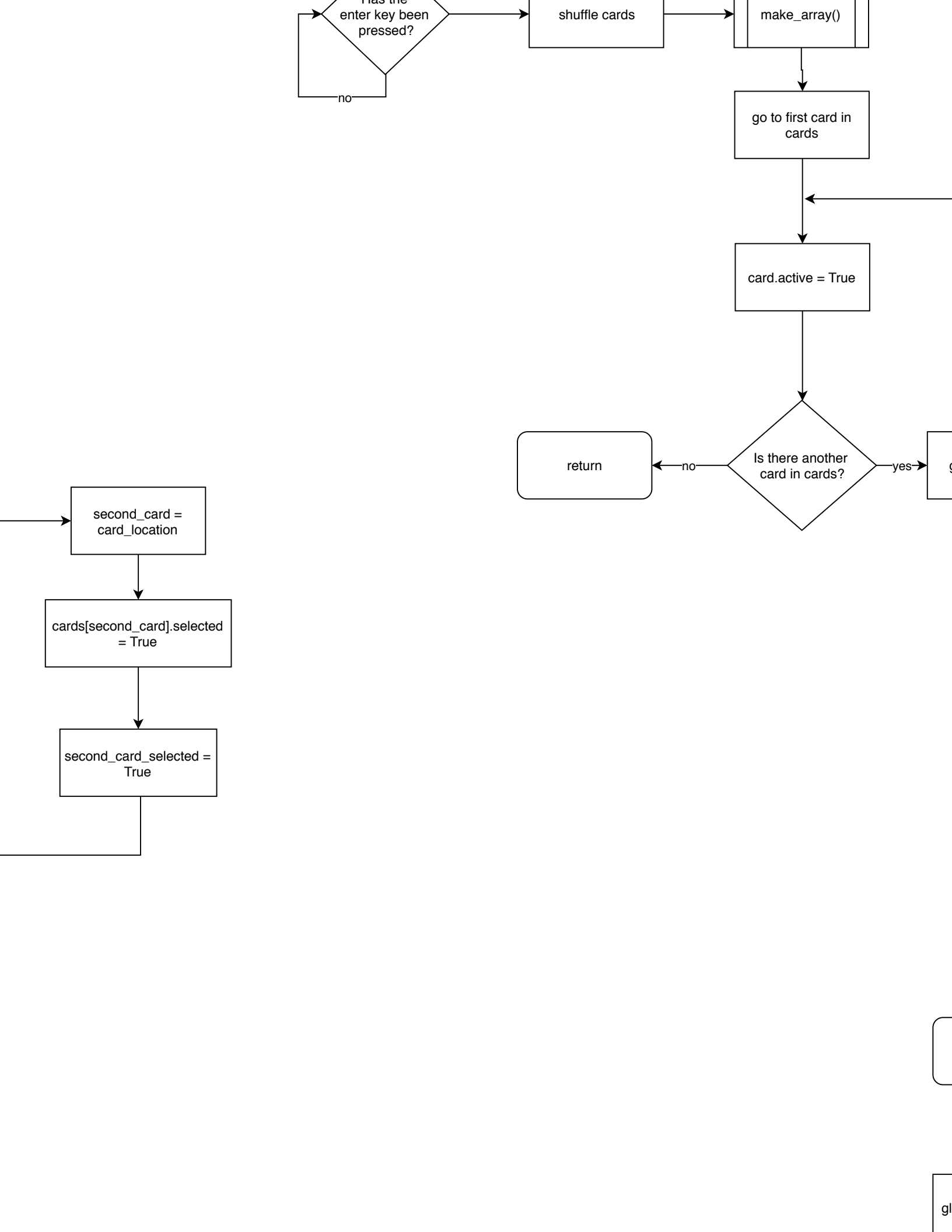


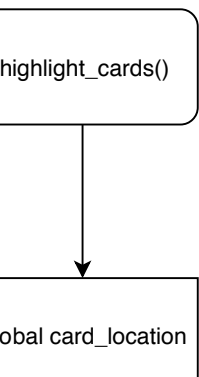
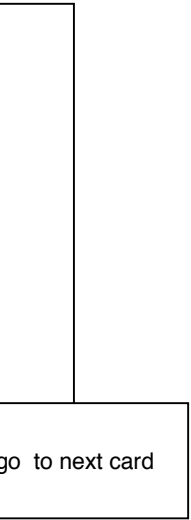






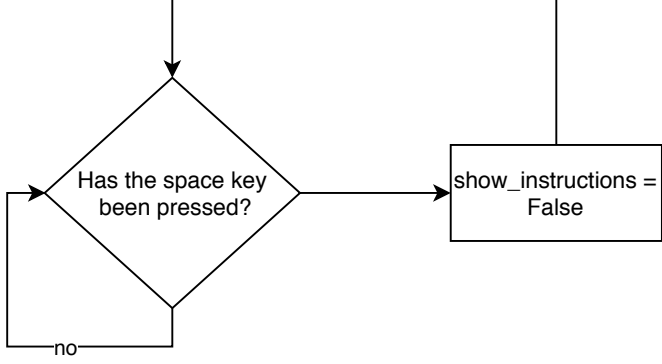


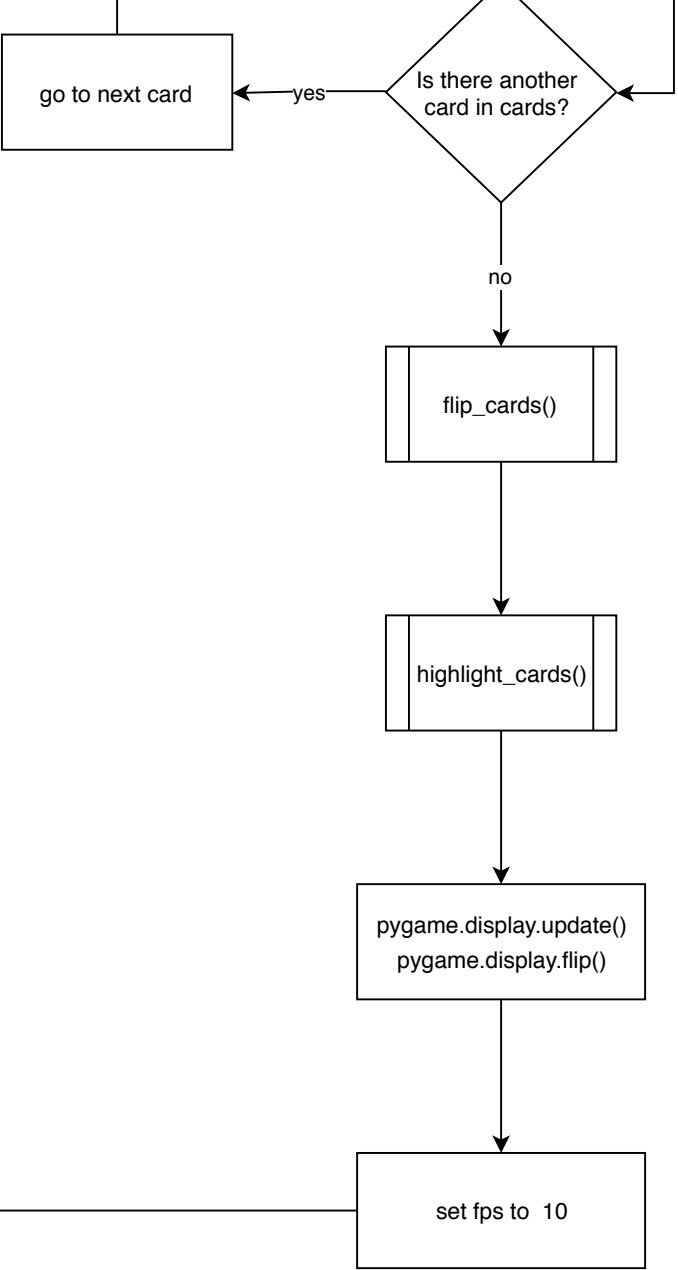












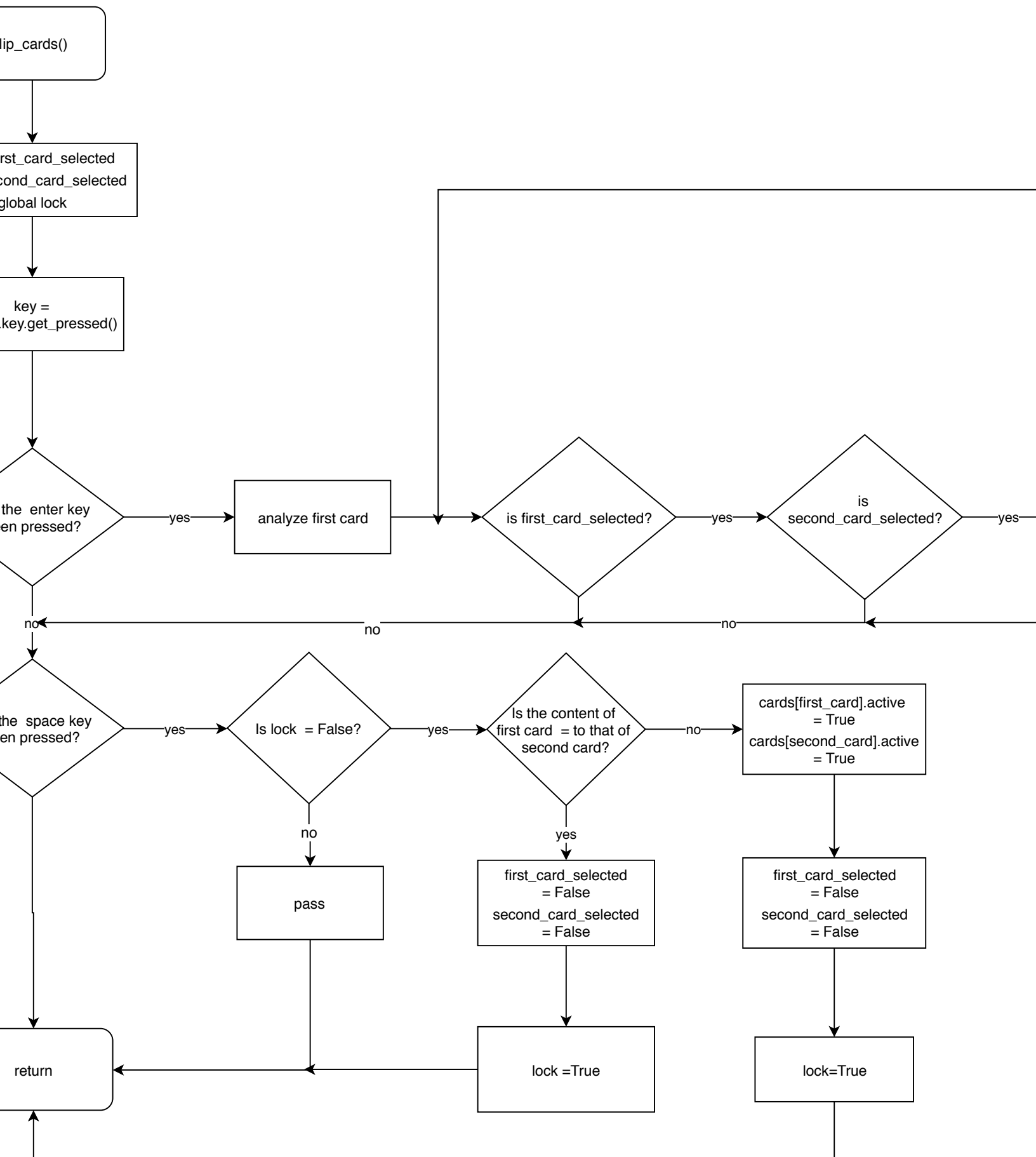
f

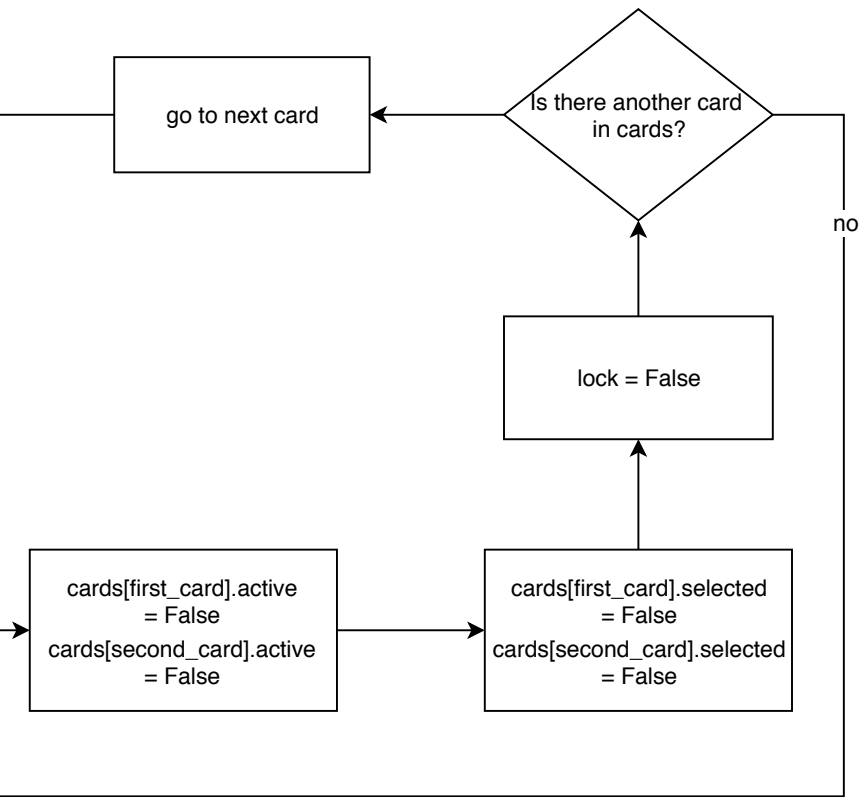
global fi  
global sec  
s

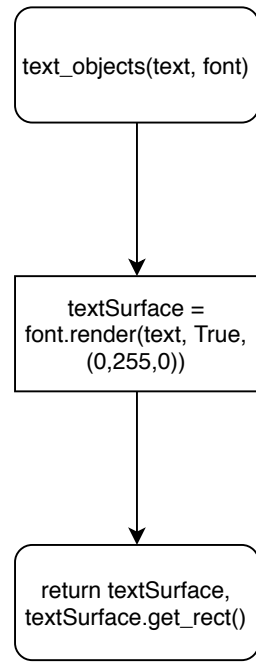
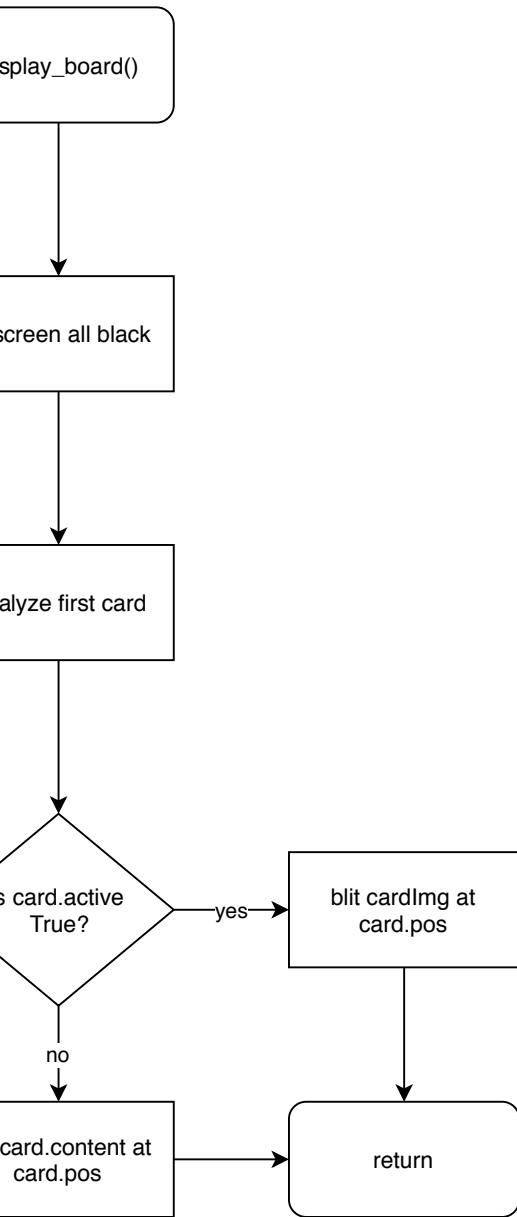
pygame.

Has  
be

Has t  
be







pyga

blit  
card

