

## TBD after refix

### Card Types

#### 1. **Areas** (Max 1 per side)

- Provide buffs or debuffs to all creatures on that player's field.
- Could have **continuous effects** (like boosting certain types of cards) or **one-time effects** (triggering upon placement).
- Example:
  - *Shibuya Incident* – Sorcerers lose 10% HP per turn but gain +50 ATK when fighting in the Area.

#### 2. **Creatures** (Sorcerers & Cursed Spirits)

- These are the main battle units with **ATK (Attack)**, **DEF (Defense)**, and **HP**.
- Some may have **Innate Abilities** that provide passive or activated effects.
- Can be evolved or upgraded into stronger versions.
- Example:
  - *Yuji Itadori (Base Form)* – 1 Energy, 100 ATK, 50 DEF
  - *Yuji Itadori (Black Flash Boost)* – 2 Energy, 200 ATK, 75 DEF

#### 3. **Spells** (Abilities, Traps, and Special Moves)

- Can be **instant**, **continuous**, or **triggered**.
- Some may require **conditions** (e.g., only usable when HP is below 500).
- Example:
  - *Divergent Fist* – Costs 1 Energy, deals 150 ATK but activates 1 turn later.
  - *Domain Expansion: Malevolent Shrine* – Costs 5 Energy, automatically deals 500 damage to all opponent creatures.

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## Game Resources

#### 1. **HP** – Players start with **2,000 HP**.

#### 2. **Energy** –

- Starts at **1 Energy on Turn 1**.
- Gains **+1 Energy per turn (max 3 per turn)**.
- Can store up to **10 Energy**.
- Some cards might allow Energy boosting or storing beyond 10 (e.g., "Cursed Energy Overflow").

#### 3. **Actions** – You can do multiple actions as long as you have enough **Energy to pay for them**.

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## Additional Gameplay Mechanics

### 1. Turn Structure

- **Draw Phase** – Draw 1 card.
- **Energy Gain Phase** – Gain Energy.
- **Action Phase** – Play creatures, use spells, attack, activate abilities.
- **End Phase** – Resolve any lingering effects.

### 2. Battle Mechanics

- Creatures attack **directly** or battle other creatures.
- DEF reduces incoming ATK damage.
- If ATK > DEF, excess damage carries over to HP.

### 3. Advanced Mechanics

- **Cursed Techniques** – Special moves exclusive to certain sorcerers (e.g., Gojo's Limitless).
  - **Domain Expansions** – High-cost spells that drastically shift the game state.
  - **Cursed Objects** – Items that can be equipped to units for stat boosts.
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## Card Example (Balanced Version)

- **Yuji Itadori (Base)**
    - **Cost:** 1 Energy
    - **ATK:** 100
    - **DEF:** 50
    - **Effect:** "When Yuji attacks for the first time, gain 1 additional Energy next turn."
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## Next Steps

- Flesh out **win conditions** (e.g., depleting opponent's HP).
  - Design a **starter deck** with around **30-40 cards**.
  - Playtest with different **energy costs** and **balance attack/defense values**.
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