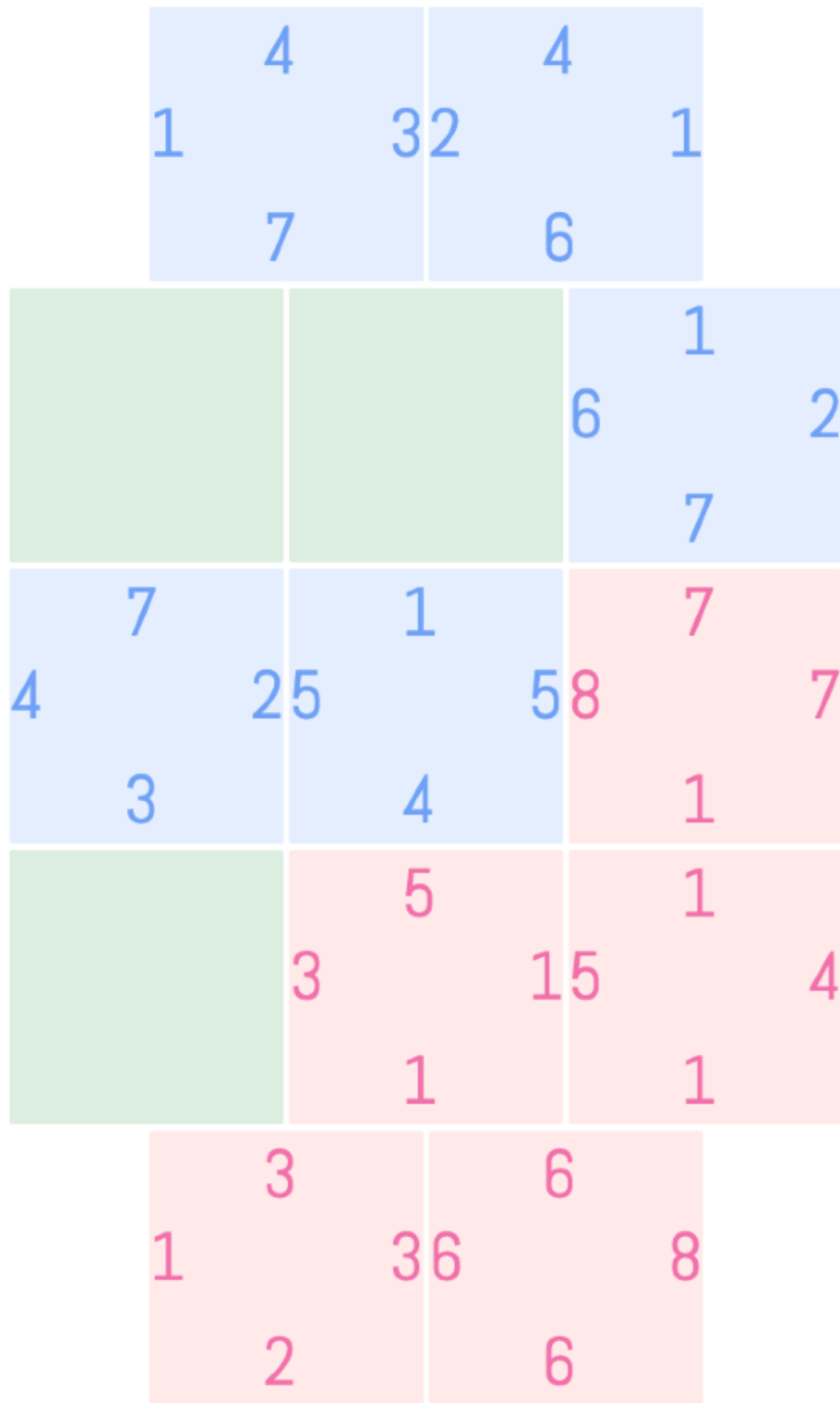


From cards in array - > front end

```
let z = this.hands[i];
$('#cardBoard${y}`).addClass(`${this.name}Card`, 1000, `linear`);
$('#cardBoard${y} #topNum').text(`${z.top}`);
$('#cardBoard${y} #leftNum').text(`${z.left}`);
$('#cardBoard${y} #botNum').text(`${z.bottom}`);
$('#cardBoard${y} #rightNum').text(`${z.right}`);
```

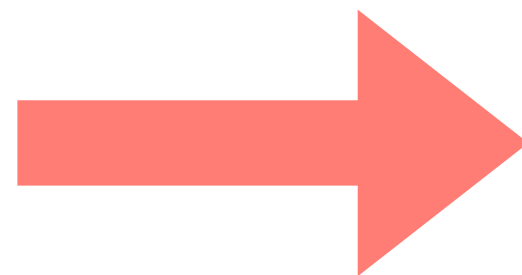
5	2	53	17	26	6
1	1	2	8		
2	6	16	6		
1	8				
2	1	4	6		5
1	7	3	8		

```
if(p1.length > 0 && p2.length > 0){
  for(let j in p2){
    let y = parseInt(p2[j]);
    if(x == (y+3)){
      if($('#cardBoard${x} #topNum').text() > $('#cardBoard${y} #botNum').text()){
        ($('#cardBoard${y}').switchClass(`${target.name}Card`, `${this.name}Card`, 1000, `swing`)).effect("bounce");
        pTemp.push(p2[j]);
        iTemp.push(j);
        this.compareCheck = 1;
        console.log(`the top number is greater than their bot number!`);
      } else {
        this.compareCheck = 1;
        console.log(`your number is not greater than your opponent's`);
      }
    } else if(x == (y-3)){
      if($('#cardBoard${x} #botNum').text() > $('#cardBoard${y} #topNum').text()){
        ($('#cardBoard${y}').switchClass(`${target.name}Card`, `${this.name}Card`, 1000, `swing`)).effect("bounce");
        pTemp.push(p2[j]);
        iTemp.push(j);
        this.compareCheck = 1;
        console.log(`the bot number is greater than their top number!`);
      } else {
        this.compareCheck = 1;
        console.log(`your number is not greater than your opponent's`);
      }
    } else if(x == (y+1) && (x % 3 != 0)){
      if($('#cardBoard${x} #leftNum').text() > $('#cardBoard${y} #rightNum').text()){
        ($('#cardBoard${y}').switchClass(`${target.name}Card`, `${this.name}Card`, 1000, `swing`)).effect("bounce");
        pTemp.push(p2[j]);
        iTemp.push(j);
        this.compareCheck = 1;
        console.log(`the left number is greater than their right number!`);
      } else {
        this.compareCheck = 1;
        console.log(`your number is not greater than your opponent's`);
      }
    } else if(x == (y-1) && (x % 3 != 2)){
      if($('#cardBoard${x} #rightNum').text() > $('#cardBoard${y} #leftNum').text()){
        ($('#cardBoard${y}').switchClass(`${target.name}Card`, `${this.name}Card`, 1000, `swing`)).effect("bounce");
        pTemp.push(p2[j]);
        iTemp.push(j);
        this.compareCheck = 1;
        console.log(`the right number is greater than their left number!`);
      } else {
        this.compareCheck = 1;
        console.log(`your number is not greater than your opponent's`);
      }
    } else {
      console.log(`there is no match`);
      this.compareCheck = 1;
    }
  }
}
```



Toripuru Toraiado is based on a card game TRIPLE TRAIT from FFVIII

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Elements	Console	Sources	Network	Filter	Default levels
<input type="checkbox"/> Hide network	<input type="checkbox"/> Log XMLHttpRequests				
<input type="checkbox"/> Preserve log	<input checked="" type="checkbox"/> Eager evaluation				
<input type="checkbox"/> Selected context only	<input checked="" type="checkbox"/> Autocomplete from history				
<input type="checkbox"/> Group similar	<input checked="" type="checkbox"/> Evaluate triggers user activation				
Player is looping target array has 3,4					game.js:155
Player is looping CPU's on board-current on: 3					game.js:156
there is no match					game.js:206
just checking					game.js:154
Player is looping target array has 3,4					game.js:155
Player is looping CPU's on board-current on: 4					game.js:156
there is no match					game.js:206
0 = pTemp Length					game.js:220
8					game.js:238
NaN					game.js:238
NaN					game.js:238
7					game.js:238
5					game.js:238
AICard check point 8					game.js:130
check point 1_1					game.js:149
check point 1_2					game.js:151
just checking					game.js:154
CPU is looping target array has 5,7,8					game.js:155
CPU is looping Player's on board-current on: 5					game.js:156
there is no match					game.js:177
just checking					game.js:154
CPU is looping target array has 5,7,8					game.js:155
CPU is looping Player's on board-current on: 7					game.js:156
there is no match					game.js:206
just checking					game.js:154
CPU is looping target array has 5,7,8					game.js:155