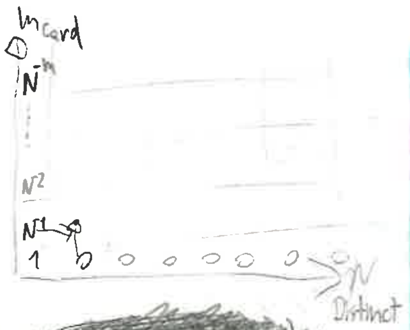
HS ^{N} 130 Cards

1) D = distinct cards

$\tilde{D} = \langle D(N,m) \rangle = ?$



$P[n,m] = \left(1-\frac{n-1}{N}\right) P[n-1,m] + \frac{n}{N} P[n,m]$

$\tilde{D} = \sum_{m=1}^{N} n \cdot P[n,m]$

$= \sum n \left(1-\frac{n-1}{N}\right) P[n-1,m-1]$

$+ \sum \frac{n^2}{N} P[n,m-1]$

2) D_2 = distinct doubles

$\tilde{D}_2 = \langle D_2(N,m) \rangle$

$P[n_1,n_2,m] = P[n_1-1,n_2,m-1]\left(1-\frac{n_1-1+n_2}{N}\right)$

$+ P[n_1+1,n_2-1,m-1] \frac{n_1+1}{N}$

$+ P[n_1,n_2,m-1] \frac{n_2}{N}$

$+ P[n_1-1,n_2+1,m-1]$

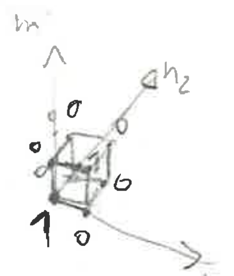
$D_2 = \sum_{n_1,n_2}^{N} n_2 P[n_1,n_2,m]$

$P[0,0,m] = 0$, P[

$P[n_1,0,0] = 0$

$P[0,n_2,0] = 0$

$P[0,0,0] = 1$



HS Topics

- ⟨N Packs⟩ to get whole set
  - 1 of (D_1)
  - 2 of (D_2)
  - Incl. rarity effects
  - Incl disench. dust
  - Compare disench. val vs lucky plus value

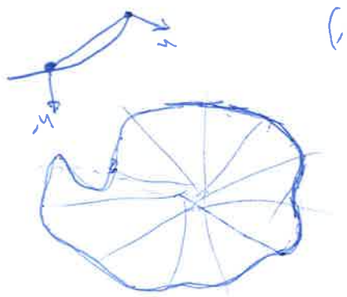
3 days
- 200 G from quest
- 20 G from ranked
- 1,5 arena

2250
150
15.0

1 month → 2200 G − A = ∅
15 Arena

1 month → 15 Arena

$q = u + iv + jw + kt = (u,v,w,t)$



$\nabla_R \frac{e^{ikR}}{4\pi R} = G = G(u-\hat{R})\vec{Q}_R$

$\vec{R} = \vec{X} - \vec{X}' = \vec{X}(u,v) - \vec{X}(u',v')$

$\vec{Q}_R \cdot \left((\hat{n}\times\vec{v})\times(n\times\vec{v})\right)$

$\left(n\times\vec{t}_v\right)\cdot\left(\vec{Q}_R\times(n\times\vec{v})\right)$

$f_S\left(\vec{Q}_R\times\vec{M}\right) =$

$\vec{M} = n\times\vec{v}$

$\vec{t}_S = n\times\vec{t}_v$

$\left(\vec{X}-\vec{X}'\right)\cdot\left((n(x')\times w)\times(n(x)\times t)\right)$

$\varepsilon_{ijm}\left(\varepsilon_{ijk}n_j w_k\right)\left(\varepsilon_{mnl}n_n t_l\right)$

$\left(\varepsilon_{ijm}\varepsilon_{mnl}\right)\left(\varepsilon_{ijk}n_j w_k\right)n_n t_l =$

$\left(\delta_{in}\delta_{jl} - \delta_{jl}\delta_{in}\right)\left(\varepsilon_{ijk}n_j w_k\right)n_n t_l =$

$\varepsilon_{ijk}\varepsilon_{ijk}\left(n_j w_k n_n t_l\right) =$

$n_j \varepsilon_{ijk}\varepsilon_{ijk} n_j w_k = n\left(t\cdot(\hat{n}\times w)\right)$

$= t_p \varepsilon_{pjk} n_j n_j w_k = t\left(n\cdot(n\times w)\right)$

$= t\left(w\cdot(n\times n)\right)$

$\left\langle t \middle| \nabla G\times M\right\rangle_{SS'} =$

$\left\langle t \middle| G_0(ik-\frac{1}{R})\middle|\vec{Q}_R\times M\right\rangle_{SS'}$

$\nabla'\left(G\left(t\times M'\right)\right)$

$\left(\nabla_S' + \nabla_n'\right)\left(\ldots\right)_{S,S'}$

$\left\langle \nabla_n'\cdot\left(G\left(t\times M'\right)\right)\right\rangle_{SS'}$

$\nabla_n' = \vec{n}\,\partial_n'$

$\nabla_n'\cdot\left(G\left(t\times M\right)\right) =$

$+ n\cdot\partial_n'\left(t\times M\right)$

$= n\cdot\left(\partial_n' G\right)\left(t\times M\right)$

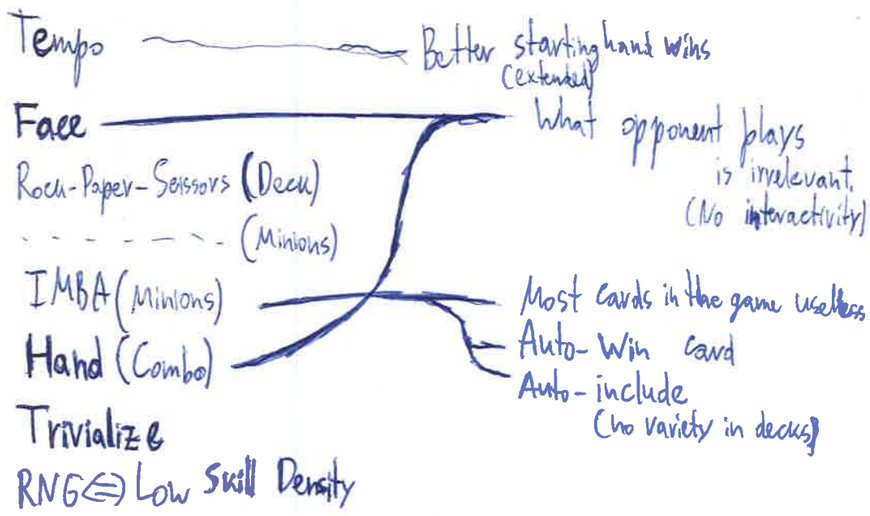
$\vec{t} \sim -\vec{e}_x$

$\vec{n} \sim \vec{e}_y$

$\vec{e}_v \sim \vec{e}_x + \vec{e}_y + \vec{e}_z$

$t\left(\vec{e}_y\times M\right) =$

Fail Types (Extreme case)



~~Density of significant Choice.~~

- Know you have 1% chance of winning, but still wait
- Not Movie – Win by outplaying opponent
- Unique – plays not obvious from past experience.
- Interactive – Your game plan should depend on what opponent does.