

# Tarot

but a game

# Style guide

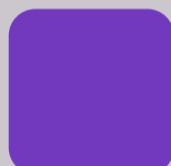
## Fonts

Accent - Mystery Quest

Title - Berkshire Swash

Body - Roboto

## Color palette



#7238BD



#FFCB3C



#2B2D42



#97EFE9



#CC3F0C



#FFFFFF



Primary

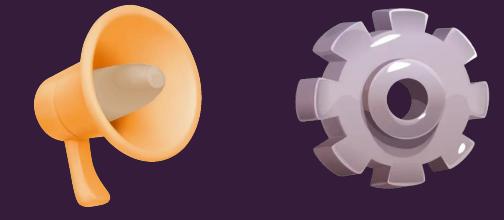
Secondary

Tertiary button



# Tarot

but a game



Solitaire



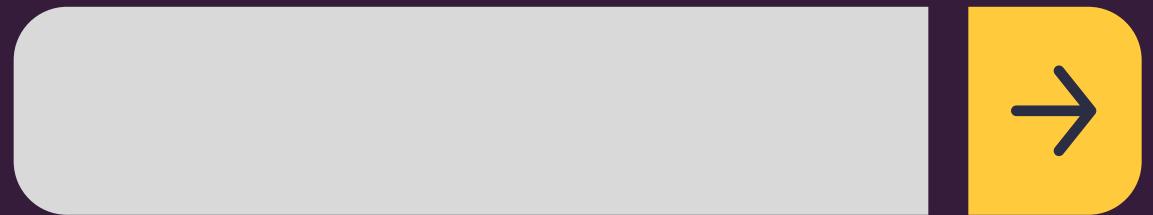


Room code

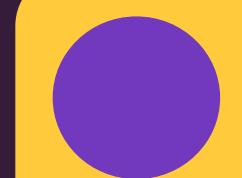
ⓘ



5834



Join a friend



@emma\_tho

YOU

Waiting for another player...



Rules





Room code

ⓘ



5834

5834 →

Join a friend

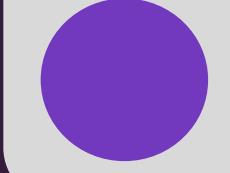


Rules



@kaithedestroyer3

YOU



@emma\_tho

HOST

Waiting for host..

Leave

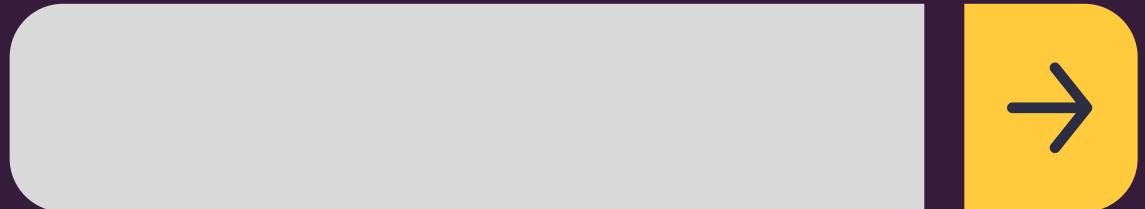


Room code

ⓘ



5834



Join a friend



@emma\_tho

YOU



@kaithe destroyer3



Rules



Start

Practice



## Rules

Rock  
34



Join

Rules



Close

### Setup

Each player is initially dealt five cards.

Cards belong to one of four suite: Cups, Swords, Wands, or Pentacles. The illustration on the card as well as the color of the border surrounding the card serve to indicate which suit a card belongs to. Each card also has either a printed numeric value, or a face corresponding to a numeric value (much like a standard deck of playing cards). Namely, a Page exists as the equivalent to the number 11, a Knight to 12, a Queen to 13, and a King to 14.

### Gameplay

During each round, each player selects a card. The choice of card remains obscured from the other player until such time as both players have selected their cards. Then, both cards are revealed, as well as the winner of the round.

After all cards have been exhausted (i.e., after five rounds), gameplay ends. The winner of the game is the player who has won the highest number of rounds.

### Winning cards

As mentioned before, each card has both a suit and a number (or number-adjacent face value). The total score of a card is equal to its numeric value times its multiplier. The multiplier of a round is calculated by examining the relationship between the suits of the cards, subject to effect by World Events.

The standard relationship of suits is pictured below.



YOU

another player...

Start

Practice

Leave game



Round 1  
You:0

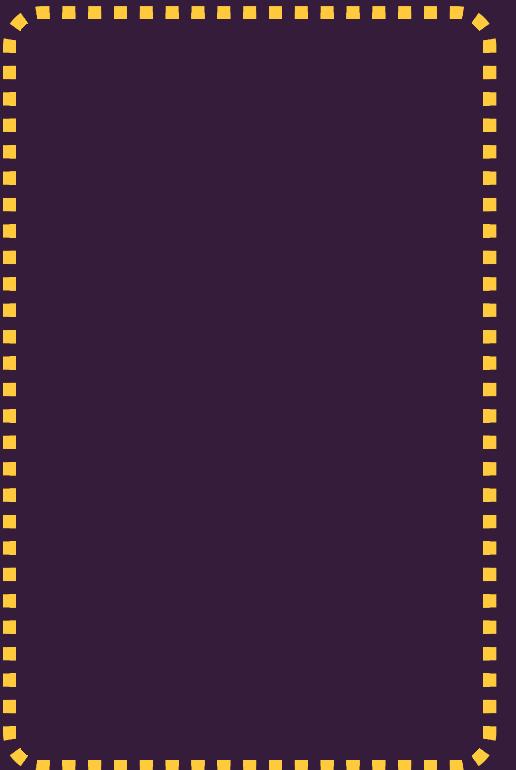
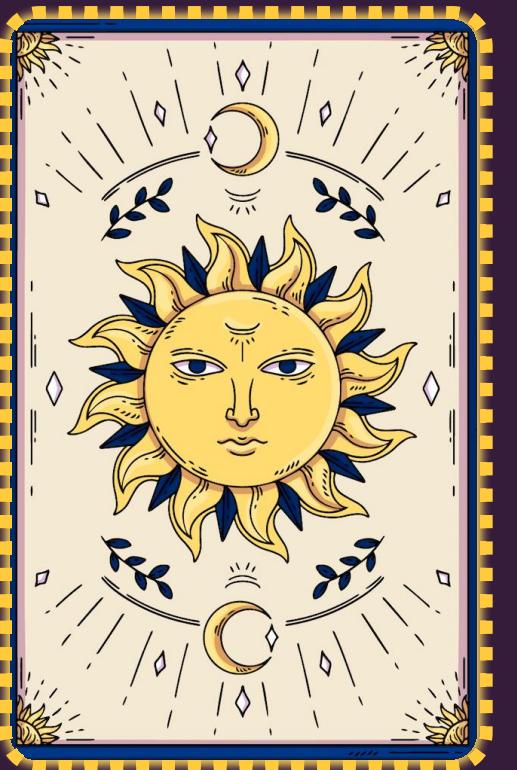
0 Sec  
Opponent: 0



## Chat

YOU: Hello?

Wizard123: Hello!



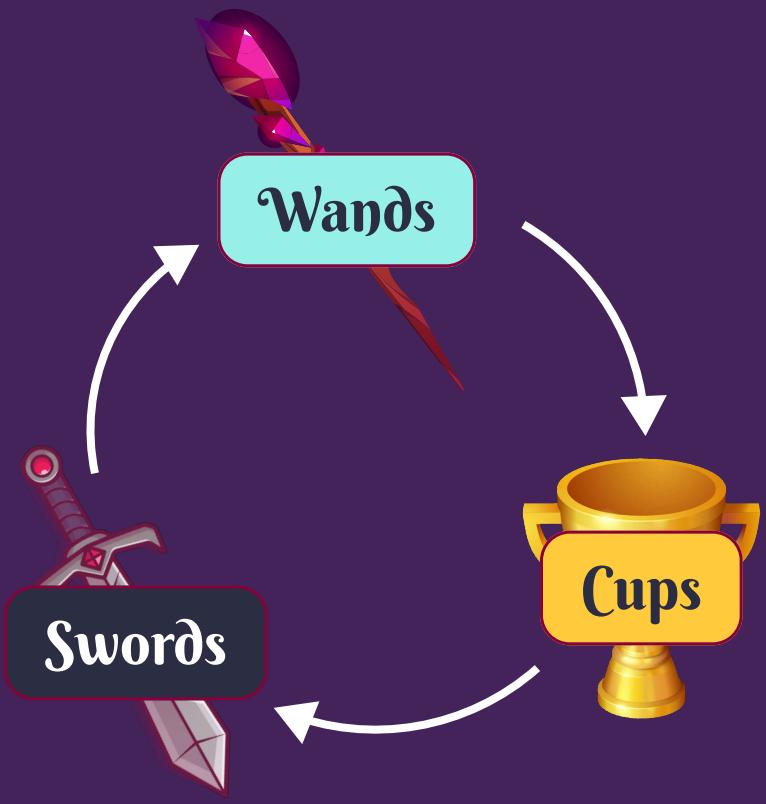
I'm leaving the game

Send



## Legend

i



Pentacles are neutral



Draw 4 cards to discover your fortune... choose wisely!



50 Luck Points

Luck Meter



Draw 4 cards to discover your fortune... choose wisely!



Are you Sure?  
You are about to leave to home.

Stay

Leave



50 Luck Points

Luck Meter





 Audio

profile

Info

Music Volume:



Sound Effects Volume:





Audio

Profile

Info



WizardMan\_2012

Change Avatar

Save

Reset



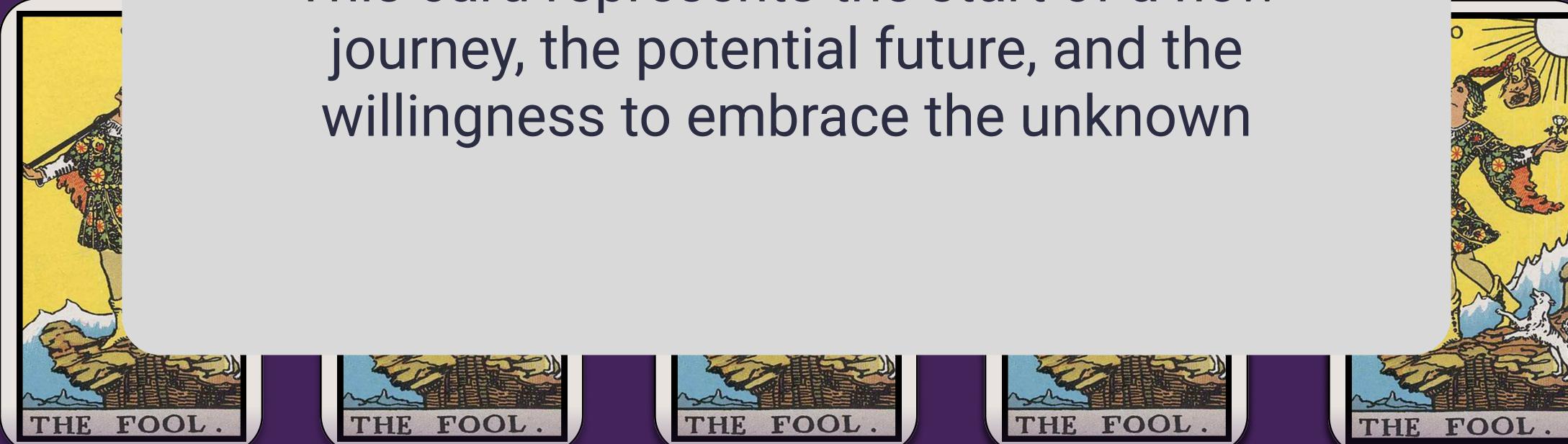
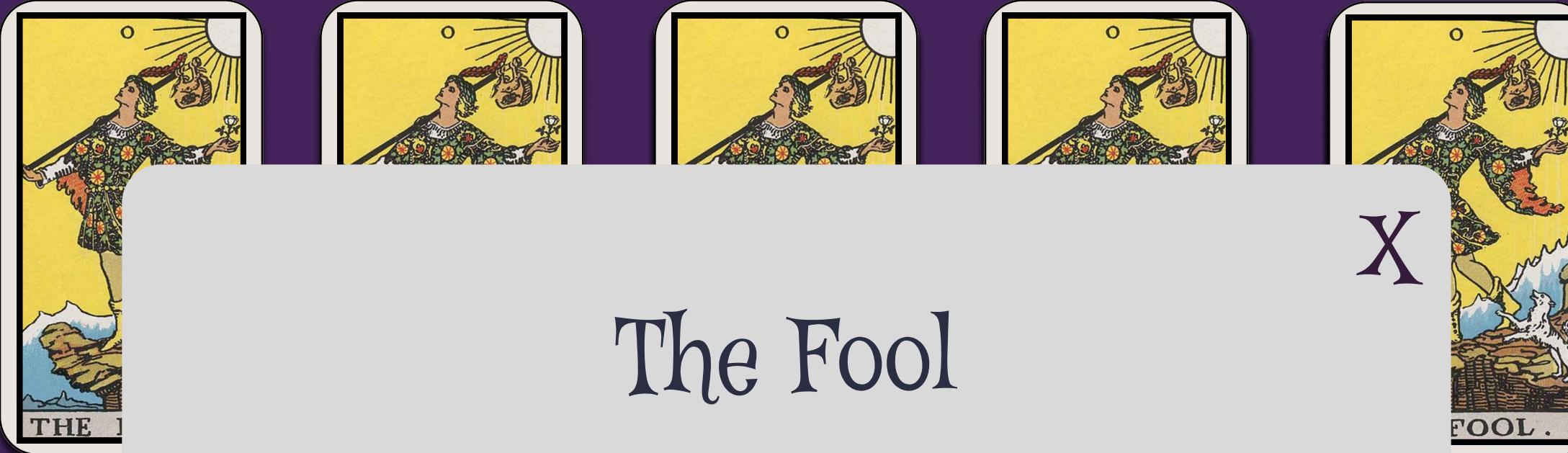
Audio

Profile

Info

# The Fool

This card represents the start of a new journey, the potential future, and the willingness to embrace the unknown



# Tarot

but a game

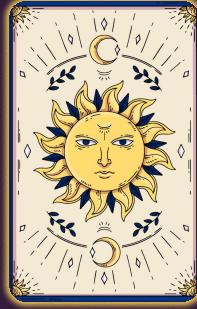
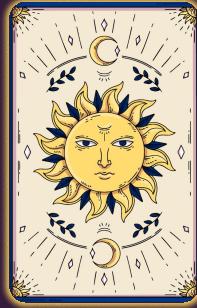


Solitaire



50 Luck Points

Luck Meter



Draw 4 cards to discover your fortune... choose wisely!



# Room code



5834



Join a friend



@emma\_tho

YOU



@kaithedestroyer3



Start

Practice



# How to play

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Sed varius lacinia lacus, nec aliquet erat vulputate sed. Nulla gravida non mi a consequat. Pellentesque in ipsum velit. Mauris sed augue interdum, gravida leo a, interdum orci. Nunc varius eu mi at dictum. Sed dignissim vulputate nibh in blandit. Ut finibus convallis aliquet. Integer a lacinia ipsum, quis lobortis nisi. Proin id magna placerat, suscipit eros id, mattis magna. Cras commodo at arcu ut pulvinar. Vestibulum condimentum purus lorem, vel placerat erat cursus sit amet. Quisque pulvinar velit justo, sed viverra tellus finibus vitae. Aliquam vulputate dignissim ante vel dapibus. Aliquam sit amet blandit felis, lobortis pharetra orci. Nulla elementum euismod nunc sed tristique. Integer varius justo sit amet eros lacinia, et pretium magna interdum. Nunc placerat elit et mollis tincidunt. Fusce non mi vel nisl elementum fringilla. Pellentesque egestas vitae arcu nec hendrerit. In commodo porta ultrices.

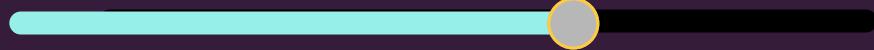


## Close

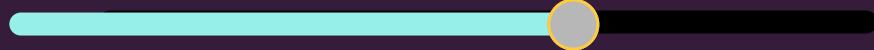




Music Volume:



Sound Effects Volume:



Audio

Profile

Info





WizardMan\_2012

Change Avatar

Save

Cancel

Audio

Profile

Info





## The Fool

This card represents the start of a new journey, the potential future, and the willingness to embrace the unknown



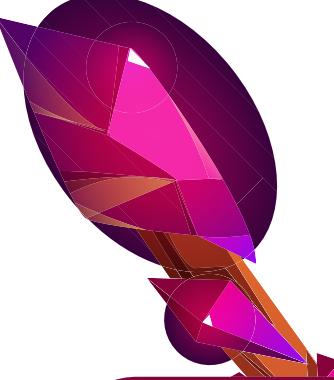
Audio

Profile



Info





Wands



Swords



Cups



Pentacles



Wands



Swords



Cups



Pentacles



**Wands**



**Swords**



**Cups**



**Pentacles**



Wands



Swords



Cups



Pentacles



Wands



Swords



Cups



Pentacles



Wands



Swords



Cups



Pentacles

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## Gameplay

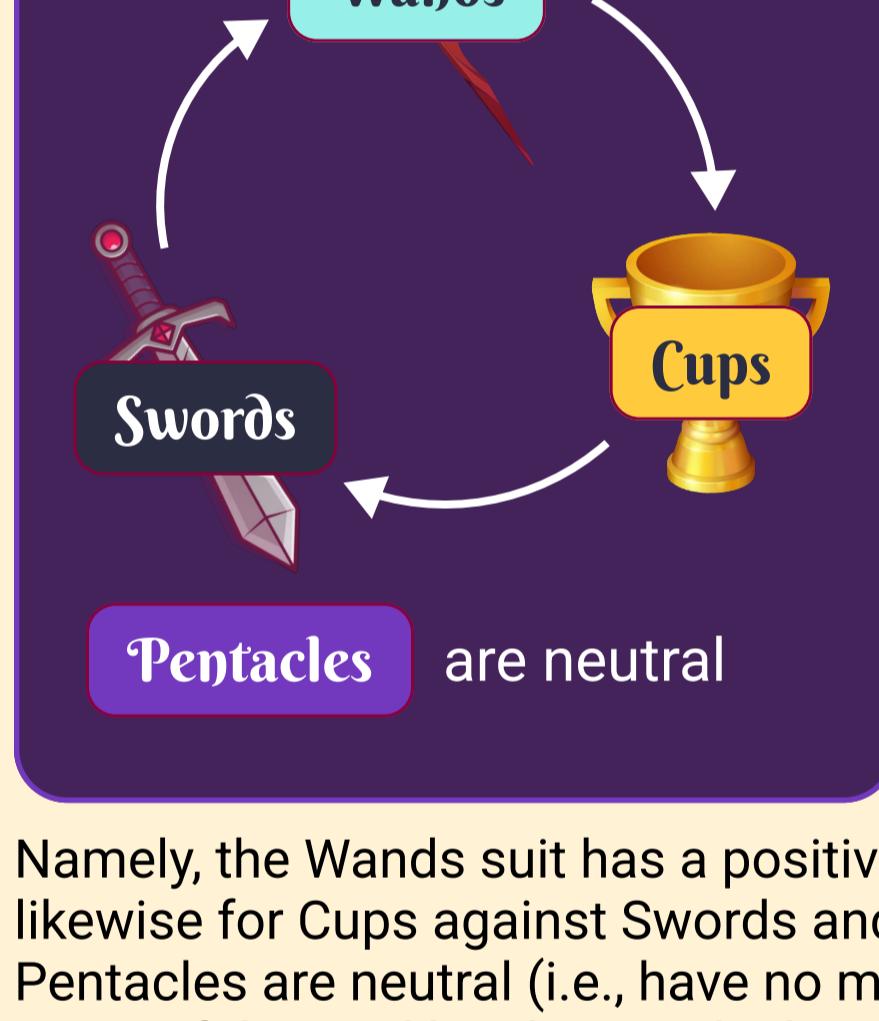
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The standard relationship of suits is pictured below.



Namely, the Wands suit has a positive multiplier against the Cups suit, and likewise for Cups against Swords and Swords against Wands. In this case, Pentacles are neutral (i.e., have no multiplier against any suit). Once the total score of the card has been calculated from the numeric value and suit-based multiplier, the card with the highest score wins each round.

## World Events

During the second and fourth rounds, World Events trigger. These World Events change the ways that cards compete against each other. The possible Events are as follows:

### Event 1

Description description description description description description  
description description description description description

### Event 2

Description description description description description description  
description description description description

### Event 3

Description description description description description description  
description description description description

### Event 4

Description description description description description description  
description description description description

### Event 5

Description description description description description description  
description description description description