

Minor deck

Wands, Cups, Swords, Coins

“The suits, which are comparable to those of modern playing cards, are as follows: wands, batons, or rods (clubs); cups (hearts); swords (spades); and coins, pentacles, or disks (diamonds). Each suit has 4 court cards—king, queen, knight, and jack—and 10 numbered cards.”

Advantages for suites

Wands beat Cups

Cups beat Swords

Swords beat Wands

Coins neutral

World Events

- *Gets triggered in rounds 2,4. Affects both the players in the same way.*
- *The world event will only last for that round.*
- *It should show up as a popup that announces what world event it is, and then should move to the place below the legend. It should disappear from the legend after the round ends too.*

List of world Events -

- **Lower is better: The card with the lower power level wins!**
- **Suite Reverse: The order of the winning suites gets reversed!**
- **SuiteName are boosted!: Suitename is much stronger this round!**
- **Value Change: One of your cards got changed to a new value!**
- **Suite Change: One of your cards got changed to a new suite!**