

# Wizard vs Witch Rules

- The wizard is fighting the witch until either player wins by depleting the opponents health
- Both players start with five health
- If a player loses a round their health goes down by one
- The Wizard always goes first
- The computer is the Witch
- During each players turn they have the option to either Attack, Shield, or Absorb
- If a player chooses attack
  1. They draw if the opponent attacks
  2. They lose if the opponent shields
  3. They win if the opponent absorbs
- If a player chooses shield
  1. They draw if the opponent shields
  2. They lose if the opponent absorbs
  3. They win if the opponent attacks
- If the player chooses absorb
  1. They draw if the opponent absorbs
  2. They lose if the opponent attacks
  3. They win if the opponent shields
- Each round continues in succession until

a player wins

- Once either player wins the game declares a winner and allows you to restart the game by selecting play again

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