= ACTUAL CARD EFFECTS -----------------------------------------------------------------------------------------------------------  
(  
In general, lower power value cards will have better effects. This is to trade power for a stronger effect. Boundary-sacrifice cards (like 5 and 9) should have better effects than other cards that require the same amount of sacrifices.  
  
Suit styles:  
   
\* HEARTS mean LIVES. They are all about keeping the player alive in terms of shields, and reviving cards. Essentially, out sustaining the enemy.  
  
\* DIAMONDS mean DEFENSE. They are all about protecting the cards on the battlefield, hand, and graveyard. They help to achieve victory by providing an ultimate line of soldiers that prevent the player from being scathed.

\* SPADES mean BATTLE. They are the best when it comes to combat on the battlefield (destroying other cards).  
  
\*CLUBS mean UTILITY. They are all about being passive-aggressive (not relying on direct combat) to defeat the enemy. These include bypassing combat lines, crippling the enemy's hand / battlefield, or sneaky tricks.  
)

[REGULAR CARDS]  
= Joker  
\* This is the devil card itself (brings benefits and consequences to whoever played it).

Transform

|  |  |
| --- | --- |
| Joker | Transform into a suit on your battle-field. This card gains the appropriate effect:  Hearts:  Diamonds:  Spades:  Clubs: |

= Hearts

|  |  |
| --- | --- |
| A | Discard: Draw 1 card. If either card was the same suit as the Ace discarded, draw 2 more cards. Then reveal all 3 cards drawn. |
| 2 |  |
| 3 |  |
| 4 |  |
| 5 |  |
| 6 |  |
| 7 | Face-up: Summon a hearts from the graveyard. |
| 8 |  |
| 9 |  |
| 10 |  |
| J |  |
| Q |  |
| K |  |

= Diamonds

|  |  |
| --- | --- |
| A | Discard: Draw 1 card. If either card was the same suit as the Ace discarded, draw 2 more cards. Then reveal all 3 cards drawn. |
| 2 | Face-up: Noone can attack for two turns. (can’t be re-activated whilst this effect is in play) |
| 3 |  |
| 4 | Face-up: Can’t be destroyed by battle |
| 5 | Flip: None of your cards in the battlefield can be destroyed. |
| 6 |  |
| 7 | Face-up: Summon another diamonds with value <= 4 from deck or hand |
| 8 | Face-up: Can be destroyed twice by battle before being sent to the graveyard. |
| 9 | Face-up: Allow a card to NOT be destroyed once this turn. |
| 10 | Face-up: Summon two blank cards (0 power, cannot be sacrificed) |
| J | Sacrifice Summoned: If this card destroys 3 cards by battle, |
| Q |  |
| K | Sacrifice Summoned: All cards in your battlefield / graveyard / hand cannot be targeted or destroyed for 3 turns (while this card remains on your battlefield) |

= Spades

|  |  |
| --- | --- |
| A | Discard: Draw 1 card. If either card was the same suit as the Ace discarded, draw 2 more cards. Then reveal all 3 cards drawn. |
| 2 |  |
| 3 | Face-up: If this card destroys a card by battle, raise its power level by 6, and it can attack again. This can only be activated once per turn. |
| 4 |  |
| 5 | Face-up: Increase the power level by 2 until the end of this turn. |
| 6 |  |
| 7 | Face-up: Can attack twice in the battle phase |
| 8 |  |
| 9 |  |
| 10 |  |
| J |  |
| Q |  |
| K |  |

= Clubs

|  |  |
| --- | --- |
| A | Discard: Draw 1 card. If either card was the same suit as the Ace discarded, draw 2 more cards. Then reveal all 3 cards drawn. |
| 2 |  |
| 3 | Flip: Negate opponent’s attack and end the battle phase. |
| 4 | Face-up: If destroyed, draw 2 cards. |
| 5 | Flip: If this card was attacked face down, destroy the one that attacked it. |
| 6 | Flip: Reduce a card’s power level by 2. Face-up: Flip this card face down. |
| 7 | Face-up: You can activate one of these effects:   * Sacrifice two cards to gain 1 shield * Sacrifice 1 shield to summon two cards with value <= 4 |
| 8 | Face-up: Discard 1 card to draw 2 cards |
| 9 | F |
| 10 |  |
| J |  |
| Q |  |
| K |  |

[ANCIENTS]  
  
= Hearts  
  
= Diamonds  
  
= Spades  
  
= Clubs