= ACTUAL CARD EFFECTS -----------------------------------------------------------------------------------------------------------  
{

REMEMBER: NO CARDS ARE USELESS!

In general, lower power value cards will have better effects. This is to trade power for a stronger effect. Boundary-sacrifice cards (like 7 and J) should have better effects than other cards that require the same amount of sacrifices.  
  
Suit styles:  
   
\* HEARTS mean SUSTAIN. They are all about keeping the player alive in terms of shields, and reviving cards. All about summoning, reviving  
  
\* DIAMONDS mean DEFENSE. They are all about protecting the cards on the battlefield, hand, and graveyard. All about not dying on the battlefield

\* SPADES mean BATTLE. They are the best when it comes to combat on the battlefield (destroying other cards). All about destroying on the battlefield.   
  
\*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. These cards are used to help adapt to other styles.

The basic countering cycle goes like:

BATTLE beats SUSTAIN

DEFENSE beats BATTLE

SUSTAIN beats DEFENSE

}

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

Transform

|  |  |
| --- | --- |
| Joker | *The power level of this card is 5.*  Face-up: Transform into a suit on your battle-field. This card gains the appropriate effect:   * Hearts: * Diamonds: * Spades: If your opponent has more cards in their hand, draw 3 cards. If your opponent has more cards in their battlefield, discard 2 cards from their hand. * Clubs: |

= Hearts

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| --- | --- |
| A | Discard: For each opponent's cards destroyed this turn, draw 1 card. At the end phase, draw 1 card. |
| 2 | Face-up: Summon a card with value 2 from your deck. |
| 3 | Discard: Gain 1 shield. |
| 4 | Face-up: If this is the only card in your battlefield, you can summon one extra card this turn (includes sacrifice and fusion). |
| 5 | Face-up: Put a card from the graveyard into your hand. |
| 6 | Face-up: Summon a card with value <= 4 from the graveyard. |
| 7 | Sacrifice Summoned: Gain 2 shields. When this card is removed from the battlefield, lose 2 shields. |
| 8 | Face-up: You can activate one of these effects:   * Sacrifice two cards to gain 1 shield * Sacrifice 1 shield to summon two cards from the deck with value <= 4 |
| 9 | Face-up: Summon a HEART card from the graveyard. |
| 10 | Face-up: Summon a card with value <= 6 from your hand. |
| J | Face-up: Every time you destroy an opponent's card, put a card from the graveyard into your hand. |
| Q | Sacrifice Summoned: Shuffle all heart cards from your graveyard into your deck. |
| K | Sacrifice Summoned: Gain 3 shields. |

= Diamonds

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| A |  |
| 2 | Face-up: No one can attack for 2 turns. (can’t be re-activated whilst this effect is in play). |
| 3 | Face-up: If this card were to be destroyed by battle, you can redirect the attack to another target. |
| 4 | Face-up: Can’t be destroyed by battle. |
| 5 | Face-up: If a card you control will be destroyed by battle, you can discard 1 card instead. |
| 6 |  |
| 7 | Face-up: Summon another DIAMOND card with value <= 4 from deck or hand. |
| 8 |  |
| 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: All cards in your battlefield / graveyard / hand cannot be targeted or destroyed for 3 turns (while this card remains on your battlefield) |
| Q | Face-up: This card cannot be destroyed by battle, and you cannot be attacked directly. |
| K | Sacrifice Summoned: None of your cards in the battlefield can be destroyed by battle as long as this card remains on your battlefield. |

= Spades

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| A | Discard: Increase the power level of a SPADE card to the highest power level on the opponent's battlefield until the end phase. At the end phase, draw one card. |
| 2 | Face-up: Reduce a card's power level by 2. |
| 3 | Face-up: If this card destroys a card by battle, raise its power level by 4, and it can attack again. |
| 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 | Face-up: Halve a card's power level until the end phase. |
| 9 | Face-up: Target one card on the battlefield. If its power level is <= 9, destroy it. This card cannot attack if this effect is activated. |
| 10 | Face-up: This card can attack all your opponent's cards once. |
| J | Sacrifice Summoned: Increase this card's power level by 1 for every SPADE card in your graveyard. |
| Q |  |
| K | Sacrifice Summoned: Reduce a card's power level to 1. |

= Clubs

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| --- | --- |
| A | Discard: Draw 2 cards. If either card was a CLUB, draw 2 additional cards, then discard 1 card. |
| 2 | Face-up: You and your opponent select one card each on the battlefield. Swap them. |
| 3 | Face-up: One card on the field may not attack next turn. |
| 4 | Face-up: Reshuffle this card into your deck to draw another card. |
| 5 | Face-up: You can sacrifice this card to destroy another card on either battlefield. |
| 6 | Discard: Target one card on the field. While it's on the battlefield, it's effects cannot be activated. |
| 7 | Face-up: Send this card to the graveyard to destroy 2 of your opponent's shields. |
| 8 | Face-up: Target one other card. It can activate its ability again this turn. |
| 9 | Face-up: Your opponent cannot obtain cards from the graveyard next turn. |
| 10 | Face-up: Discard 1 card to draw 2 cards. |
| J | Sacrifice Summoned: None of your opponent's cards can be activated for 2 of their turns. |
| Q | Face-up: Take control of one of your opponent's summoned cards (including fusions). It can't attack this turn, or have its effect activated. |
| K | Face-up: If your hand has less than 3 cards, you can draw until you have 3 cards. |

*OTHER IDEAS:*

*Opponent cannot discard cards this turn*

*Face-up: Your opponent cannot sacrifice summon next turn.*

[ANCIENTS]  
  
= Hearts  
  
= Diamonds  
  
= Spades  
  
= Clubs