= 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 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.   
  
\* DIAMONDS mean DEFENSE. They are all about protecting the cards on the battlefield, hand, and graveyard.

\* 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. 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 | 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 | Face-up: Summon a card with value 2 from your deck. |
| 3 | Discard: Gain 1 shield. |
| 4 | Face-up: If this card is destroyed this turn, it can be summoned again at the end phase. |
| 5 |  |
| 6 | Face-up: Summon a card with value <= 6 from the graveyard. |
| 7 | Face-up: Put a card from the graveyard into your hand. |
| 8 | Face-up: Summon a hearts from the graveyard. |
| 9 |  |
| 10 |  |
| J |  |
| Q |  |
| K | Sacrifice Summoned: Gain 3 shields. |

= 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: No one 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 | Face-up: If a card you control will be destroyed by battle, you can discard 1 card to negate the attack. |
| 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: All cards in your battlefield / graveyard / hand cannot be targeted or destroyed for 3 turns (while this card remains on your battlefield) |
| Q | Sacrifice Summoned: None of your cards in the battlefield can be destroyed by battle as long as this card remains on your battlefield. |
| K | Face-up: Your opponent cannot sacrifice summon next turn. |

= 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 | Face-up: You can sacrifice this card to destroy another card on either battlefield. |
| 3 | Face-up: If this card destroys a card by battle, raise its power level by 6, and it can attack again. |
| 4 | Face-up: Summon another spades card from your hand (with value <= 6). |
| 5 | Face-up: Increase the power level by 2 until the end of this turn. |
| 6 | Face-up: This card can attack all your opponent's cards once. |
| 7 | Face-up: Can attack twice in the battle phase |
| 8 | Face-up: Reduce a card's value by 2 |
| 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 | Face-up: You and your opponent select one card each on the battlefield. Swap them. |
| 3 | Face-up: Negate opponent’s attack and end the battle phase. |
| 4 | Face-up: If destroyed, draw 2 cards. If either is a CLUB, draw an additional card. |
| 5 | Face-up: Destroy the card that attacks this card. |
| 6 | Face-up: Target one card on the field. It's effects are negated next turn. |
| 7 | Face-up: Destroy one of your opponent's 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: 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 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

- Target one other card. It can activate its ability again this turn.

[ANCIENTS]  
  
= Hearts  
  
= Diamonds  
  
= Spades  
  
= Clubs