== CARD EFFECTS (basically yugioh + duelmasters)  
  
= RULES ------------------------------------------------------------------------------------------------------------------------  
  
[General stuff]  
  
\* The aim of the game is to destroy all the opponent’s shields (loser is the one that has no shields remaining), and then attack them with one final blow. A player will lose a shield if they are attacked whilst they have no defending cards on their side of the field.   
ALTERNATIVELY, a player loses during the draw phase when they have no more cards in the deck.   
  
\* Each card has their own VALUE (Ace: 1, King: 13). These VALUE, along with its SUIT, identifies the unique effect the card holds. The POWER LEVEL is the card's fighting capability (when battling, the card with the lower power level will be destroyed), and is initially the same as the VALUE.

\* Each card has their own EFFECT. Each card can have its effect activated only ONCE per turn. Depending on the effects themselves, they can be activated either turn.

\* Each player will play with a full deck (52 cards, with 2 jokers)  
  
[GAMEPLAY]  
  
\* The game board looks like this:  
  
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 Battle Field 1  
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 Battle Field 2  
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 Each battle field can hold up to 4 cards  
  
\* Up to 2 suits can be one side of the field at a particular time.   
  
\* At the start, each player has 5 cards in their hand, and 5 shields (10 if longer, 3 if shorter, etc. Very flexible.)  
 Noone can attack in the first turn.  
 A card must be discarded at the End phase when they have 8 or more cards in their hand.  
  
\* Cards can be summoned face up or face down. If summoned face down, they can be flipped up the next turn, or if targeted as an attack target.  
 They are destroyed when battling a card with a higher power level.  
 Cards with power <= 6 can be simply summoned. Higher ones will need sacrifices, listed below:  
 7 - 10: 1 card  
 J - K: 2 cards  
 In general, card effects are activated ONCE outside of battle phase.  
  
\* Fusion summon involves placing a lower-value card on top of a higher value card, or upgrading a card to the next power level (keeping the original in the fusion pile). The power level of the fusion card will be the total of the powers in the pile.  
 When they are destroyed, one of the cards in the fusion is detached instead.  
 Only ONE effect (corresponding to a single card in the fusioned pile) can be activated.  
 A card that is fused becomes a new card entirely (any effects are overridden). If an effect was previously activated prior to fusing, its effects cannot be activated until next turn.  
  
\* When all cards are fusioned, they become an ANCIENT, which has SUPER DUPER effects  
  
\* The procedure of a player's turn is as follows:  
 1. Draw Phase  
 - draw 1 card from the top of the deck  
 2. Chill (or Standby) Phase  
 - there may be effects that activate here   
 3. Pre-battle Phase  
 - summon 1 card (power level <= 4)  
 OR - sacrifice 1 card to summon a stronger card (power level >= 5)  
 OR - fuse cards (consecutive cards are placed on top of each other)  
 NOTE: Only cards LOWER than the original can be placed  
 OR - activate card effects.  
 4. Battle Phase  
 - Have a card attack another card on the opponent's field. If the card with the lower power will be destroyed (if they're the same, both are destroyed). When a fused card is destroyed, either the lowest or highest card is removed. The destroyed/removed cards go into the dead pile.  
 OR - Attack the opponent directly (in which case the defending player loses ONE shield)  
 5. Post-battle Phase  
 - Can summon a card if none were summoned before  
 - Activate any effects from cards that aren't already activated  
 6. End Phase  
 - Player ends. Next player's turn