

## Caller

**Transform**

Position	X	0	Y	-100	Z	0
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

**Transform**

Position	X	-0.4081632	Y	100	Z	-0.4301075
Rotation	X	-180	Y	0	Z	0
Scale	X	0.15	Y	0.15	Z	0.15

**Card (Script)**

Script: Card

Blue Material: Card Face Blue

Card ID: 7fe8eaf0-4974-45a9-bd54-fbd1c2a5aecf

Card Num: 0

Card Type: civil

Civil Material: Card Face Civil

Death Material: Card Face Death

Is Card Up: ☒

Is Discard: ☐

**Mats**

Size: 3

Element 0: Card Back (Instance)

Element 1: Card Face Civil

Element 2: Card Edge (Instance)

Player Num: 0

Red Material: Card Face Red

Rotate Face Up: ☒

Rotate Flatten Text: ☐

Rotate Vertical: ☐

Tmp Str: empty

## Player

**Transform**

Position	X	0	Y	-100	Z	0
Rotation	X	0	Y	0	Z	0
Scale	X	0.4081632	Y	100	Z	0.4301075

**Transform**

Position	X	-1	Y	1	Z	-0.9999999
Rotation	X	0	Y	0	Z	0
Scale	X	0.15	Y	0.15	Z	0.15

**Card (Script)**

Script: Card

Blue Material: Card Face Blue

Card ID: 7fe8eaf0-4974-45a9-bd54-fbd1c2a5aecf

Card Num: 0

Card Type: civil

Civil Material: Card Face Civil

Death Material: Card Face Death

Is Card Up: ☐

Is Discard: ☐

**Mats**

Size: 3

Element 0: Card Back (Instance)

Element 1: Card Face Civil

Element 2: Card Edge (Instance)

Player Num: 0

Red Material: Card Face Red

Rotate Face Up: ☒

Rotate Flatten Text: ☐

Rotate Vertical: ☐

Tmp Str: empty

Add Component