# WSPro Command API

## Low-Level Commands (Issued by the game)

These commands are basic building blocks for all other commands and as such do not do much checking for validity or coherence, be warned if you attempt to call these commands, depending on the type of game running these may be ignored when issued by cards or players.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Example | Parameters | Description |  |
| ADD\_CARD | ADD\_CARD |  |  |  |

### ADDCARD

#### Description

Add a specific card to a zone.

*Note: Players and cards are not allowed to call this command.*

#### Synopsis

ADDCARD [CARD UUID] [CARD ZONE NAME]

#### Parameters

|  |  |
| --- | --- |
| UUID | The Unique Identifier for a known card in the game |
| TARGET\_ZONE\_NAME | The Zone which should receive this card. |

#### Example

ADDCARD 0-0-0-0 HAND\_ZONE

### NEXTPHASE

#### Description

Advances the game to a new phase in a list of known phases

*Note: Players and cards are not allowed to call this command.*

#### Synopsis

NEXTPHASE [PHASE\_NAME] [PLAYER\_ID]

#### Parameters

|  |  |
| --- | --- |
| PHASE\_NAME | The name of the phase to transition to |
| PLAYER\_ID | The owner of the next phase |

#### Example

ADDCARD 0-0-0-0 HAND\_ZONE

## Mid-Level Commands (Issued by Game / Card Effects)

### SHUFFLE

#### Description

Shuffles the cards in a zone.

*Note: Players are not allowed to call this command.*

#### Synopsis

SHUFFLE [PLAYER\_ID] [CARD ZONE NAME]

#### Parameters

|  |  |
| --- | --- |
| PLAYER\_ID | The ID of the player who is receiving the action |
| TARGET\_ZONE\_NAME | The Target Zone to receive this action |

#### Example

SHUFFLE 0-0-0-0 ZONE\_DECK