Card

Name: Type: Effect: Points:

Bajun

"Cat-Bajun" "Action" "Hit" 1

Sivka

"Sivka-Burka" "Action" "Hit" 2

Wolf

"Grey Wolf" "Action" "Hit" 3

Bogatyr

"Bogatyr" "Action" "Hit" 4

Apple

"Golden Apple" "Action" "Heal" 3

Berehynia

"Berehynia" "Action" "Heal" 5

Firebird

"Firebird"
"Action"
"Exchange All"
0

Invisibility

"Cap of invisibili "Action" "Steal" 0

Char

Name: Health: Deck:

Bes

"Bes"
"Action"
"Hit"

Volkodlak

"Volkodlak" "Action" "Hit" 2

Skelet

"Skelet" "Action" "Hit" 3

Upyr

"Upyr" "Action" "Hit" 4

Apple

"Golden Apple" "Action" "Heal" 3

Likhoradka

"Berehynia" "Action" "Heal" 5

Firebird

"Firebird"
"Action"
"Exchange All"
0

Invisibility

"Cap of invisibili "Action" "Steal" 0

Koschei										
Bes	Volkodlak	Skelet	Upyr	Apple	Likhoradka	Firebird	Invisibility	Mirror	Ziva Voda	Mertv
4	3	2	1	1	1	1	1	1	1	

Ivan										
Bajun	Sivka	Wolf	Bogatyr	Apple	Berehynia	Firebird	Invisibility	Mirror	Ziva Voda	Mertv
4	3	2	1	1	1	1	1	1	1	

Interface Player

Key - id

Character -> String (DeckName)
Health -> Int
Current Deck {} -> Deck (Shuffled)
Current Cards {} -> {Name, PositionX, PositionY, Stat}
Played Cards {} -> {Name, 0, 0}

Diffictuly: Int

ActivePlayer : Int

sibility	
nvisibility"	

Mirror

"Magical Mirror"
"Item"
"Reflect half"
2

Ziva Voda

"Ziva Voda"

"Item"

"+1 health turn"

3

"Mertva Voda"
"Item"
"-1 health turn"

Mertva Voda

"Sword Kladenets" "Item" "+1 your hits" 2

Kladenets

Small Shield

"Small Shield"

"Item"

"protection"

3

Small Shield

Big Shield

"Big Shield"

"Item"

"protection"

5

sibility invisibility"

"Magical Mirror" "Item" "Reflect half" 2

Mirror

Ziva Voda

"Ziva Voda"

"Item"

"+1 health turn"

3

"Mertva Voda"
"Item"
"-1 health turn"

Mertva Voda

"Sword Kladenets" "Item" "+1 your hits" 2

Kladenets

"Small Shield"
"Item"
"protection"
3

Big Shield

"Big Shield"

"Item"

"protection"

5

Mertva Voda	Kladenets	Small Shield	Big Shield	
1	1 1		1	

Mertva Voda	Kladenets	Small Shield	Big Shield	
1 1		1	1	

GSO

Active Player
Player