Name on the top

HP just underneath name

Grows with each level, increase by 17 \* lvl for now

Commons base HP: 260

Uncommon: 320

Rare: 400

Epic: 475

Legendary: 530

Level in corner

Common globs start at level 1

Uncommon globs start at level 2

Rare globs start at level 4

Epic globs start at level 10

Legendary globs start at level 20

EXP

Everyone starts with no exp

Level cap grows like HP with same stats

Experience gained is sum of levels of globs beaten \* 16

Attack

Fighting against a weakness doubles damage received

Adjacent colors receive half the damage (polish?)

Does not consume mana

Special Attack

Consumes mana

Defense

The value of the opponent’s attacked subtracted from the glob’s defense

Mana

Used to make special attacks

Damage received by the enemy is added as mana (maybe 2/3 to a half?)

Rarity

Placed in the bottom corner of card

Five rarities:

Common

Uncommon

Rare

Epic

Legendary

Determines how high of a chance you can get the card

Items increase boost a certain attribute of a card

Boost/Restore HP

Boost Attack

Boost Defense

Boost/Restore Mana

Increase Level

Currency

Called Dots

1• is equivalent to 25₵ (can be changed later)

Used for buying cards in shop

Can be earned by selling unneeded cards (?)

Color