

Sheet1

HsiFS Deck

<p> <b>Cost:</b> Select 1 <b>God</b> from your hand, send it to the DiscardPile</p> <p><b>Effect:</b> Set this card's <b>Level</b>, to the same as the card selected during <b>Cost</b>. After EvadeCheck, return this card to your hand.</p>	<p> <b>Effect:</b> Select 1 DefenceCard from your opponent's DefenceArea. Ignoring your original AttackRange, attack the selected card.</p>	<p> <b>Req:</b> Your hand contains <math>\geq 3</math> cards.</p> <p><b>Effect:</b> On your opponent's next turn, they cannot <b>DAttack</b>.</p>
<p> <b>Cost:</b> Select 1 <b>Blank</b> card from your hand, send it to the DiscardPile.</p> <p><b>Effect:</b> Select 1 <math>\leq \text{Lv} 3</math> card of the same <b>Type</b> selected during <b>Cost</b>, from your DiscardPile, and add it to your hand.</p>	<p> <b>Cost:</b> Display a <math>\leq \text{Lv} 4</math> <b>Human</b> from your hand. After bring displayed, return it to you hand.</p> <p><b>Effect:</b> When being attacked by a <math>\leq \text{Lv} 7</math>, treat this card as a <b>Lv 8</b>.</p>	<p> <b>Effect:</b> When your <math>\leq \text{Lv} 11</math> <b>Blank</b> card enters AttackPosition, you may Display this card from your hand. After being Displayed, return it to your hand. If this card was Displayed by it's own <b>Effect</b>, raise the card in AttackPosition's <b>Level</b> by <b>1</b> until the end of this turn. A card raised to <b>Lv 10</b> by this card's effect may <b>DAttack</b> this turn.</p>
<p> <b>Req:</b> Your PlayerCard is a <b>God</b>.</p> <p><b>Effect:</b> If you <b>Hit</b> your opponent's card, select 1 FaceDown card from your opponent's DefenceArea, and flip it FaceUp.</p>	<p> <b>Req:</b> Your PlayerCard is a <b>God</b>.</p> <p><b>Effect:</b> After EvadeCheck, rearrange the cards as you please in your DefenceArea, without flipping them.</p>	<p> <b>Effect:</b> Select 1 FaceDown card from your opponent's DefenceArea, flip it FaceUp. After Reviewing, return the selected card to your opponent's hand. Afterwards, your opponent sets as many cards FaceDown in their DefenceArea as possible.</p>
<p>10</p>	<p> <b>Req:</b> Your hand contains 0 cards.</p> <p><b>Effect:</b> You opponent cannot active a  <b>Spell</b>.</p>	<p> <b>Req:</b> This is your PlayerCard. During the game, your PlayerCard hasn't been exchanged with another card.</p> <p><b>Effect:</b> Treat this card as a <b>Lv 13</b>.</p>
	<p>Turn Order</p>	

-Attack Phase-

**Player Movement**

Place your Player Card somewhere within the Player Area

-Attack Phase-

**Attack Position**

Flip the card in front of your Player Card if it's face down, entering Attack Position

-Attack Phase-

**Attack Spell**

Choose whether to active a Spell

-Attack Phase-

**Attack Target**

Choose the target(s) of your attack

-Attack Phase-

**Dodge Spell**

Flip the attack target if Face Down, decide whether to active a Spell

-Attack Phase-

**Dodge Check**

Compare Levels after any Spell Effects have been factored in, if the attacker is equal or higher than the defenders level than it's a Hit and the defender is sent to the Discard Pile

-Defence Phase-

**Discard Attacker**

Discard the attacking card

-Defence Phase-

**Defence Placement**

Fill in any empty space in your Defence Area with Face Down cards from your hand

-End Phase-

Reset any card Effects or Costs End your turn