RED SHIELD · CARD BOUNDARY

♦ DIAMONDS

Role: Formation Shield.
When: Fires only when a **Diamond** is **destroyed** and carryover is headed to the **Back card**.
Effect: Subtract the Diamond's own value from carryover **before** Clubs can double it:

$$c' = \max(0, c - v_{\blacklozenge})$$

Tip: A 4♦ stops up to 4 carryover cold—denying a Club attacker's ×2 trigger.

BLUE WEAPON · CARD BOUNDARY

♣ CLUBS

Role: Breakthrough Weapon.
When: Fires **once** when a **Club attacker** destroys a card and carryover crosses to the **next card**.
Effect: Doubles post-Diamond carryover:

$$c' = 2 \cdot \max(0, c - v_{\blacklozenge})$$

Tip: Pair high Clubs against low non-Diamond fronts to shatter back ranks.

RED SHIELD · PLAYER BOUNDARY

♥ HEARTS

Role: Life-Point Ward.
When: Fires only when the **last card destroyed** before Opponent LP is a **Heart**.
Effect: Subtract the Heart's value from carryover **before** Spades can double it:

$$\text{LP} = \max(0, c - v_{\blacktriangledown})$$

Rule: Hearts **never stack**—only the final destroyed card shields LP.

BLUE WEAPON · PLAYER BOUNDARY

♠ SPADES

Role: Finishing Blow.
When: Fires when a **Spade attacker** carries damage across the final boundary into **Opponent LP**.
Effect: Doubles post-Heart LP loss:

$$\text{LP} = 2 \cdot \max(0, c - v_{\blacktriangledown})$$

Tip: Empty columns or non-Heart back ranks turn high Spades into lethal finishers.

CORE LAW · CLASSIC V3.0

SHIELD BEFORE WEAPON

At **every** boundary, Shields resolve **before** Weapons:

- **Card Boundary:** ♦ subtracts first, then ♣ doubles remainder.
- **Player Boundary:** ♥ subtracts first, then ♠ doubles remainder.

Example (9♣ → 4♦ → 5♠):

1. `9 - 4 = 5` carryover
2. ♦ **Shield:** `5 - 4 = 1`
3. ♣ **Weapon:** `1 × 2 = 2`
4. `5`♠ survives at 3 HP (`0 LP`).

SPECIAL ELIGIBILITY

FACE CARDS (J · Q · K)

Face cards can only destroy face cards of **equal or lower rank**:

- **Jack:** destroys **J** (or 2–10)
- **Queen:** destroys **J, Q** (or 2–10)
- **King:** destroys **J, Q, K** (or 2–10)

Ineligible Target:
Target survives untouched and carryover drops to **0**.

SPECIAL ELIGIBILITY

ACE DUALITY

Front-Rank Ace vs. Ace:
Standard lethal combat (`1 vs 1`, Ace is destroyed).

Any Non-Ace vs. Ace:
The Ace absorbs **1** damage, **cannot be destroyed** (stays at 1 HP), and passes **all remaining carryover** straight through to the next target!

TURN SEQUENCE

5-STEP TURN LOOP

1. **Attack or Pass:** Strike with one **Front-Rank** card into an opponent column.
2. **Cascade:** Front → ♦/♣ → Back → ♥/♠ → LP.
3. **Cleanup:** Discard destroyed cards; surviving Back advances to Front.
4. **Reinforce:** Defender may place 1 hand card into the **attacked column**.
5. **Draw & Swap:** Defender refills hand to **4 cards**. Swap active player.

END CONDITIONS

VICTORY & LIVENESS

Immediate Win:

- Reduce opponent to **0 LP**.
- Opponent forfeits or exceeds pass limit.

Empty Deck: Not a loss!

v3.0 Draw Liveness:

- **3×** exact position repetition
- **50** turns without irreversible progress
- **200**-turn hard cap