

FIRE

- + Does 2 damage if first turn, 1 if second, and 0 if third.
- Block by 1.
- If you play + next turn, do 1 extra damage. If opponent plays + next turn, they must take 1 damage.

EARTH

- + Does 1 damage on first turn, or 2 damage on second or third turn.
- Block all but 1 damage.
- When you play -, block all damage.

WATER

- + Does 1 damage, or 2 if played after -.
- Block by 1, or 2 if played after +.
- Heal by 1 if not used against +.

AIR

- + Does 2 damage against •.
- Blocks 1 damage this turn and 1 next turn.
- When you play +, it does 2 damage against • or +.

SNOW

- + Does 1 damage, or 2 damage if played against •.

- Blocks 1 damage.

- When you play -, it blocks 2 damage that turn and 1 the next turn.

LAVA

- + Do 3 damage if played against • that cannot be blocked. Otherwise do 1 damage.

- Block 1 damage.

- If you play - next turn, block 2 damage.

METAL

- + Does 1 damage if played after •.

- Block 2 damage if first turn, 1 if second, and 0 if third.

- If opponent does not play • next turn, they must take 2 damage.

LIGHTNING

- + Does 1 damage. If have taken damage, do 1 extra damage.

- Blocks by 1. If you play + next turn, do 1 extra damage. If you play • next turn, block 1 damage.

- Blocks by 1 if played on first turn.