

SOLO MODE

As the player can see the AI opponent's hand, use the following rules to simulate their behavior:

Setup modifications:

The AI starts the game.
There is no center drawable spell card.
The AI begins with 3 face-up spells of its own type placed in a row.
You start with 3 random spells.

Starting a New Round

Neither you nor the AI can open a round with a spell of the opponent's type.
Example: If you're a Water Mage, the AI cannot open the round with a Water spell.
Exception: If the next available card is a Fusion, the AI can use it to declare any type (e.g., Water).

AI Spell Selection (On Their Turn)

The AI plays one spell per turn in the following order of priority:

Always plays their own type if available.
Example: Fire AI has Fire, Fire, and Earth. It plays a Fire spell.

If unavailable, play the leftmost spell in hand.
Example: Fire AI has Earth, Air, Fusion. No Fire spells left → plays Earth (leftmost).

If the first two spells are identical to the one that the player played, play the first different card in sequence.
Example: Player played Earth(Rockfall).
AI has Earth(Rockfall), Earth(Rockfall), Fire(Fire Orb) → plays Fire(Fire Orb which is first different).

If the AI has a spell that can merge with one you played, it takes priority.
Example: Player played Earth(Rockfall).
AI has Earth(Rockfall), Earth(Stone Hand), Fire(Fire Orb) → plays Earth(Stone Hand) to merge.



Special Attack Combo

If you or the AI collect:

3 identical spells, or 3 different spells of the same type you may immediately play them together to deal 3 unblockable damage points and then draw 3 new cards from the Spell Deck.

Player Merge Priority

On your turn, if you hold a spell that can be merged with a card in the AI's hand, play that card first.

AI Life Recovery

If the AI reaches 0 Life Points, play REVIVE Rare Spell to return them back to life with 10 Life Points and continue playing.

