

A 2x4 grid of Cyber-Battle cards. Each card has a header with a character icon and a title. The main body contains a 5x5 grid with various symbols (stars, circles, squares, and a central character icon). Below the grid is a section with three colored buttons: 'OFFENSE', 'DEFENSE', and 'DIVISION'. The bottom section contains a large number and a name. The cards are: 1. Guardian_1_Coin-Up (Tutorial, Monastery, Coin-Ups, Move, Data, 800, Kabala). 2. Paladin_2_Coin-Ups (Tutorial, Cavalry, Coin-Ups, Move, Data, 900, Goria). 3. Wu-Doo (Wu-Doo, 850, 900, Magic). 4. Goria (Goria, 1350, 900, Magic). 5. Kabala (Kabala, 530, 800, Codex). 6. Colonel_Base-Move (Tutorial, Clergy, Base-Move, Move, Data, 800, Kabala). 7. Colonel_1_Coin-Up (Tutorial, Clergy, Coin-Ups, Move, Data, 800, Kabala). 8. High-Ground (Effect, High-Ground, Move, Data, 800, Kabala). The cards are arranged in two rows of four. The top row cards are: Guardian_1_Coin-Up, Paladin_2_Coin-Ups, Wu-Doo, Goria. The bottom row cards are: Kabala, Colonel_Base-Move, Colonel_1_Coin-Up, High-Ground. Each card has a unique color scheme and a specific character illustration. The cards are set against a dark background with a grid pattern. The cards are arranged in two rows of four. The top row cards are: Guardian_1_Coin-Up, Paladin_2_Coin-Ups, Wu-Doo, Goria. The bottom row cards are: Kabala, Colonel_Base-Move, Colonel_1_Coin-Up, High-Ground. Each card has a unique color scheme and a specific character illustration. The cards are set against a dark background with a grid pattern.