# Loot - Partial Swap

Allows players to switch items between hand and loot during the loot phase.
Players can't switch items that were obtained before the loot phase. See detailed

Situation example: Player opens a treasure chest.

1. Player chooses a card from loot.
   a. The card moves to the player's hand.
2. Player decides to change the item.
   a. Player taps the item from hand. The item moves back to the loot row.
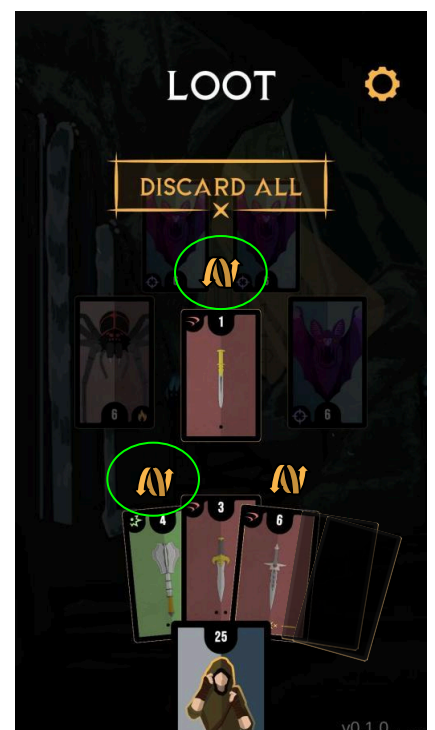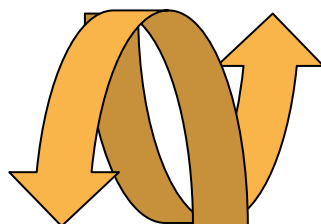1. Player continues the game.
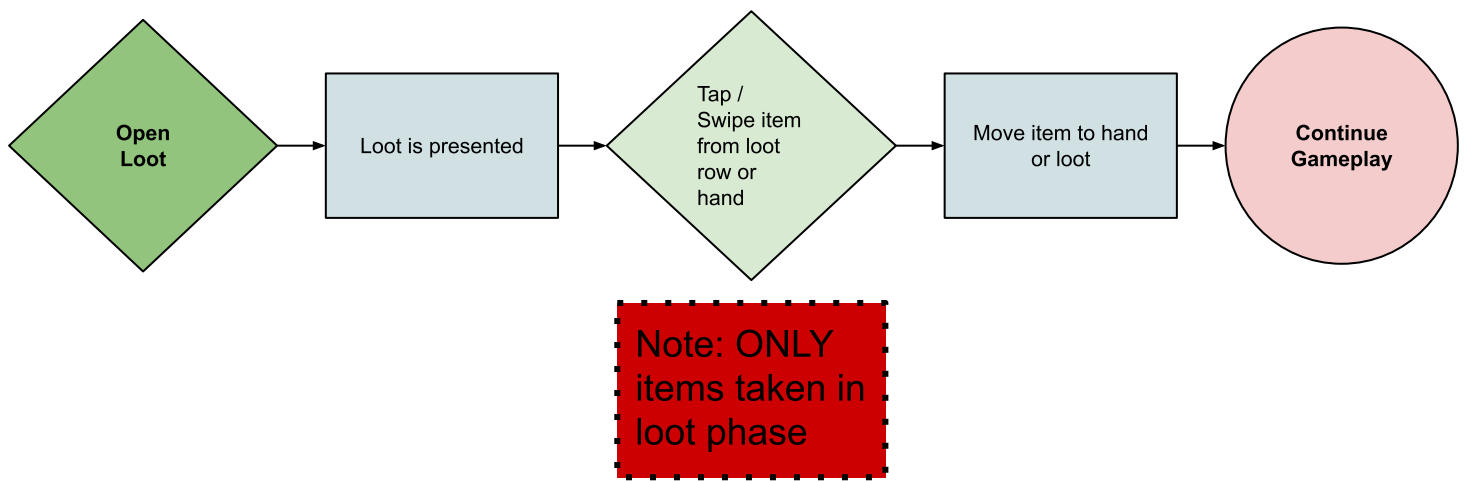
Visual Cues:

Swappable cards have an indication mark hovering on top of the card.
Free hand slots are also indicated with a highlight
(Sprites - Universal - 00_Card_placement-01.png).

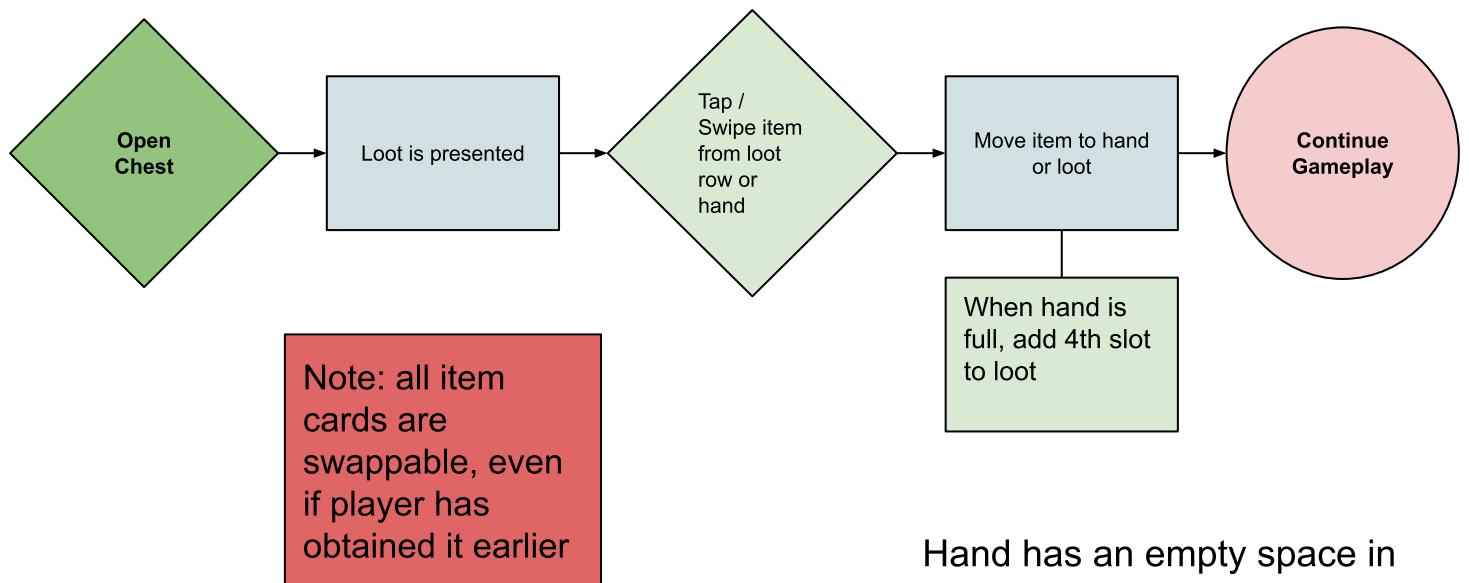Swap indicators are overlapping arrows. Image provided is a placeholder.
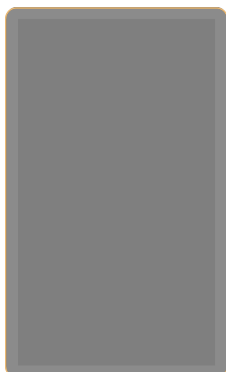
Swap
placeholder

Treasure chest - Full Swap

Treasure chest has a special swap system. In the treasure chest, the player can swap all items they have in their hand.

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Open          →    Loot is      →    Tap /          →    Move item to hand    →    Continue
Chest              presented         Swipe item           or loot                   Gameplay
                                     from loot
                                     row or
                                     hand
```

When hand is full, add 4th slot to loot

Note: all item cards are swappable, even if player has obtained it earlier

When the player's hand is full of items and they loot a treasure chest, a fourth "ghost" space appears and the player can use it to swap items between hand and chest. Hand ends up having four or five cards.

This should happen in the future too when hand and loot seems full. For example, if in the future we decide that a chest can drop two items, a third ghost space should appear in the same way.

Hand has an empty space in treasure loot when hand is full