

General Nature of the Cards in “Yes or No” Answers

Yes-Leaning Cards	+	Maybe Cards	-	No-Leaning Cards
Empress ▽		△ Fool △		▽ Hanged Man
Emperor △		△ Magician △		▽ Death
Chariot ▽		▽ High Priestess ▽		▽ Devil
Strength △		▽ Hierophant ▽		△ Tower
Wheel of Fortune △		△ Lovers △		▽ Moon
Star △		▽ Hermit ▽		
Sun △		△ Justice △		△ 5 of Wands
World ▽		△ Temperance △		△ 10 of Wands
		△ Judgement △		
Ace of Wands △				▽ 5 of Cups
2 of Wands △		△ 3 of Wands △		▽ 7 of Cups
4 of Wands △		△ 7 of Wands △		▽ 8 of Cups
6 of Wands △		△ 8 of Wands △		
		△ 9 of Wands △		△ 3 of Swords
Ace of Cups ▽				△ 5 of Swords
2 of Cups ▽		▽ 4 of Cups ▽		△ 7 of Swords
3 of Cups ▽				△ 8 of Swords
6 of Cups ▽		△ Ace of Swords △		△ 9 of Swords
9 of Cups ▽		△ 2 of Swords △		△ 10 of Swords
10 of Cups ▽		△ 4 of Swords △		
				▽ 5 of Pentacles
6 of Swords △		▽ 2 of Pentacles ▽		▽ 7 of Pentacles
		▽ 4 of Pentacles ▽		
Ace of Pentacles ▽		▽ 8 of Pentacles ▽		△ Queen of Swords
3 of Pentacles ▽				
6 of Pentacles ▽		△ Queen of Wands △		▽ Knight of Cups
9 of Pentacles ▽				
10 of Pentacles ▽		▽ King of Cups ▽		
Page of Wands △		△ Page of Swords △		
Knight of Wands △		△ Knight of Swords △		
King of Wands △		△ King of Swords △		
Page of Cups ▽		▽ Page of Pentacles ▽		
Queen of Cups ▽		▽ Knight of Pentacles ▽		
		▽ King of Pentacles ▽		
Queen of Pentacles ▽				

The relative strength of the cards in combination will suggest which one has the upper hand:

“Yes” cards paired with “Maybe” cards can increase the chances of “possibly” becoming “yes” (or vice versa).

“Maybe” cards paired with “No” cards may increase the chances of “no” becoming “possibly” (or vice versa).

“Yes” cards paired with “No” cards of equal strength will create an impasse, implying “no decision.”

Two “Yes” cards or “No” cards paired will produce the expected reinforcement.

Two “Maybe” cards together will yield no definitive answer; the “definite maybe” scenario.

When read in triplets, the middle card provides the answer; any two cards of the same class will dominate. If all three cards are different, no judgment will be rendered. Elemental “friendliness” will also sway the disposition of a “Maybe” card. Fire (△) is friendly to Air (△) and moderately friendly to Earth (▽), but unfriendly to Water (▽); Water is friendly to Earth and moderately friendly to Air; Air is unfriendly to Earth. Friendly “Yes” and “No” modifiers in a set will neutralize any effect. Reversal may weaken a card's testimony for this purpose.