

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

Yes-Leaning Cards

Empress ▽
 Emperor △
 Chariot ▽
 Strength △
 Wheel of Fortune △
 Star △
 Sun △
 World ▽

Ace of Wands △
 2 of Wands △
 3 of Wands △
 4 of Wands △
 6 of Wands △
 Queen of Wands △
 King of Wands △

Ace of Cups ▽
 2 of Cups ▽
 3 of Cups ▽
 6 of Cups ▽
 9 of Cups ▽
 10 of Cups ▽
 Page of Cups ▽
 Queen of Cups ▽
 King of Cups ▽

6 of Swords △

Ace of Pentacles ▽
 3 of Pentacles ▽
 6 of Pentacles ▽
 9 of Pentacles ▽
 10 of Pentacles ▽
 Queen of Pentacles ▽
 King of Pentacles ▽

Maybe Cards

△ Fool △
 △ Magician △
 ▽ High Priestess ▽
 ▽ Hierophant ▽
 △ Lovers △
 ▽ Hermit ▽
 △ Justice △
 △ Temperance △
 △ Judgement △

△ 7 of Wands △
 △ 8 of Wands △
 △ 9 of Wands △
 △ Page of Wands △
 △ Knight of Wands △

▽ 4 of Cups ▽

△ Ace of Swords △
 △ 2 of Swords △
 △ 4 of Swords △
 △ Knight of Swords △
 △ Queen of Swords △
 △ King of Swords △

▽ 2 of Pentacles ▽
 ▽ 4 of Pentacles ▽
 ▽ 8 of Pentacles ▽
 ▽ Page of Pentacles ▽
 ▽ Knight of Pentacles ▽

No-Leaning Cards

▽ Hanged Man
 ▽ Death
 ▽ Devil
 △ Tower
 ▽ Moon

△ 5 of Wands
 △ 10 of Wands

▽ 5 of Cups
 ▽ 7 of Cups
 ▽ 8 of Cups
 ▽ Knight of Cups

△ 3 of Swords
 △ 5 of Swords
 △ 7 of Swords
 △ 8 of Swords
 △ 9 of Swords
 △ 10 of Swords
 △ Page of Swords

▽ 5 of Pentacles
 ▽ 7 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 of equal strength in a set will neutralize any effect. Reversal may weaken a card's testimony for this purpose.