

## Sample Game 1: The Dragons vs. The Eaters of the Lotus

Our two sample players, Ann and Bob, do battle with the Dragon and Lotus decks from 10,000 Bullets. If you want to follow along at home, put your decks in the order listed at the end of this document. I assume that you're familiar with basic Shadowfist terms and you've read at least the first few sections of the rulebook. And you should understand the concept that playing a card has two parts: generation (paying costs, etc.) and resolution (doing what it says to do :)

I messed up the transcription the first time, so I went back and put some notes in curly braces when I cleaned it up, like {x Power total} or {x Power left} to keep track of Power after each card is played. I left the notes just in case they're helpful; you can ignore anything inside curly braces, if you prefer. And the underlined stuff will eventually be hyperlinked, but at the moment it's not.

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### Start of Game

Ann and Bob shuffle their decks, then flip a coin to see who goes first. Ann wins the flip. They both draw 6 cards and start with 1 Power.

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### Turn 1, Ann

Starting Power: 1

Starting Resources: none

In hand (opening draw): Festival Circle, Everyday Hero x 2, Tricia Kwok, Pump-Action Shotgun, Sub-Machine Gun  
Sites: none

#### ***Establishing Shot:***

Power: Ann doesn't have anything to generate power with.


Unturn: first turn is easy, nothing to unturn :)

Discard: because Ann didn't generate any Power, she can discard as many cards as she likes (this is an important trick to learn; you can use this to get an informal "mulligan" on your opening turn if necessary). She discards Tricia (too costly to play any time soon), SMG (she's got two guns to start, and won't be able to afford either for a while), and one Everyday Hero (since he's a 2-cost foundation, she keeps one so she can get started on her first turn if necessary, and hopes to draw a cheaper foundation instead).

Draw: fill to 6 cards - Garden of Bronze, Sub-Machine Gun, Karate Cop


#### ***Main Shot:***

Ann plays Festival Circle face down. It's a Feng Shui Site (FSS, for short), so it's played face down, and it doesn't cost her anything. On resolution, she gains 1 Power since she had no other FSS in play {2 Power total}. She chooses Festival Circle over Garden of Bronze because the Circle needs to be in the front row to work, plus Garden of Bronze only pays off if someone burns *another* FSS, so it's a much better second FSS. Ann can play it in the back row on her next turn.

Ann plays Everyday Hero: she pays 2 Power and places him in front of the Festival Circle {0 Power left}. Everyday Hero is called a foundation character, because he doesn't require any resources. He provides one  resource.

There's nothing to attack and she can't afford to play anything else, so Ann declares the end of her turn.

Ending Power: 0

Ending Resources: 

Ending hand: Garden of Bronze, Sub-Machine Gun, Karate Cop, Pump-Action Shotgun

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## Turn 1, Bob

Starting Power: 1

Starting Resources: none

In hand (opening draw): Sinister Priest, Floating Restaurant, Claw of Fury, Glimpse of the Abyss, Turtle Beach, Flying Sleeves

Sites: none

### **Establishing Shot:**

Power: Bob doesn't have anything to generate power with.

Unturn: first turn is easy, nothing to unturn :)

Discard: because Bob didn't generate any Power, he can discard as many cards as he likes. He decides to discard only Claw of Fury—the two FSS are playable in the first two turns, and the two events are free and powerful. He'll take a chance on sitting on the Glimpse for a turn or two until he has enough resources. The Claw goes since he costs 2, the Sinister Priest will do fine to get started, and Bob knows that the Dragons are unlikely to have any Events that would cause the Claw to jump into play for free anyway.

Draw: fill to 6 cards - Sports Car

### **Main Shot:**

Bob plays Floating Restaurant face down. On resolution, he gains 1 Power since he had no other FSS in play {2 Power total}. The Restaurant is a nice big site to have up front; next turn he can put the Turtle Beach behind it.

Bob plays Sinister Priest: he pays 1 Power and places him in front of the Restaurant {1 Power left}. Now he has one ♣ and one ♦ resource in his pool.

He declines to attack, since the Everyday Hero has **Guts**— putting 1 damage on him doesn't help Bob at this point, since Guts will let the Hero inflict his full damage anyway. Bob will wait until he can smoke the Hero in one shot.

Ending Power: 1

Ending Resources: ♣ ♦

Ending hand: Glimpse of the Abyss, Turtle Beach, Flying Sleeves, Sports Car

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## Turn 2, Ann

Starting Power: 0

Starting Resources: ♣

In hand: Garden of Bronze, Sub-Machine Gun, Karate Cop, Pump-Action Shotgun

Sites: Festival Circle (column 1 front, face down)

### **Establishing Shot:**

Power: the face-down Festival Circle generates 1 Power {1 Power total}

Unturn: nothing turned

Discard: Ann generated Power this turn, so she can only discard one card. She dumps the other SMG, again because she won't have the power to spare to play it anytime soon, and it's less useful for taking Sites than the Pump-Action Shotgun (it's a bummer that all the guns are coming up early, when she'd rather see some cheap foundations...)

Draw: fill to 6 cards - Pump-Action Shotgun (doh!), "Now You've Made Us Mad", Both Guns Blazing

### **Main Shot:**

Ann plays Garden of Bronze face-down behind Festival Circle. She pays 1 Power (1 FSS already in play, so the next FSS costs 1) {0 Power left}.

She could have put the Shotgun on the Everyday Hero and gone for an early assault, but 5 damage is unlikely to take Bob's face-down FSS, and then she'll be getting behind in power generation, so she decides to wait one turn. However, that's no reason not to send the Hero in and see what Bob's FSS is.

Ann declares an attack: she turns Everyday Hero and targets Bob's face-down FSS.

Bob declines to intercept, again because the Hero has **Guts**, so he'll still hit for 2 even if the Priest smacks him for 1.

Neither Ann nor Bob have any Events they can play nor any other effects to generate, so the Hero enters combat with the FSS. He inflicts 2 damage on it; Bob reveals it and puts 2 damage counters on it.

Ann declares the end of her turn.

Ending Power: 0

Ending Resources: 🗡️

Ending hand: Karate Cop, Pump-Action Shotgun x 2, Both Guns Blazing, "Now You've Made Us Mad"

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## **Turn 2, Bob**

Starting Power: 1

Starting Resources: 🗡️ 🌟

In hand: Glimpse of the Abyss, Turtle Beach, Flying Sleeves, Sports Car

Sites: Floating Restaurant (column 1 front, 2 damage)

### **Establishing Shot:**

Power: the face-up Floating Restaurant has a <1>, so Bob generates 1 Power. {2 Power total}

Unturn: nothing turned

Discard: Bob generated Power this turn, so he can only discard 1 card. He dumps Sports Car, since he's unlikely to play it any time soon (it's not good enough to let his Priest survive hitting the Everyday Hero, so he'd rather try to draw a bigger Character or a useful Event)

Draw: fill to 6 cards - White Disciple, Kan Li, Pocket Demon

### **Main Shot:**

Bob chooses to play White Disciple instead of a second FSS. He has Pocket Demon to give himself a boost next turn, and this way he can get ahead of Ann in terms of Characters. He verifies that he has at least one 🗡️ in his pool (from the Sinister Priest), pays 2 Power, and places the White Disciple in front of the Floating Restaurant {0 Power left}.

Bob may as well send in the Priest for a probing attack, now that he has the Disciple for backup. Normally he might hesitate because he knows the Dragon decks have Cave Networks in them, but Ann has a Character in play so even if her face-down FSS is a Cave Network she won't be able to use it. So Bob declares an attack: he turns the Sinister Priest and targets Ann's face-down front row FSS.

Ann intercepts with Everyday Hero.

Bob uses White Disciple's ability to zap the Hero: he states that he's using the Disciple, which starts a scene. On generation, Bob turns the Disciple, targets the Hero, and inflicts 1 damage on the Disciple. No one plays any more cards or generates any other effects, so the scene resolves: 2 damage is inflicted on the Hero, reducing his Fighting to 0 so he's smoked. Ann puts the Hero in her smoked pile. Even though the Hero has been smoked, it's still providing a resource: all cards in the smoked pile continue to provide resources even though they aren't in play any longer {10kB rulebook, p.26}

Neither player generates any more effects, so the Priest inflicts 1 damage on the face-down Festival Circle. Ann reveals it and puts 1 damage counter on it.

Bob declares the end of his turn.

Ending Power: 0

Ending Resources: ☸ ☸ ✦ ✦

Ending hand: Glimpse of the Abyss, Turtle Beach, Flying Sleeves, Pocket Demon, Kan Li

## Turn 3, Ann

Starting Power: 0

Starting Resources: ✦

In hand: Karate Cop, Pump-Action Shotgun x 2, Both Guns Blazing, "Now You've Made Us Mad"

Sites: Festival Circle (column 1 front, 1 damage), Garden of Bronze (column 1 back, face down)

### **Establishing Shot:**

Power: the face-up Festival Circle has <1> so it generates 1 Power, and the face-down Garden of Bronze generates 1 Power for a total of 2.

Unturn: nothing turned

Discard: Ann generated Power this turn, so she can only discard one card. She discards the Karate Cop, because she won't have enough Power to play him for a while, and she really needs to draw another cheap foundation character.

Draw: fill to 6 cards - Hacker, Karate Cop (doh!)

### **Main Shot:**

Ann plays Hacker: she pays 2 Power and places him in front of Festival Circle. {0 Power left}

She needs to get rid of that White Disciple, so she declares an attack: she turns the Hacker and targets the White Disciple.

Bob plays Flying Sleeves: he verifies that he has ☸☸ in his pool and places the Event in his smoked pile. It's 0-cost, which is good since he doesn't have any Power left :) On generation, Bob chooses the Hacker, and changes his target to the Sinister Priest. Ann checks the text of Festival Circle—it works only against Events that say they "target" one of her characters {10kB rulebook p.59}, but Flying Sleeves doesn't say that ("one attacker's target" would need to be "target attacker's target" to allow Festival Circle to work), so Ann can't cancel Flying Sleeves with Festival Circle. Neither player generates any other effects, so the Flying Sleeves resolves. The Hacker is now heading for the Sinister Priest.

Bob declines to intercept.

The Hacker and Priest enter combat: Hacker inflicts 2 damage on Sinister Priest, and the Priest simultaneously inflicts 1 damage on the Hacker. Ann puts 1 damage counter on the Hacker. The Priest's Fighting is reduced to 0, so Bob puts him in his smoked pile. Ann puts the Hacker back where he started: in front of the Festival Circle. The attack is now complete.

But she's not done yet: she plays "Now You've Made Us Mad" which starts a new scene. On generation, she verifies that she has ✦✦ in her pool and puts the Event in her smoked pile. It's free so she doesn't have to worry about paying Power. Bob's Floating Restaurant has a triggered effect {10kB rulebook p.34} when an opponent plays an Event: in response to Ann's Event, the Restaurant automatically generates its healing effect. Bob may remove 1 damage counter from a card he controls. On generation, Bob chooses to remove 1 damage from the Restaurant. No one generates any other effects, so the scene resolves from last in to first out: the Restaurant's effect was generated last, so it resolves first: Bob removes 1 damage from the Restaurant. Next, NYMUM resolves, and Ann gets 1 Power since she controls 1 damaged Character (the Hacker). {1 Power total}

Ann doesn't play Both Guns Blazing and a Shotgun now, since Bob's White Disciple could easily zap the Hacker next turn. She'll have to deal with the Disciple first.

Ann declares the end of her turn.

Ending Power: 1

Ending Resources: 🌿🌿🌿

Ending hand: Karate Cop, Pump-Action Shotgun x 2, Both Guns Blazing

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## Turn 3, Bob

Starting Power: 0

Starting Resources: 🌿🌿🌿🌿

In hand: Glimpse of the Abyss, Turtle Beach, Pocket Demon, Kan Li

Sites: Floating Restaurant (column 1 front, 1 damage)

### **Establishing Shot:**

At the start of his turn: Bob plays Pocket Demon, targeting Ann. He verifies that he has 🌿 in his pool, and puts the Event in his smoked pile. He can play it now because it specifically says to play at the start of his turn; usually effects can't be generated during the Establishing Shot. {10kB rulebook, p.36}

Power: instead of getting 1 Power from the Restaurant, the Pocket Demon overrides Bob's normal Power generation, and he gets Power equal to the number of power-generating sites controlled by Ann, which is 2 (the Festival Circle and the face-down FSS)

Unturn: Bob unturns the White Disciple.

Discard: the Pocket Demon generated Power, so Bob can only discard 1 card. He likes what he has, so he doesn't discard anything. (the other advantage of Pocket Demon is that it's played prior to discarding, so Bob has another "empty" slot to fill when it's time to draw)

Draw: fill to 6 cards - Sinister Priest, Explosives, Poison Thorns

### **Main Shot:**

Bob looks at his hand, and sees that he can take a real chance—the Sinister Priest would give him enough resources to play Glimpse of the Abyss, which would give him enough power to play the Poison Thorns. Then with the Disciple's help he'd have just enough Fighting to grab the Festival Circle (assuming no sneaky Events from Ann). Bob decides to take the chance.

First, Bob plays the Sinister Priest: he pays 1 Power and puts the Priest in front of the Floating Restaurant with the Disciple {1 Power left}. That gives him the crucial third 🌿 resource.

Next, Bob plays Glimpse of the Abyss: he verifies that he has 🌿🌿🌿 in his pool, targets Ann, and places the Event in his toasted pile because it has the restriction **Toast It**. Actually, he leaves it cross-wise in his toasted pile to remind himself that the Glimpse causes him to need 1 more FSS for victory (some folks like to leave it out on the table as a reminder. That's fine too). Neither player responds to the Glimpse. The scene resolves: Bob gains 2 Power because Ann controls two FSS (the classic Pocket Demon—Glimpse double dip :) {3 Power total}

*I won't spell out the resource checking and Power payment from here on out. Just remember that each time you play a card, you need to verify that you have enough resources in your pool and pay for it too. And remember that Events go directly into your smoked pile.*

Bob plays Poison Thorns in front of the Floating Restaurant. {0 Power left}

Bob declares an attack: he turns the Thorns and targets the Festival Circle. Why did Bob send in the Thorns alone? Because of the timing of their triggered effect. Bob wants to get the 1 Power triggered when the Thorns damage a Site controlled by an opponent who's closer to victory than he is. At this moment, Ann is closer because she has 2 FSS (needs 4 more to win) and Bob has 1, but needs 6 more to win because of Glimpse. He's planning to burn the FSS for Power, and before that, he'd like to use the power from the Thorns to play his Turtle Beach. Therefore he has to get the Thorns' Power before he takes the FSS, since burning for Power will end his turn. Ergo, he has to hit with the Thorns, get the Power, spend it, then follow up with the Priest to finish off the Festival Circle. These Lotus players have such convoluted plans!

Ann declines to intercept. Her wounded Hacker won't stop the Thorns, and the Thorns aren't going to take the site by themselves. She holds back to try to stop any follow-up attack.

No one generates any other effects, so the Thorns enter combat with Festival Circle. They inflict 4 damage; Ann puts 4 more damage counters on it for a total of 5. That also triggers the Thorns' rules text, because Ann is closer to victory than Bob. There are no responses, so the scene resolves: Bob gains 1 Power. {1 Power total}

Bob plays Turtle Beach face-down behind Floating Restaurant. He pays 1 Power because he has 1 FSS in play (even though the Glimpse means he needs 1 extra to win the game, that doesn't change the way FSS are counted to determine how much the next FSS costs. {0 Power left}

Bob's last attack was successful, so he's allowed to declare another attack: he turns the Sinister Priest and targets the Festival Circle.


Ann declares that the Hacker will intercept the Priest. In response, Bob uses the White Disciple's ability: he turns the Disciple, targets the Hacker, and inflicts 1 damage on the Disciple. That reduces the Disciple's Fighting to 0, so he's smoked. But just because the Disciple left play, that doesn't stop his zap effect, which is still heading for the Hacker (a card has to be explicitly canceled to stop its effect. Just smoking it won't cause anything to "fizzle", to borrow a term from another game where that is the way things work. 10kB rulebook, p.24) There are no other effects, so the scene resolves: the Disciple's zap hits the Hacker for 2, reducing his Fighting to zero. Ann puts the Hacker in her smoked pile. The interception doesn't happen since the interceptor has left play. The Sinister Priest continues on toward his target.

There are no more effects, so the Priest enters combat with Festival Circle. He inflicts 1 damage on it, reducing its Body to 0. Now Bob must immediately choose what to do with it: he burns for Power, taking 3 Power (1 + the number of players = 3). Ann puts the Festival Circle in her smoked pile, and slides her face-down Garden of Bronze to the front row.

Burning for Power also ends Bob's turn automatically, but triggered effects still go off first. In this case, Ann's Garden of Bronze triggers when another Site she controls is burned for Power (the Festival Circle), so she generates the triggered effect. That causes her to reveal the Garden (using the ability of a face-down FSS reveals that FSS. 10kB rulebook p.29). No one generates any other effects, so the scene resolves: Ann gains 3 Power {4 Power total}. For those of you learning the nitty-gritty of timing, there is another scene just prior to the turn ending, where "until the end of turn" effects expire, but neither Ann nor Bob had any of those during this turn, so Bob's turn ends without anything else happening.

*Bob ends the turn with two FSS in play, but he needs five more to win because of Glimpse, so he's tied with Ann for victory conditions, but he has Characters on the board and will generate more Power than Ann next turn. Not looking good for Ann, although if she can capitalize on the Power boost from the Garden she may be able to make turn the tables.*

Ending Power: 3


Ending Resources: 

Ending hand: Kan Li, Explosives

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## Turn 4, Ann

Starting Power: 4

Starting Resources: 

In hand: Karate Cop, Pump-Action Shotgun x 2, Both Guns Blazing

Sites: Garden of Bronze (column 1 front, face-up)

### **Establishing Shot:**

Power: the face-up Garden of Bronze has <1> so it generates 1 Power. {5 Power total}

Unturn: nothing turned

Discard: Ann chooses not to discard - she has enough Power to play everything in her hand this turn.

Draw: fill to 6 cards - Everyday Hero, Golden Comeback

## Main Shot:

Ann plays Karate Cop and places him in front of Garden of Bronze {2 Power left}. Bob controls two FSS, but he needs five more to win because of the Glimpse of the Abyss he played. Ann also needs five more to win, so the Karate Cop's special ability doesn't work (Ann's opponent is not closer to victory than she is). Bummer, because the Poison Thorns' **Toughness: 2** against **Cops** will really slow her down.

She decides to attack Bob's FSS. If he lets her through, she can play Both Guns Blazing and a Shotgun and have enough to take it. If he intercepts with the Thorns, she can play both Shotguns, allowing her to take out the Thorns and *still* hit Floating Restaurant hard enough to take it. The Karate Cop will be badly wounded, but with the Golden Comeback in her hand, she's not too worried. She can get him back cheaply later, if he's smoked.

Ann declares an attack: she turns Karate Cop and chooses Bob's Floating Restaurant as the target. She doesn't play any States yet, just in case Bob has something sneaky in mind. (it's almost always best to wait until the last possible moment to play cards)

Bob intercepts with the Poison Thorns. This looks like a good deal to him; the Thorns will take out the Karate Cop, but will only take 2 damage themselves because of their **Toughness**.

Ann plays Both Guns Blazing: on generation, she places it on Karate Cop. No one else plays anything, so the scene resolves: BGB is now running and ready to trigger if any **Gun/Weapon** States are played on the Cop. Ann didn't play the Shotgun in the same scene; if she had, the Shotgun would have gone down before the BGB resolved, so she wouldn't have gotten the benefit of the BGB's card-drawing effect. She waits for the BGB to resolve, then starts a new scene for the Shotgun.

Ann plays Pump-Action Shotgun: on generation, she places it on Karate Cop {1 Power left}. That triggers BGB's card-drawing effect, allowing Ann to draw 1 card, and also instantly bumps up Karate Cop's Fighting by 1 so he'll survive his encounter with the Poison Thorns. No one else generates any effects, so the scene resolves from last to first: BGB's card drawing was last, so it resolves first. Ann draws a Final Brawl. Next, the Shotgun resolves, which doesn't specifically do anything, but now it's available for Ann to turn and use it.

Ann does exactly that. She starts a new scene by stating that she is turning the Shotgun to generate its +3 damage effect. The Cop will take out the Thorns and still hit the FSS hard. Ann doesn't play her second Shotgun yet, just in case Bob has something sneaky in mind. And Bob does have something sneaky in mind. He responds by generating an effect of his own: he turns Turtle Beach and names the source of damage as Karate Cop and the target Character as Poison Thorns. He also reveals Turtle Beach, since he used its ability. Bob would rather give up his Turtle Beach and keep his Character intact, especially since the Thorns can get extra Power for him. No one generates any other effects, so the scene resolves from last to first: Turtle Beach resolves, setting up a redirection signpost that will send Karate Cop's damage to Turtle Beach. Next, the Shotgun resolves, so Karate Cop inflicts +3 damage until the end of the turn.

No one generates any other effects, so the Cop enters combat with the Thorns. The Thorns inflict 4 damage on the Cop. The Cop simultaneously inflicts 8 damage (4 Fighting +1 Fighting from BGB +3 damage from Shotgun) on Turtle Beach (the redirection signpost means the damage never touches the Thorns, so their **Toughness: 2** doesn't help Turtle Beach.). Ann puts 4 damage counters on the Cop. Turtle Beach's Body is reduced to 0, but Ann can't do anything with it because it wasn't combat damage (the redirection effect is the source of the damage, and that's not combat damage from a Character. 10kB rulebook, p.41), so it's smoked. Bob puts it in his smoked pile. Ann puts the wounded Cop back in front of her Garden of Bronze, and the attack is complete.


Ann decides it's not worth playing the other Shotgun on her Cop right now, since the Thorns could still take him out next turn, and she'd lose the only remaining cheap **Gun** State in her deck. Tough call, since she could put the Shotgun down and hope it's enough to deter Bob from attacking, but since Bob has been very aggressive so far she figures that wouldn't slow him down.

Ann declares the end of her turn. The "until the end of the turn" effect of the Shotgun generates automatically, and on resolution the +3 damage bonus expires.

*Turtle Beach is one of the classic "power FSS" from Limited Edition Shadowfist. Along with Kinoshita House, Fox Pass, City Square, and Proving Ground, it's one of the reasons Whirlpool of Blood is so popular in tuned decks :)*



Ending Power: 1

Ending Resources: 

Ending hand: Pump-Action Shotgun, Everyday Hero, Golden Comeback, Final Brawl

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## Turn 4, Bob

Starting Power: 3

Starting Resources: I won't keep track of this any more. Bob has enough resources to play any card in his deck, and Ann's deck has no way to toast cards in Bob's smoked pile, so he'll have at least this many resources for the rest of the game.

In hand: Kan Li, Explosives

Sites: Floating Restaurant (column 1 front, 1 damage)

### **Establishing Shot:**

Power: the face-up Floating Restaurant generates 1. {4 Power total}

Unturn: he unturns Poison Thorns and Sinister Priest

Discard: none - he's going to draw 4 cards anyway, and he likes what he has.

Draw: fill to 6 cards - Nightclub, Poison Thorns, Claw of Fury, Drug Lab

### **Main Shot:**

Bob figures that Ann will not intercept the Thorns if he attacks, since that would smoke the Cop but wouldn't hurt the Thorns because of their **Toughness**. The Thorns by themselves won't take the Garden, but he can follow up with someone else afterward. Bob wants to get the Power from the Thorns' triggered effect again. He and Ann each have 1 FSS in play, but Bob needs 6 more because of Glimpse of the Abyss, so Ann is still closer to victory. If the Thorns do enough damage to actually take the site, and Bob seizes it, that would be bad—the action of seizing or burning a Site happens instantaneously, before any triggered effects. The Thorns' effect triggers afterward, and at that point, Ann would have no FSS, and Bob would have 2, so he'd be closer to victory and wouldn't get any Power. If your cards have triggered effects, get to know their timing like Bob did! Even if Bob burned for Power, Ann wouldn't be closer to victory than he (Ann needing 6, Bob needing 6) so he still wouldn't get Power from the Thorns. So...

Bob declares an attack: he turns Poison Thorns, and targets Ann's Garden of Bronze.

Ann declines to intercept (as Bob thought, she doesn't want to throw away her Cop uselessly).

The Thorns enter combat with Garden of Bronze. They inflict 4 damage on the Garden. Ann places 4 damage counters on it. The Thorns' ability triggers because Ann is closer to victory than Bob right now (Ann needs 5 more FSS, Bob needs 6 more) and Bob gains 1 Power on resolution. {5 Power total}. Bad news for Ann.

Bob plays Kan Li and places him in front of the Floating Restaurant. {1 Power left}

Bob plays Drug Lab in the back row behind Floating Restaurant (he will play Nightclub next turn in the front row, since it has a larger Body, and Drug Lab is particularly vulnerable to Ann's **Cops**). {0 Power left}

Bob declares another attack (his last attack was successful): he turns Kan Li and chooses Ann's Cop as the target. Bob wants to take out the Cop before he can turn to heal on Ann's next turn, and while the Shotgun isn't providing any bonus. Ann decides to hold her Final Brawl, since it won't prevent Kan Li from taking out the Cop.

Just before combat, Kan Li's rules text kicks in, so Bob chooses to smoke the States (BGB and Pump-Action Shotgun) on the Cop. When the Cop loses the +1 Fighting bonus from BGB (the only thing that was keeping him alive), his Fighting drops to 4 and he's smoked immediately since he already has 4 damage counters. Kan Li's attack stops at this point because the target has left play. Kan Li didn't inflict damage on his target, which means Bob's attack failed, but he got rid of the Cop, and the wounded Garden will still be weak on Bob's next turn. He could have taken the Garden, but that would have put him ahead of Ann, and let the Cop's rules text kick in. He'd be much harder to take out then. Don't hesitate to attack your opponent's Characters when you can take them out easily. It's especially important to do in 2-player games.

Bob can't attack with his Sinister Priest because his last attack failed, so Bob declares the end of his turn.



Ending Power: 0  
Ending Resources: enough  
Ending hand: Explosives, Poison Thorns, Claw of Fury, Nightclub

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## Turn 5, Ann

Starting Power: 1  
Starting Resources: I won't keep track of this any more. Ann has enough resources to play any card in her deck, and Bob's deck has no way to toast cards in Ann's smoked pile, so she'll have at least this many resources for the rest of the game.  
In hand: Pump-Action Shotgun, Everyday Hero, Golden Comeback, Final Brawl  
Sites: Garden of Bronze (column 1 front, 4 damage)

### ***Establishing Shot:***

Power: the face-up Garden of Bronze generates 1 Power. {2 Power total}  
Unturn: nothing turned  
Discard: Ann discards Everyday Hero. Spending her 2 Power on Golden Comeback is much more efficient, and she already has enough resources to play any card in her deck so she doesn't need to play any more foundation Characters.  
Draw: fill to 6 cards - Gambling House, Final Brawl, City Park

### ***Main Shot:***

Ann is in trouble. She could play both Brawls, use Comeback on the Cop and finish off Kan Li, but that would still leave her in bad shape. She can do the same thing on Bob's next turn when he attacks, and hope that he plays more Characters so she can catch them in the Brawl as well. She decides to wait.

Ann plays Gambling House face down behind Garden of Bronze. She pays 1 Power (1 FSS in play already, the Garden). {1 Power left}

Ann generates Gambling House's effect: because Bob controls Poison Thorns and Drug Lab (sharing the designator *Hood*), Ann turns the House and reveals it. On resolution, she gains 1 Power. {2 Power total}

Ann declares the end of her turn.

Ending Power: 2  
Ending Resources: enough  
Ending hand: Pump-Action Shotgun, Golden Comeback, Final Brawl x 2, City Park

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## Turn 5, Bob

Starting Power: 0  
Starting Resources: plenty  
In hand: Explosives, Poison Thorns, Claw of Fury, Nightclub  
Sites: Floating Restaurant (column 1 front, 1 damage), Drug Lab (column 1 back)

### ***Establishing Shot:***

Power: the face-up Floating Restaurant generates 1, and Drug Lab generates 1. {2 Power total}  
Unturn: he unturns Poison Thorns and Kan Li (the Priest wasn't turned last turn)

Discard: Bob ditches Claw of Fury. The Dragons don't have many Events that target an opponent directly, so the Claw is unlikely to come out for free, and Bob would like to draw something more immediately useful.

Draw: fill to 6 cards - Tortured Memories, Family Home, Pump-Action Shotgun

### **Main Shot:**

Ann is looking like easy pickings. Bob would like to take both of her Sites this turn, and play one of his own. No convoluted plan on this turn. Greedy, yes. Convoluted, no. His Thorns won't generate Power anyway since they'd take the Garden by themselves, and unless he burned for Power Ann wouldn't be closer to victory when the Thorns' ability triggered. Bob will just try to wipe Ann off the table :)

Bob plays Nightclub face-down in the front row of a new column to the right of Floating Restaurant. He pays 1 Power since he controls 1 FSS already (the Restaurant). {1 Power left} He plays the FSS now because it's cheaper to do that before he seizes one of Ann's FSS.

Bob declares an attack: he turns Kan Li and Sinister Priest and chooses Garden of Bronze as the target. Why didn't he send the Thorns instead of Kan Li? The Thorns plus the Priest have enough Fighting to take the Garden, but Bob sends in Kan Li just in case Ann has something sneaky in her hand that could mess with the smaller Characters. Bob can still take the Gambling House using the Poison Thorns plus the Shotgun in his hand, so he's not worried.

Ann plays Final Brawl. That causes the Floating Restaurant to trigger, allowing Bob to heal 1 damage from a card he controls. Bob chooses the Restaurant, since it's the only card that he controls that is damaged at the moment. Bob does not respond with any other effects. Next, Ann plays the second Final Brawl in response. Again, Bob's Restaurant triggers, and Bob chooses the Restaurant again to heal. He would like to choose one of the Characters since he knows they will be damaged by the Brawl in a moment, but he must make choices on generation, and healing doesn't work on damage that hasn't been inflicted yet {10kB rulebook p.39}. No one generates any other effects, so the Restaurant resolves first. Bob removes 1 damage from the Restaurant. The last Brawl resolves next, inflicting 2 damage on all Characters. The Sinister Priest is smoked. Bob puts 2 damage counters on the Thorns and on Kan Li. Then the Restaurant resolves again, but since it's already been healed there is no more damage to remove. That's not a problem, it just doesn't do anything. The first Final Brawl resolves last, inflicting 2 damage on all Characters. That's enough to smoke the Thorns, and Bob puts 2 more damage counters on Kan Li.

Ann still hasn't declared interception yet. She plays Golden Comeback, and chooses Karate Cop on generation. {0 Power left} Bob's Restaurant triggers again, so he picks Kan Li to heal 1 damage. No one generates any other effects, so the Restaurant resolves first. Bob removes 1 damage counter from Kan Li. Next, Comeback resolves: Ann places the Cop in front of the Garden. Bob isn't closer to victory than Ann (Ann needs 4 more FSS to win, and Bob needs 5 because of the Glimpse) so the Cop's rules text doesn't kick in yet.

Now Ann declares interception: the Cop intercepts Kan Li.

*I'm not going to say "No one generates any more effects, so..." any more. If there aren't any more effects, I'll just go right to the resolution part of the scene.*

Things aren't looking quite as good as Bob had hoped. At least he can make sure that Kan Li survives the interception: he turns Nightclub and targets the Cop, and reveals the Nightclub. On resolution, the Nightclub inflicts 1 damage on the Cop.

Kan Li and the Cop enter combat. The Cop inflicts 3 damage on Kan Li, and Kan Li inflicts 4 damage simultaneously on the Cop. The Cop's Fighting is reduced to 0, so he's smoked (again). Bob puts 3 damage counters on Kan Li for a total of 6. Ow.

But Bob isn't out yet: he plays Pump-Action Shotgun on Kan Li. {0 Power left} On generation, he places it on Kan Li. On resolution, it's ready to go. So he starts another scene by turning the Pump-Action Shotgun to generate its +3 damage effect. On resolution, Kan Li inflicts +3 damage until the end of the turn.

Kan Li enters combat with the Garden. He inflicts 4 damage on it (1 Fighting + 3 from Shotgun), reducing its Body to 0. Now Bob has a hard decision—burn for Power, so he has enough to play the Thorns next turn for sure, or seize and inch closer to victory. Looking at the math, if Bob burns for Power, he gets 3 Power now. He'll generate 3 more next turn (assuming Ann doesn't take one of his sites :) for a total of 6. He already has 2 FSS in play, so a third will cost him 2 Power—that would leave him with 4 Power and 3 FSS. Instead, if he seizes the Garden, that will give him 3 FSS, and next turn he will generate 4 Power. Ends up the same either way, but the difference is that there are several cards that trigger on burning a Site, so it's a wee bit risky to burn unless you need to. Bob decides to play it safe, and seize the Garden. He removes the damage counters and puts it in his second column, behind the

Nightclub. Bob also turns the Garden 180° so it's facing away from him as a reminder that it belongs to Ann (you could use sticky notes or something similar instead, whatever is handy). And this way, the Garden will work for him if Ann does manage to burn one of his Sites next turn. Ann slides Gambling House to the front row. Kan Li goes back to the Floating Restaurant, and the attack is complete.

Bob declares the end of his turn. The Shotgun's damage bonus expires.

Ending Power: 0

Ending Resources: enough

Ending hand: Explosives, Poison Thorns, Tortured Memories, Family Home

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## Turn 6, Ann

Starting Power: 0

Starting Resources: enough

In hand: Pump-Action Shotgun, City Park

Sites: Gambling House (column 1 front, face up)

### ***Establishing Shot:***

Power: the face-up Gambling House generates 1 Power. {1 Power total}

Uturn: Ann uturns the Gambling House

Discard: nothing. She's going to draw 4 cards anyway.

Draw: fill to 6 cards - Both Guns Blazing, Johnny Tso, Dirk Wisely's Gambit, Redeemed Gunman

### ***Main Shot:***

Ann desperately needs to take out Kan Li before he can turn to heal.

Ann plays Redeemed Gunman, placing him in front of Gambling House {0 Power left}

Ann declares an attack: she turns Redeemed Gunman and targets Kan Li. In response to the declaration, she plays Dirk Wisely's Gambit (Bob controls four or more cards, and she's attacking with only 1 Character, so she meets the preconditions).

No one generates any effects and there are no interceptors, so Redeemed Gunman enters combat with Kan Li. They inflict 1 damage on each other, reducing their Fighting to 0. They're both smoked. Because Ann inflicted combat damage on the target of her attack, Dirk Wisely's Gambit triggers now. On resolution, Ann gains 2 Power. {2 Power total} The attack is now complete.

Ann decides not to play City Park this turn. She gambles that Bob will be able to take her Gambling House easily and will probably burn it so he doesn't have to put a 6-Body Site in the front row of his third column. Even if he doesn't burn, she can play it for free next turn and get a Power too (since she'll control no FSS, assuming Bob takes the Gambling House). That's pretty much the same as playing it now, except for the card flow, and the fact that it's one less target on the table for Bob.

Ann declares the end of her turn.

Ending Power: 2

Ending Resources: plenty (plus more from Dirk Wisely's Gambit)

Ending hand: Johnny Tso, Both Guns Blazing, Pump-Action Shotgun, City Park

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## Turn 6, Bob

Starting Power: 0

Starting Resources: lots

In hand: Explosives, Poison Thorns, Tortured Memories, Family Home

Sites: Floating Restaurant (column 1 front, face up), Drug Lab (column 1 back), Nightclub (column 2 front, face up), Garden of Bronze (column 2 back, face up)

### ***Establishing Shot:***

Power: the three face-up FSS and Drug Lab generate 1 Power each. {4 Power total}

Unturn: unturn Nightclub.

Discard: Bob discards Family Home. It's too small to go undefended in the front row of his third column, which is where he'd have to put it right now.

Draw: fill to 6 cards - Walking Corpses, Big Brother Tsien, Fireworks Factory

### ***Main Shot:***

Bob wants to keep Ann on the ropes. He launches an assault on Ann's Gambling House.

Bob plays Walking Corpses: he places them in front of Nightclub (the front row Site with the smallest Body). {2 Power left}

Bob plays Big Brother Tsien: he places Big Bro in front of Nightclub too. {0 Power left}

Bob declares an attack: he turns the Corpses and Big Bro, and targets Ann's Gambling House. Ann would like to use the House since Bob now has two cards with matching designators, but it only works during her own Main Shot.

No one generates any effects and there are no interceptors, so the goons enter combat with Gambling House. They inflict their damage simultaneously, for a total of 6, which reduces the House's Body to 0. Bob doesn't want an undefended 6-Body Site in his front row, so he decides to burn for victory—he doesn't really need the Power right now since he'd get 4 next turn and he has some decent sized Characters already in play. This also keeps the cost of his next FSS at a more reasonable 3. Bob puts the House in his burned for victory pile.

In response, Ann plays City Park face-up (it triggers on a burn). Because she has no FSS in play, she gains 1 Power on resolution. {3 Power total}

Bob can't do anything else, so he declares the end of his turn.

Ending Power: 0

Ending Resources: enough

Ending hand: Explosives, Poison Thorns, Fireworks Factory, Tortured Memories

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## Turn 7, Ann

Starting Power: 3

Starting Resources: enough

In hand: Johnny Tso, Pump-Action Shotgun, Both Guns Blazing

Sites: City Park (column 1 front, face up)

### ***Establishing Shot:***

Power: the face-up City Park generates 1 Power. {4 Power total}

Unturn: nothing to unturn.

Discard: nothing. Ann can play everything in her hand, and plans to :)

Draw: fill to 6 cards - Bag Full of Guns, Golden Comeback, Hacker

## **Main Shot:**

Ann really needs to slow Bob down a bit, but if she burns for Power, he'll get 3 from the Garden of Bronze! She'll have to chance it, and hope that whatever Bob can do with the Power, she can counter by bringing somebody back cheap with her Golden Comeback.

Ann plays Johnny Tso, placing him in front of City Park. {1 Power left} She could use Johnny to take out one of Bob's Characters, but she figures that her best chance of slowing Bob down is to take one of his Sites, and her best chance of giving herself a boost is to burn it for Power.

Ann declares an attack: she turns Johnny, and targets the Floating Restaurant. Bob has no one in front of the Restaurant, and all his Characters are turned already so they won't be able to change location before interception.

Bob declines interception. He doesn't have anyone on the table who can intercept so it's not surprising that he declines, but Ann waits until after he formally declines before she plays any more cards, just in case Bob has something sneaky in mind again.

Ann plays Both Guns Blazing on Johnny, and lets that scene resolve. (as mentioned earlier, the BGB has to resolve before you play more **Gun/Weapon** States if you want to get the card-drawing effect.)

Ann plays Pump-Action Shotgun on Johnny. It's free because of Johnny's rules text, so she still has 1 Power left. Johnny's Fighting increases by 1 immediately. And the BGB triggers as well, so on resolution, Ann draws a card: Ting Ting.

Ann turns the Shotgun to generate its effect. On resolution, Johnny inflicts +3 damage until the end of the turn.

Ann plays Bag Full of Guns on Johnny. It's free too since it's a **Gun** State, and it triggers BGB. On resolution, Ann draws a card: Redeemed Gunman. Ann didn't need the Bag Full of Guns to take Bob's FSS, but she is going to burn for Power, so she won't have another chance to play it this turn. She'd rather play it now on Johnny, so it's free, than hold it in her hand just in case.

Johnny enters combat with Floating Restaurant. He inflicts 9 damage (4 Fighting + 2 Fighting from BGB + 3 damage from Shotgun). Ann doesn't turn the Bag Full of Guns because she doesn't need the bonus to grab the Restaurant. The Restaurant's Body is reduced to 0. Ann decides to burn for Power. She gains 3 Power {4 Power total}. Bob puts the Restaurant in his smoked pile, and slides the Drug Lab up to the front row. The Garden of Bronze's triggered effect automatically generates now, so on resolution, Bob gains 3 Power. {3 Power total} Ann puts Johnny back in front of City Park, and the attack is complete.

Ann declares the end of her turn. The Shotgun's damage bonus expires.

Ending Power: 4

Ending Resources: plenty

Ending hand: Ting Ting, Redeemed Gunman, Golden Comeback, Hacker

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## **Turn 7, Bob**

Starting Power: 3

Starting Resources: plenty

In hand: Explosives, Poison Thorns, Fireworks Factory, Tortured Memories

Sites: Drug Lab (column 1 front), Nightclub (column 2 front, face up), Garden of Bronze (column 2 back, face up), plus Gambling House in burned for victory pile.

### **Establishing Shot:**

Power: the two face-up FSS and Drug Lab generate 1 Power each. {6 Power total}

Unturn: Bob unturns Big Bro and Walking Corpses

Discard: none. He's going to play at least one of what he already has this turn.

Draw: fill to 6 cards - Die!!!, City Park

### **Main Shot:**

Bob needs to deal with Johnny. He's got Die!!! to do it, but he can wait until Ann's turn to use that, hopefully spoiling an attack in the process. This turn he'll take Ann's FSS.

Bob plays Fireworks Factory: he pays 2 Power (2 FSS in play) and places it face down in the front row of a new column to the right of Nightclub {4 Power left}. He chose the Factory because he'd like to hold City Park in reserve—Ann is desperate enough that she'll probably burn for Power again if she takes a site, then Bob can drop the Park for free. He puts it in a new column so that if Ann is tempted to take it, he'll be able to zap Johnny. (maybe not the best plan, since it only works if the person who takes it is closer to victory, but...)

Bob plays Tortured Memories, targeting Johnny. {2 Power left} On resolution, Bob takes control of Johnny. He slides Johnny to his side of the table, putting him in front of Drug Lab. Bob also gets control of any States that are automatically controlled by the Subject's controller (**Schticks**, **Weapons**, and **Vehicles**. 10kB rulebook p.62), so the Shotgun unturns too. Bob doesn't get control of Both Guns Blazing, but that doesn't matter—he's not planning on putting any new States on Johnny anyway :)

Bob declares an attack: he turns Johnny and targets City Park. In response to the declaration, he turns the Shotgun. On resolution, Johnny inflicts +3 damage until the end of the turn.

Ann could use Golden Comeback to bring back Karate Cop, but then she won't be able to afford Ting Ting next turn, and she'd have a badly damaged Johnny too. Since the Cop can't stop Johnny, the attack would still be successful, so Bob could just follow-up with the Corpses or Big Bro to take City Park. Ann declines to intercept.

Johnny enters combat with City Park. Johnny inflicts 9 damage (4 Fighting +2 from BGB +3 damage from Shotgun), reducing the Park's Body to 0. Bob decides to seize it. He removes the damage counters and puts it face-up behind Drug Lab. He also rotates it 180° so he remembers that it belongs to Ann.

Bob declares the end of his turn. The Shotgun expires, and the Tortured Memories expires (they both expire at the end of the turn, so Bob can choose what order they expire in, but it doesn't matter in this case). Resolving from last to first, Ann regains control of Johnny. Since Johnny changed controllers, he unturns, and the Shotgun too. Ann doesn't have any Sites in play, so Johnny goes to an "unspecified location" {10kB rulebook p.29}. Next, the Shotgun's damage bonus expires.

Ending Power: 2

Ending Resources: many

Ending hand: Explosives, Poison Thorns, City Park, Die!!!

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## **Turn 8, Ann**

Starting Power: 4

Starting Resources: lots

In hand: Ting Ting, Redeemed Gunman, Hacker, Golden Comeback

Sites: none

### **Establishing Shot:**

Power: none.

Unturn: Johnny Tso is already unturned.

Discard: Ann didn't generate Power this turn, so she can discard as many cards as she wants. She discards Hacker and Redeemed Gunman.

Draw: fill to 6 cards - Steven Wu, "Now You've Made Us Mad", Kar Fai's Crib, Cave Network

### **Main Shot:**

Not a good time to get all the remaining big hitters in her deck, but maybe she can do some damage.

Ann plays Cave Network face down. On resolution, she gains 1 Power since she had no other FSS in play {5 Power total}. Johnny Tso is now in front of the Cave Network.

Ann plays Ting Ting, placing her in front of Cave Network. {1 Power left} Ting Ting's +2 Fighting bonus kicks in immediately, since Bob controls more Power-generating sites than she does. She chose Ting Ting over Steven Wu because she's cheaper, and the same Fighting in this situation.

Ann would like to take two FSS this turn, but can't because Bob has 6 Fighting on the table, with enough Power to pay for Big Bro's optional +3 Fighting boost as well. She decides to send Johnny against Bob's face-down FSS—Bob will have to intercept with both Characters to stop Johnny, and that will leave Nightclub open for Ting Ting's follow-up attack. Even if Bob stops Johnny, Ann can still attack with Ting Ting because she's **Independent**.

But first, Ann turns Bag Full of Guns to generate its effect while both her Characters are at the same location. On resolution, Ting Ting and Johnny inflict +2 damage until the end of the turn.

Ann declares an attack: she turns Johnny Tso and targets Bob's face-down FSS in the front of his third column. Bob responds by playing Die!!!: he turns Big Bro and Corpses, so  $X+2 = 4$ , which means he can smoke any Character whose cost is 3 or less. Bye, Johnny. On resolution, Johnny is smoked. Ann puts him and all his States in her smoked pile. The Bag Full of Guns effect isn't canceled just because the Bag left play, so Ting Ting retains her damage bonus until the end of the turn.

Not exactly what Ann intended, but at least Big Bro and the Corpses are turned.

Ann declares another attack: she turns Ting Ting and targets the face-down FSS. No one generates any effects, and Bob declines interception because he has no available interceptors.

Ting Ting enters combat with the face-down FSS. Ting Ting inflicts 10 damage (6 Fighting + 2 Fighting bonus from her rules text + 2 damage from Bag Full of Guns). That reduces the Site's Body to 0. Bob reveals it. Ann decides to burn for Power, gaining 3 {4 Power total}. She doesn't really want to give Bob more Power from the Garden of Bronze, but otherwise she won't be able to play Steven Wu next turn. Ann is not closer to victory than Bob right now, so the Factory's rules text does not trigger. Bob puts the Factory in his smoked pile. But the Garden of Bronze's ability triggers, and Bob also plays City Park in response to the burn. He places City Park in the front row of his third column (where the Factory was a moment ago). On resolution, Bob gains 3 Power {5 Power total}.

Ann declares the end of her turn. The damage bonus from Bag Full of Guns expires.

Ending Power: 4

Ending Resources: lots

Ending hand: Kar Fai's Crib, Steven Wu, "Now You've Made Us Mad", Golden Comeback

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## Turn 8, Bob

Starting Power: 5

Starting Resources: plenty

In hand: Explosives, Poison Thorns

Sites: Drug Lab (column 1 front), City Park (column 1 back, face up), Nightclub (column 2 front, face up), Garden of Bronze (column 2 back, face up), City Park (column 3 front, face up), plus Gambling House in burned for victory pile.

### **Establishing Shot:**

Power: the four FSS and Drug Lab generate 1 Power each. {10 Power total}

Unturn: Bob unturns Big Bro and the Corpses.

Discard: nothing. He wants to play both cards this turn, unless he draws something better of course :)

Draw: fill to 6 cards - Vassals of the Lotus, Walking Corpses, Flying Sleeves, Die!!!

### **Main Shot:**

Bob is very lucky to draw a second Die!!!, so he can deal with Ting Ting without having to throw away all his Characters.

Bob plays Walking Corpses, and places them in front of City Park. {8 Power left}

Bob plays Vassals of the Lotus, and places them in front of City Park. {7 Power left}



Bob plays Poison Thorns, and places them in front of Drug Lab. {4 Power left}

Bob spread all these guys around, knowing that they would be turned by the end of his turn because he's planning on attacking, so he'd have an interceptor in front of each of his columns.

Bob plays Explosives on Poison Thorns. {3 Power left}

Bob declares an attack: he turns Thorns and the Corpses in front of Nightclub, and targets Ann's face-down FSS. Ann can't use the Cave Network's ability because she already controls a Character (and doesn't have a Character who costs 3 or less in her hand anyway).

Ann plays Golden Comeback, targeting the Karate Cop in her smoked Pile. {2 Power left} On resolution, she returns the Cop to play, placing him in front of her Cave Network. Bob is closer to victory than she is, so the Cop's **Toughness: 1** and +2 damage are active instantly.

Ann declares interception: Ting Ting will intercept the Thorns, and the Cop will stop the Corpses. She's trying to cause the attack to fail so Bob can't launch a follow-up, plus it looks like both of her Characters will survive this so she can turn them to heal on her next turn.

Bob plays Die!!!: he turns Big Bro, the Corpses in front of City Park, and Vassals.  $X+3 = 5$ , so he chooses Ting Ting (cost 4 is less than 5). On resolution, Ting Ting is smoked.

The Thorns aren't being intercepted any longer, but the Corpse/Cop interception has to be finished before the Thorns can go on to their target. No one generates any other effects, so the Cop and Corpses enter combat. The Corpses inflict 4 damage on the Cop, which is reduced by 1 because of his **Toughness**. Ann puts 3 damage counters on the Cop. The Cop simultaneously inflicts 6 damage (4 Fighting +2 damage bonus from his rules text) on the Corpses, reducing their Fighting to 0. Bob puts the Corpses in his smoked pile. Bob didn't bother to use his Nightclub, since the Cop's **Toughness** would just absorb the damage (**Toughness** applies to each source of damage).

The Thorns now continue on to their target. Bob sacrifices the Explosives. On resolution, the Thorns gain +5 damage against the next Site they hit. No one generates any other effects.

The Thorns enter combat with the face-down FSS. The Thorns inflict 9 damage (4 Fighting + 5 from Explosives). Ann reveals the Cave Network, showing that its Body has been reduced to 0. Bob doesn't need the Power right now, and he doesn't really need to seize it, so he decides to burn for victory. He places the FSS in his burned for victory pile. Bob now needs one more FSS to win (he needs an extra because of the Glimpse). Bob returns the Thorns to the Drug Lab, and the attack is complete.

Bob declares the end of his turn. In response, Ann plays "Now You've Made Us Mad". Because Ann generated an effect in response to the end of his turn, Bob could decide to return to his Main Shot and kick more butt, but he doesn't have any unturned Characters, nor does he have any in his hand that he can play, so he decides to continue with the end of his turn. Ann's Event resolves, and she gains 1 Power due to the damaged Cop. {3 Power total}

Ending Power: 3

Ending Resources: lots

Ending hand: Flying Sleeves

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## Turn 9, Ann

Starting Power: 3

Starting Resources: plenty

In hand: Kar Fai's Crib, Steven Wu

Sites: none

### ***Establishing Shot:***

Power: none

Unturn: the Cop is already unturned.

Discard: Ann decides not to discard anything. She has only 17 cards left in her deck, and knows that there aren't any more juicy Events or big hitters left. She'll have to hope that Bob runs out of steam...

Draw: fill to 6 cards - Redeemed Gunman, Temple of Celestial Mercy, Ex-Commando, Dirk Wisely's Gambit

### **Main Shot:**

Ann plays Temple of Celestial Mercy face down. On resolution, she gains 1 Power. {4 Power total} She doesn't reveal the Temple yet, since she's already drawn cards this turn so having an increased hand size won't help her. She'll reveal it at the end of Bob's next turn, so it's ready to help on her next turn.

Ann turns Karate Cop to heal: on generation, she turns the Cop and announces that he is healing. On resolution, she removes all 3 damage counters.

Looking at her hand, Ann sees that she can get the extra Power she needs for Steven Wu using Dirk Wisely's Gambit, if she can get the Redeemed Gunman through to his target. It's worth a try.

Ann plays Redeemed Gunman, placing him in front of the Temple. {3 Power left}

Ann declares an attack: she turns Redeemed Gunman, and targets Big Brother Tsien. She chooses Big Bro because there are no other interceptors at his location, so the Gunman's chances of hitting his target are good. In response to the declaration, she plays Dirk Wisely's Gambit.

Bob doesn't want Ann to get the Power, he wants to keep her on the ropes and try to finish the game next turn. So he plays Flying Sleeves to change the Gunman's target to the Walking Corpses in front of City Park. On resolution, the Gunman's target changes.

Bob declares interception: the Vassals (also in front of City Park) will intercept the Gunman.

The Gunman and Vassals enter combat. They inflict 1 damage on each other, so they're both smoked. That's a failed attack, because the target of the attack wasn't damaged. Ann doesn't get any Power from Dirk Wisely's Gambit.

Ann sees that she can't probably can't stop Bob from winning next turn; her only chance is to play Ex-Commando and hope that he and the Cop can prevent Bob's horde from taking her FSS.

Ann plays Ex-Commando, placing him in front of the Temple. {0 Power left} She can't attack with the Ex-Commando because her last attack failed (and the Ex-Com doesn't have **Independent**).

Ann declares the end of her turn.

Ending Power: 0

Ending Resources: lots

Ending hand: Steven Wu, Kar Fai's Crib

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## **Turn 9, Bob**

Starting Power: 3

Starting Resources: plenty

In hand: nothing!

Sites: Drug Lab (column 1 front), City Park (column 1 back, face up), Nightclub (column 2 front, face up), Garden of Bronze (column 2 back, face up), City Park (column 3 front, face up), plus Gambling House and Cave Network in burned for victory pile

### **Establishing Shot:**

Power: the four FSS and Drug Lab generate 1 Power each. {8 Power total}

Unturn: Bob unturns Poison Thorns, Big Brother Tsien, and Walking Corpses.

Discard: nothing.

Draw: fill to 6 cards - Vassals of the Lotus, White Disciple, City Hospital, Claw of Fury, Sinister Priest, Field of Tentacles

## **Main Shot:**

Bob is one FSS away from victory, so he can't play any more. So instead he'll pull out all the stops to play every Character he can, and try to swarm past Ann's interceptors to take her FSS for the win.

Bob plays White Disciple, placing him in front of Drug Lab. {6 Power left}

Bob plays Claw of Fury, placing him in front of Nightclub. {4 Power left}

Bob plays Vassals of the Lotus, placing them in front of City Park {3 Power left}

Bob plays Sinister Priest, placing him in front of Nightclub. {2 Power left} Bob is out of Characters, besides he'd like to hold 1 Power in reserve so he can pay for Big Bro's pump-up ability if necessary.

Bob declares an attack: he turns Poison Thorns, Big Brother Tsien, Walking Corpses, Vassals of the Lotus, Claw of Fury, and Sinister Priest, and targets Ann's face-down FSS. He keeps the Disciple back to use its zap ability if needed (he can always zap the FSS just before combat starts if no better target is available).

Ann declares interception: the Cop intercepts the Corpses, and the Ex-Commando intercepts Thorns.

The Cop and Corpses enter combat. The Corpses inflict 4 damage on the Cop, reduced by 1 because of his Toughness. Ann places 3 damage counters on the Cop. The Cop simultaneously inflicts 6 damage on the Corpses (4 Fighting +2 damage from his rules text), smoking them. Bob puts the Corpses in his smoked pile.

Simultaneously with the Cop/Corpse combat, the Ex-Commando enters combat with the Poison Thorns. Thorns inflicts 4 damage on Ex-Commando, reducing his Fighting to 0 and smoking him. Ex-Commando inflicts 3 damage on Thorns. Bob puts 3 damage counters on Thorns. Since their interceptor has been removed from play, the Thorns now continue on toward the target of the attack.

Bob does a quick count and sees that his attackers will inflict a total of 7 damage right now, and he's not sure that will be enough.

Bob generates White Disciple's effect: he turns the Disciple and inflicts 1 damage on him, and target's Ann's FSS. On resolution, the Disciple inflicts 2 damage on the FSS. Ann reveals it, and puts 2 damage counters on it. Bob sees that his attackers will inflict enough damage to take the FSS now, so he doesn't pay to pump up Big Brother Tsien.

Bob's Characters enter combat with the Temple. They simultaneously inflict a total of 7 damage (1 from Thorns, 2 from Big Brother, 1 from the Priest, 2 from Claw of Fury, and 1 from the Vassals), reducing the Temple's Body to 0. Bob seizes it to win the game!

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## **After the Game**

Bob gives back the sites he seized and burned for victory to Ann. And probably laughs in some high-pitched gloating voice, like all Lotus players do when they win :)

## Deck Order

Dragon deck order (first to last drawn)	Lotus deck order (first to last drawn)
Festival Circle	Sinister Priest
Everyday Hero	Floating Restaurant
Tricia Kwok	Claw of Fury
Pump-Action Shotgun	Glimpse of the Abyss
Everyday Hero	Turtle Beach
Sub-Machine Gun	Flying Sleeves
Garden of Bronze	Sports Car
Sub-Machine Gun	White Disciple
Karate Cop	Kan Li
Pump-Action Shotgun	Pocket Demon
"Now You've Made Us Mad"	Sinister Priest
Both Guns Blazing	Explosives
Hacker	Poison Thorns
Karate Cop	Nightclub
Everyday Hero	Poison Thorns
Golden Comeback	Claw of Fury
Final Brawl	Drug Lab
Gambling House	Tortured Memories
Final Brawl	Family Home
City Park	Pump-Action Shotgun
Both Guns Blazing	Walking Corpses
Johnny Tso	Big Brother Tsien
Dirk Wisely's Gambit	Fireworks Factory
Redeemed Gunman	Die!!!
Bag Full of Guns	City Park
Golden Comeback	Vassals of the Lotus
Hacker	Walking Corpses
Ting Ting	Flying Sleeves
Redeemed Gunman	Die!!!
Steven Wu	Vassals of the Lotus
"Now You've Made Us Mad"	White Disciple
Kar Fai's Crib	City Hospital
Cave Network	Claw of Fury
Redeemed Gunman	Sinister Priest
Temple of Celestial Mercy	Field of Tentacles
Ex-Commando	
Dirk Wisely's Gambit	