

Sample Game 3: The Purists vs. The Guiding Hand vs. The Four Monarchs

Our two sample players, Ann and Bob, are joined by Cindy for a three-player game. They're using the Purist, Hand and Monarchs 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 :)

My notes during transcription appear in curly braces, 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.

Start of Game

Ann, Bob and Cindy shuffle their decks, then play rock, paper, scissors to determine who goes first. Ann wins. They all draw 6 cards and start with 1 Power.

Turn 1, Ann

Starting Power: 1

Starting Resources: none

In hand (opening draw): Arcane Scientist, Amulet of the Turtle, Entropy Tap, Gambling House, Entropy Sphere, Mathemagician

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 Arcane Scientist since she has a 1-cost foundation Character to get started; the other cards make a nice defense and are all playable with just the Mathemagician out so she keeps the rest.

Draw: fill to 6 cards - Inner Sanctum

Main Shot:

Ann plays Inner Sanctum face down. It's a Feng Shui Site (FSS, for short), so it's played face down, and it doesn't cost her anything because she has no other FSS in play. On resolution, she gains 1 Power since she had no other FSS in play {2 Power total}. She chooses Inner Sanctum over Gambling House because of the Sanctum's huge Body. Gambling House will go nicely in the back row next turn—assuming that the Sanctum doesn't get revealed first (the Sanctum won't permit another FSS to be played behind it after it's revealed).

Ann plays Mathemagician: she pays 1 Power and places him in front of Inner Sanctum {1 Power left}. Mathemagician is called a foundation character, because he provides a faction resource but doesn't require any resources. The Mathemagician also provides a talent resource, and his rules text provides a second faction resource as long as he's in play. That gives Ann two 🍄 and one ✨ resources in her pool; not bad for a start.

Ann plays Amulet of the Turtle: she verifies that she has at least one ✨ in her resource pool (from the Mathemagician), pays no Power since it's 0-cost, and places it on Mathemagician (the *subject* of the State). {1 Power left} On resolution, the Amulet is ready to suck up damage inflicted on Mathemagician. It can only absorb 1 damage at the moment since Ann has only one ✨ resource, but that will grow as she gets more resources. At the moment, it's primarily good to just get it out of her hand.

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

Ending Power: 1

Ending Resources:   

Ending hand: Entropy Tap, Gambling House, Entropy Sphere

Turn 1, Bob

Starting Power: 1

Starting Resources: none

In hand (opening draw): Turtle Island, Brain Fire, Darkness Warriors, City Park, Turtle Island, Butterfly Knight

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 discards one Turtle Island because he drew so many FSS. Since he also has a foundation to start, he decides not to discard heavily—Butterfly Knight and Brain Fire are very good cards.

Draw: fill to 6 cards - Claws of Darkness

Main Shot:

Bob plays City Park face down. On resolution, he gains 1 Power since he had no other FSS in play {2 Power total}. City Park and Turtle Island both have 8 Body; Bob chose City Park for two reasons: (a) the Park's special ability triggers when a FSS is burned; since Turtle Island can't be burned, if it's first then it will never trigger the Park and (b) the Park's healing ability makes its effective Body larger, presuming it's hit for less than 8 damage in a single turn.

Bob plays Darkness Warriors: he pays 2 Power and places them in front of City Park {0 Power left}. Now he has one  resource in his pool.

Bob could attack Ann's FSS to see what it is; the Darkness Warrior's 2 Fighting would be able to get past the Amulet and take out the Mathemagician if Ann intercepted. But Bob would like to make sure that his Park isn't revealed by a cheesy 1-damage attack by Cindy (he's greedy; he wants the first hit on the Park to be 4-6 damage to maximize the return on its healing ability) so he keeps the Darkness Warriors unturned.

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

Ending Power: 0

Ending Resources: 

Ending hand: Brain Fire, Butterfly Knight, Turtle Island, Claws of Darkness

Turn 1, Cindy

Starting Power: 1

Starting Resources: none

In hand (opening draw): Nightclub, Kung Fu Student, Fireworks Factory, The Iron Monkey, Iron and Silk, Stone Garden

Sites: none

Establishing Shot:

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

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

Discard: because Cindy didn't generate any Power, she can discard as many cards as she likes. She discards Stone Garden, since the Fireworks Factory is a good lead site and Nightclub can go behind it next turn. She has a 1-cost foundation to start, so she can afford not to discard heavily right now. She keeps The Iron Monkey because he is *soooo* good that she'll take the chance on hand clog for a few turns.

Draw: fill to 6 cards - Blue Monk

Main Shot:

Cindy plays Fireworks Factory face down. On resolution, she gains 1 Power since she had no other FSS in play {2 Power total}. Fireworks Factory is a "payback" site that triggers when an opponent reduces its Body to 0. It only works if the opponent is closer to victory than you, so to maximize the chance of a payback, these kinds of sites are good choices for the front row.

Cindy plays Kung Fu Student: she pays 1 Power and places him in front of the Factory {1 Power left}. Now she has one  resource in her pool.

Cindy could attack Ann; Bob would probably join since there are no 3-Body FSS in these decks so he wouldn't be risking handing the unrevealed site to Cindy, but that would probably leave Ann wounded and easy pickings for Bob on his turn (which is why Bob would join now :) She also needs the Kung Fu Student alive so she can use Iron and Silk on defense, so she decides to wait.

Be wary of the Iron and Silk (or Expendable Unit, for Architects) trap—you may be tempted not to attack simply because you have an Iron and Silk in your hand and want to be sure you have a Character so you can use it if you are attacked later. If you intended to play defensively, great, but if you are altering your game just to have Iron and Silk "ready", be careful not to sit on it too long or you'll find yourself falling behind...

Cindy can't afford anything else, so she declares the end of her turn.

Ending Power: 1

Ending Resources: 

Ending hand: Nightclub, The Iron Monkey, Iron and Silk, Blue Monk

Turn 2, Ann

Starting Power: 1

Starting Resources:   

In hand: Entropy Tap, Gambling House, Entropy Sphere

Sites: Inner Sanctum (column 1 front, face down)

Establishing Shot:

Power: the face-down Inner Sanctum generates 1 Power {2 Power total}

Unturn: nothing turned

Discard: Ann generated Power this turn, so she can only discard one card. She can play everything she has in hand, so she doesn't discard anything.

Draw: fill to 6 cards - Floating Restaurant, Amulet of the Turtle, Arcane Scientist

Main Shot:

Ann decides to play slow and build. Her Mathemagician with the Amulet makes a better wall than attacker, and it's nice to have that second  resource while he's in play.

Ann plays Gambling House face-down behind Inner Sanctum. If the Sanctum were face up, its rules text would prevent Ann from playing another FSS behind it, but as long as it's face down that drawback doesn't apply. She pays 1 Power (1 FSS already in play, so the next FSS costs 1) {1 Power left}.

Ann doesn't want to put a second Amulet on the Mathemagician, so she declares the end of her turn.

Ending Power: 1

Ending Resources:   

Ending hand: Entropy Tap, Entropy Sphere, Floating Restaurant, Amulet of the Turtle, Arcane Scientist

Turn 2, Bob

Starting Power: 0

Starting Resources: 

In hand: Brain Fire, Butterfly Knight, Turtle Island, Claws of Darkness

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

Establishing Shot:

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

Unturn: nothing turned

Discard: Bob generated Power this turn, so he can only discard 1 card. He discards nothing, because he likes what he has. The Butterfly Knight is a great hitter, and Brain Fire is a good defense against the Purists' targeted Events—he'll hold that for a little while even though he doesn't have enough resources yet.

Draw: fill to 6 cards - City Hospital, Fire Mystic

Main Shot:

Bob plays City Hospital face-down behind City Park. He pays 1 Power (1 FSS already in play, so the next FSS costs 1) {0 Power left}. He would like to play the Claws and whack a Character so he can gain a Power, but that Power comes at the end of the turn when it's too late to play the FSS. He doesn't want to get behind on Power generation. He chooses the Hospital over Turtle Island since the Hospital's ability is more immediately useful.

But that won't stop him from attacking. With City Hospital for backup, he can attack Ann's FSS, squish the Mathemagician if he gets in the way, then use City Hospital and hit for 2. Not much, but it's a start.

Bob declares an attack: he turns Darkness Warriors and targets Ann's front-row face down FSS. Cindy may join the attack, but she declines, figuring that Ann's Mathemagician would intercept her Kung Fu Student and take him out while the Amulet absorbs the Student's damage.

Cindy is now allowed to declare interception against Bob's attack. Again, she declines. Ann can defend herself with what she has on the table, there's no urgency for Cindy to intervene. Ann also declines to intercept. She sees no need to lose her Mathemagician when her FSS has such a big Body.

No one generates any other effects, so the Darkness Warriors enter combat with the FSS. They inflict 2 damage. Ann reveals (turns face-up) the Inner Sanctum and puts 2 damage counters on it. In response to the damage, Ann plays Entropy Tap: she confirms that she has   in her resource pool (from the Mathemagician), pays 0 Power since it's free, and places it in her smoked pile. On resolution, she gains 1 Power (2 damage inflicted / 2 = 1). {2 total} No one generates any other effects, so the Warriors return to their original location and the attack is now complete.

Bob declares the end of his turn.

Ending Power: 0

Ending Resources: 

Ending hand: Brain Fire, Butterfly Knight, Turtle Island, Claws of Darkness, Fire Mystic

Turn 2, Cindy

Starting Power: 1

Starting Resources: 

In hand: Nightclub, The Iron Monkey, Iron and Silk, Blue Monk

Sites: Fireworks Factory (column 1 front, face down)

Establishing Shot:

Power: the face-down Fireworks Factory generates 1 Power {2 Power total}

Unturn: nothing turned

Discard: Cindy generated Power this turn, so she can only discard one card. Cindy likes what she has, and decides to hold on to The Iron Monkey for another turn. She doesn't discard anything.

Draw: fill to 6 cards - Shaolin Sanctuary, Curio Shop

Main Shot:

Cindy plays Nightclub face-down behind Fireworks Factory. She pays 1 Power (1 FSS already in play, so the next FSS costs 1) {1 Power left}. Nightclub's ability is likely to be much more useful than Curio Shop at the moment, since Bob's Darkness Warriors wouldn't be affected by the Shop, and it doesn't look like Ann will be doing much attacking with her 1-cost guy. She could play the Shaolin Sanctuary in the back row which is a nice spot for it, but then she'd have to spend all her Power. This way, she'll have 3 total power for her next turn (assuming she doesn't lose a FSS between now and then :) which is enough to play Blue Monk and start kicking butt.

Cindy decides not to attack, so she can keep her Kung Fu Students available to Iron & Silk if she's attacked.

She can't afford to play anything else, so Cindy declares the end of her turn.

Ending Power: 1

Ending Resources: 

Ending hand: The Iron Monkey, Iron and Silk, Blue Monk, Shaolin Sanctuary, Curio Shop

Turn 3, Ann

Starting Power: 2

Starting Resources:   

In hand: Entropy Sphere, Floating Restaurant, Amulet of the Turtle, Arcane Scientist

Sites: Inner Sanctum (column 1 front, face up, 2 damage), Gambling House (column 1 back, face down)

Establishing Shot:

Power: the face-up Inner Sanctum generates 1 Power, and the face-down Gambling House generates 1 Power for a total of 2. {4 Power total}

Unturn: nothing turned

Discard: Ann generated Power this turn, so she can only discard one card. She can play everything in her hand (and plans to) so she doesn't discard.

Draw: fill to 6 cards - Inoue Oram, Stone Garden

Main Shot:

Ann has decided that the cards have dealt her a slow build-up, heavy-defense, make-one-big-attack-for-the-win kind of game. No problem for the Purists :)

Ann plays Floating Restaurant: she pays 2 Power (she controls 2 FSS already) and places it in the front row of a new column to the right of Inner Sanctum. {2 Power left}

Ann plays Arcane Scientist: she pays 2 Power and places him in front of Floating Restaurant. {0 Power left} She now has another  and  in her pool. She chose the Scientist over Inoue Oram because she can use the Scientist right now (and Inoue's ability is a bit of a pain to maximize anyway, it's less thinking this way :) The Amulet of the Turtle on Mathemagician is immediately worthy of 2 points of damage when the Scientist enters play since Ann gets the Scientist's resources as soon as he enters play (you can use the resources immediately; you don't have to wait for the Character to resolve first).

Ann is going to play Amulet of the Turtle on the Scientist, but before she does that, she'll use the Scientist's ability to draw a card. She might get something else she prefers to play (it's unlikely in this deck, but in general it's good to use your card-drawing options before you play cards so you see what all your options are).

Ann generates the Scientist's effect: she turns the Scientist. On resolution, she draws a card: Alabaster Javelin. She can't afford the Javelin right now and can't get Power from the Gambling House yet (no matching designators on opponents' cards in play) so she continues with her original plan.

Ann plays Amulet of the Turtle: she verifies that she has at least one  in her resource pool, pays no Power since it's 0-cost, and places it on Arcane Scientist (the *subject* of the State). {0 Power left} On resolution, the Amulet is ready to suck up damage inflicted on the Scientist. This Amulet can also absorb 2 damage since Ann has two  in her pool. Again, it's a good way to get it out of her hand, and it's enough defense to make Bob and Cindy think hard about attacking her, at least until they can get bigger Characters into play.

Ann declares the end of her turn.

Ending Power: 0

Ending Resources:     

Ending hand: Entropy Sphere, Inoue Oram, Stone Garden, Alabaster Javelin

Turn 3, Bob

Starting Power: 0

Starting Resources: 

In hand: Brain Fire, Butterfly Knight, Turtle Island, Claws of Darkness, Fire Mystic

Sites: City Park (column 1 front, face down), City Hospital (column 1 back, face down)

Establishing Shot:

Power: the two face-down Feng Shui Sites each generate 1 Power, so Bob gets 2 Power. {2 Power total}

Unturn: Bob unturns Darkness Warriors.

Discard: Bob generated Power so he can only discard 1 card. He discards Fire Mystic, since Butterfly Knight is a better hitter at this point.

Draw: fill to 6 cards - The Legacy, Pocket Demon

Main Shot:

Ann looks like she is building a defensive wall, so Bob wants to disturb those plans a bit. He also wants to get the Claws into play, so rather than playing another FSS he decides to go on the offensive.

Bob declares an attack: he turns Darkness Warriors and targets Ann's Inner Sanctum. What he's really doing is going after her Mathemagician so he can drop Claws of Darkness, but if he attacks the Mathemagician directly, Ann could just turn him to move to the Arcane Scientist's location, then intercept with the Scientist. Bob wants his Darkness Warriors to survive, so he attacks Ann's site and hopes that she intercepts. It's a good bet that she will, since the Mathemagician's Amulet will absorb 2 damage and that looks like an easy block for Ann.

Cindy may join the attack, but she declines, figuring that Bob doesn't need any help, and besides she still needs the Kung Fu Student around to Iron & Silk.

Cindy is now allowed to declare interception against Bob's attack. Again, she declines. Ann can defend herself with what she has on the table, there's no urgency for Cindy to intervene. Ann declares that she will intercept, since

the Mathemagician's Amulet will absorb the Darkness Warriors' damage leaving the Mathemagician alive and well, and causing Bob's attack to fail.

Bob plays Claws of Darkness: he pays 1 Power {1 Power left}, verifies he has ☸ in his resource pool, and places the Claws on Darkness Warriors. On resolution, the Warriors' Fighting increases by 1.

There is time for any number of scenes between a declaration of interception and the actual combat. Use that to your advantage: play States and Events by surprise, after your opponent has committed to intercept or not.

No one generates any other effects, so the Darkness Warriors enter combat with the Mathemagician. They inflict 3 damage (2 Fighting + 1 Fighting from Claws). That damage is redirected to the Amulet, which absorbs 2 points (Ann has two ✦ in her pool) and is smoked. The remaining 1 damage is immediately redirected again due to the Amulet's rules text from the Amulet to the Mathemagician, which reduces his Fighting to 0 so he's smoked too. The Mathemagician simultaneously inflicts 1 damage on Darkness Warriors. Bob places 1 damage counter on them. Interception is now complete; since the Darkness Warriors are still in play and their interceptor isn't, they have overcome the interceptor and continue on to their target.

Bob could heal the Darkness Warriors now using City Hospital, but decides that he doesn't want to weaken the Inner Sanctum too much in case Cindy can pop out something big on her next turn. No one generates any other effects, so the Darkness Warriors enter combat with Inner Sanctum. They inflict 2 damage (2 Fighting - 1 due to damage + 1 from Claws). Ann puts 2 more damage counters on Inner Sanctum (total of 4). No one generates any other effects, so the Warriors return to their original location and the attack is now complete.

Bob plays The Legacy: he verifies he has ☸ in his pool (from Darkness Warriors), pays nothing since it's 0-cost, and places it face up to the right of his site structure since it's an Edge.

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 declares the end of his turn. No one responds, so the end-of-turn scene starts. That triggers The Legacy. Bob thought it would also trigger the Claws of Darkness, but Ann points him to the damage redirection rules (10kB rulebook, p.41). Since the Darkness Warriors' damage was redirected by the Amulet, it ceased to be combat damage even though some of it ended up hitting the Mathemagician anyway. The Claws only trigger when a Character is smoked by combat damage, so Bob is out of luck. The Legacy's effect resolves: Bob places 1 counter on it since he controls a *Darkness* Character, then Bob's turn is done.

Ending Power: 1

Ending Resources: ☸

Ending hand: Brain Fire, Butterfly Knight, Turtle Island, Pocket Demon

Turn 3, Cindy

Starting Power: 1

Starting Resources: ☸

In hand: The Iron Monkey, Iron and Silk, Blue Monk, Shaolin Sanctuary, Curio Shop

Sites: Fireworks Factory (column 1 front, face down), Nightclub (column 1, face down)

Establishing Shot:

Power: the two face-down FSS generate 1 Power each {3 Power total}

Unturn: nothing turned

Discard: Cindy generated Power this turn, so she can only discard one card. She discards Curio Shop, since it doesn't appear to be immediately useful, and she's planning on playing Blue Monk this turn which will use up all her Power.

Draw: fill to 6 cards - Bird Sanctuary, Hidden Sanctuary

Main Shot:

Cindy plays Blue Monk and places him in front of Fireworks Factory {0 Power left}. She selects the designator *Netherworld* as he enters play, so she can get a free shot at Bob. She can't take Ann's Sanctum and doesn't want to weaken it further to make it easier for Bob, so she decides to chum the water a bit by going after Bob. The Blue Monk gives her another  and one  in her resource pool.

*Attacking Bob is probably not the best move at this point. Ann is building up and has 3 FSS already. If Cindy had chosen **Arcane**, she could have gotten a free shot at Ann, while Bob would still have to face Ann's interceptors. In larger multiplayer games, it is sometimes useful to wound another player's FSS so there are multiple targets, especially if you can make another player a more attractive target than yourself. But you must be careful with this strategy, since you want to divert attention from yourself preferably without actually giving the FSS away to someone else (you'd like to get it yourself on a later turn :)*

Cindy declares an attack: she turns Blue Monk and targets Bob's front row FSS. Ann has the option to join, but her Scientist is turned so she can't. Likewise, Ann has first option to intercept but again can't because the Scientist is turned and so can't change location. Bob can't declare interception because the Darkness Warriors have the designator *Netherworld* and so can't intercept this Blue Monk.

The Blue Monk enters combat with the FSS. He inflicts 4 damage. Bob reveals City Park and places 4 damage counters on it.

She can't afford to play anything else, so Cindy declares the end of her turn. City Park triggers, causing it to heal on resolution. Bob removes all damage from City Park, and berates Cindy for making an attack against him when Ann is obviously building up.

Ending Power: 0

Ending Resources:   

Ending hand: The Iron Monkey, Iron and Silk, Shaolin Sanctuary, Bird Sanctuary, Hidden Sanctuary

Turn 4, Ann

Starting Power: 0

Starting Resources:     (she lost one because the Mathemagician's second resource is only available while he's in play)

In hand: Entropy Sphere, Inoue Oram, Stone Garden, Alabaster Javelin

Sites: Inner Sanctum (column 1 front, 4 damage), Gambling House (column 1 back, face down), Floating Restaurant (column 2 front, face down)

Establishing Shot:

Power: the face-up Sanctum generates 1 Power, and two face down FSS generate 1 Power each. {3 Power total}

Unturn: Ann unturns Arcane Scientist.

Discard: Ann discards Inoue Oram. She's getting close to setting up for a win attempt, so she'd prefer to draw a hitter.

Draw: fill to 6 cards - Inner Sanctum, Void Sorcerer, Pain Feedback

Main Shot:

First Ann makes sure she knows all her options. She's not going to attack with the Arcane Scientist, so she turns him to draw a card: Discerning Fire. Good option.

Next, Ann turns and reveals Gambling House and uses its ability, since Bob controls two cards with the designator *Netherworld* (and for that matter, Cindy has two cards with the designator *Kung*; either one is sufficient to use Gambling House). On resolution, Ann gains 1 Power (4 Power total).

The Void Sorcerer alone isn't going to let her go for a win, so she decides to continue the defensive play that has worked well for her so far. She plays Alabaster Javelin on Arcane Scientist {3 Power left}. That will make him even

less exciting for her opponents to deal with. She plays Pain Feedback on Blue Monk since he's the largest character on the board (and it's partly just to get it out of her hand).

Ann keeps the rest of her Power to use her defensive Events if necessary. Ann declares the end of her turn. In response to the end of her turn, Bob uses City Hospital: he turns it, targets Darkness Warriors, and reveals it. On resolution, he removes 1 damage counter from Darkness Warriors, Ann now has the option to return to her Main Shot because someone responded to her end of turn declaration, but she decides to let her turn end.

Ending Power: 3

Ending Resources:    

Ending hand: Stone Garden, Inner Sanctum, Void Sorcerer, Entropy Sphere, Discerning Fire

Turn 4, Bob

Starting Power: 1

Starting Resources: 

In hand: Brain Fire, Butterfly Knight, Turtle Island, Pocket Demon

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

Establishing Shot:

Power: the two face-up Feng Shui Sites generate 1 each. {3 Power total}

Unturn: Bob unturns Darkness Warriors and City Hospital.

Discard: Pocket Demon. Bob has no  resources yet.

Draw: fill to 6 cards - Mark of Fire, Ice Healer, Lord Hawksmoor

Main Shot:

Bob has what he needs to go after Ann's Inner Sanctum. He plays Butterfly Knight, placing him in front of City Park {0 Power left}. That gives him another  in his resource pool.

Bob declares an attack: he turns Darkness Warriors, and he does *not* turn Butterfly Knight but uses their rules text to allow them to attack without turning. Cindy sees no need to help Bob, so she declines to join the attack. She also declines to intercept—Bob's initial attack won't take the site, but will leave it with 1 Body. Then when Bob launches a follow-up attack with the Butterfly Knight, she can intercept and use Iron & Silk, leaving her with attackers and the Inner Sanctum with only 1 Body, an easy target on her turn.

Ann declines to intercept, since the Arcane Scientist is turned and is in front of the Floating Restaurant; he can't reach the Inner Sanctum.

Ann plays Discerning Fire: she pays 2 Power ($X=2$), chooses two targets that share a designator (Darkness Warriors and Butterfly Knight share the designator **Warrior**), and places the Event in her smoked pile {1 Power left}. In response, Bob plays Brain Fire (he got the second  from Butterfly Knight, and good thing too): he pays 0 Power since it's 0-cost, and chooses two new targets for Discerning Fire—Kung Fu Student and Blue Monk (they share the designator **Kung**). Discerning Fire is legal to Brain Fire because it uses the defined word "target" (10kB rulebook, p.60). Ann chooses to reveal Floating Restaurant in response to Bob's Event, and chooses to heal 1 damage from Inner Sanctum. No one generates any other effects, so the scene resolves from last to first: Floating Restaurant resolves, so Ann removes 1 damage counter from Inner Sanctum (leaving 3). Next, Brain Fire resolves, changing Discerning Fire's targets. Finally, Discerning Fire resolves, smoking Kung Fu Student and Blue Monk. Pain Feedback is also smoked since its subject was smoked. Cindy returns it to Ann, who puts it in her smoked pile. Now it's Cindy's turn to glare at Bob.

Bob's attackers are still on their way to the Inner Sanctum, but Ann isn't done yet. She plays Entropy Sphere, targeting Butterfly Knight and choosing to inflict the damage on Floating Restaurant {0 Power left}. She picks the Knight since she can't cause Bob's attack to fail completely so he would be able to attack again with the Knight after this attack (the Knight's first attack is done without turning, so he can attack a second time in the same turn by turning in the usual way). On resolution, Butterfly Knight is smoked, and Ann places 3 damage counters on Floating Restaurant.

Darkness Warriors are still on their way to the Sanctum. No one generates any other effects, so they enter combat with the Sanctum. The Warriors inflict 3 damage (2 Fighting + 1 Fighting from Claws). Ann places 3 more damage counters (6 total). The Warriors return to their original location and the attack is now complete.

Bob declares the end of his turn.. That triggers The Legacy; on resolution, Bob places 1 counter on it since he controls a *Darkness* Character (2 counters total). Bob's turn is now done.

Ending Power: 0

Ending Resources: ☠ ☠

Ending hand: Turtle Island, Mark of Fire, Ice Healer, Lord Hawksmoor

Turn 4, Cindy

Starting Power: 0

Starting Resources: 🍌 🍌 🍌

In hand: The Iron Monkey, Iron and Silk, Shaolin Sanctuary, Bird Sanctuary, Hidden Sanctuary

Sites: Fireworks Factory (column 1 front, face down), Nightclub (column 1, face down)

Establishing Shot:

Power: the two face-down FSS generate 1 Power each {2 Power total}

Unturn: nothing turned

Discard: Cindy discards Hidden Sanctuary. She's planning to put Shaolin Sanctuary in the front row of her next column, and then Bird Sanctuary behind that. It would be nice to get the Hidden Sanctuary going with all those other Sanctuaries in play, but she can't afford to hold it that long, especially since she's still holding on to The Iron Monkey.

Draw: fill to 6 cards - Blue Monk, Heat of Battle

Main Shot:

Cindy can't afford to do much this turn. She plays Shaolin Sanctuary in the front row of a new column to the right of Fireworks Factory {0 Power left}. That gives her another 🍌 resource. This is a less threatening play than Bird Sanctuary, since it doesn't put her closer to victory. She hopes that neither Bob nor Ann will come after the undefended low-Body Shaolin Sanctuary.

She can't afford to play anything else, so Cindy declares the end of her turn.

Ending Power: 0

Ending Resources: 🍌 🍌 🍌 🍌

Ending hand: The Iron Monkey, Iron and Silk, Bird Sanctuary, Blue Monk, Heat of Battle

Turn 5, Ann

Starting Power: 0

Starting Resources: 🍌 🍌 🍌 🍌

In hand: Stone Garden, Inner Sanctum, Void Sorcerer

Sites: Inner Sanctum (column 1 front, 6 damage), Gambling House (column 1 back, face up), Floating Restaurant (column 2 front, 3 damage)

Establishing Shot:

Power: the three face-up FSS each generate 1 Power, so Ann gets 3. {3 Power total}

Unturn: Ann untuns Arcane Scientist and Gambling House.

Discard: Ann discards Inner Sanctum. She can only play one more FSS (since that would put her 1 away from victory, she isn't allowed to play any more; 10kB rulebook, p.36), and she'd rather have the Stone Garden's healing ability right now.

Draw: fill to 6 cards - Entropy Sphere, Pain Feedback, Fox Pass, Purist Aspirant

Main Shot:

Ann plays Pain Feedback on Darkness Warriors. That should slow Bob down a bit, plus it's out of her hand.

Ann turns Gambling House to generate its effect, since Bob controls two cards with the same designator (*Netherworld*). On resolution, she gains 1 Power {4 Power total}.

She decides to prepare for a win attempt next turn. Ann plays Fox Pass: she pays 3 Power (she controls 3 FSS already) and places it face down behind Floating Restaurant. {1 Power left}. Fox Pass is such a good defensive card that it far outweighs the healing benefit of Stone Garden—as long as she has at least 1 Character in play, which she does.

Ann doesn't need the resources from the Aspirant, so she decides not to play anything else and keep 1 Power in case she needs to play her Entropy Sphere. She also leaves the Arcane Scientist unturned so he can intercept in front of Inner Sanctum if necessary.

Ann declares the end of her turn.

Ending Power: 1

Ending Resources:    

Ending hand: Stone Garden, Void Sorcerer, Entropy Sphere, Purist Aspirant

Turn 5, Bob

Starting Power: 0

Starting Resources:  

In hand: Turtle Island, Mark of Fire, Ice Healer, Lord Hawksmoor

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

Establishing Shot:

Power: the two face-up Feng Shui Sites generate 1 each. {2 Power total}

Unturn: Bob unturns Darkness Warriors.

Discard: Bob doesn't discard. He decides to hang on to Lord Hawksmoor for a turn or two.

Draw: fill to 6 cards - Darkness Warriors, Ice Healer

Main Shot:

Bob is seriously short on Power. He could play Turtle Island, but then he can't do anything to slow Ann down. He needs to have something reserved to try to stop her win attempt (assuming she plays a threatening Character). He decides to play Ice Healer, since that will give him a  resource, and her *Ice* designator will also make The Legacy function much faster.

Bob plays Ice Healer, placing her in front of City Park {1 Power left}.

Bob can't make a serious dent in Ann's setup with what he has. Instead, he decides to attack Cindy with the lowly Ice Healer, a bit of payback for her earlier attack on his City Park.

This is not a good move on Bob's part. It's easy to lose your focus in a multiplayer game. Don't carry grudges or be vindictive; always attack the most appropriate target (which sometimes means not attacking at all). It will take a fair amount of experience to be able to consistently judge who is the most appropriate in a multiplayer game; often that's the person closest to victory who's turn is soonest after yours, but sometimes it's the weak guy whose FSS has 1 Body left and who

won't be able to defend it from the leader, and sometimes it's the girl who hasn't been doing much except playing sites and accumulating Power, even if she isn't an immediate threat—you may not be able to stop whatever big hitter she finally busts out with.

Bob declares an attack: he turns Ice Healer and targets Cindy's front row FSS. Ann could join the attack (since it would weaken Cindy's site and make it easier to take on Ann's turn) but if she does he can use Mark of Fire and intercept with the Darkness Warriors (it's ok for the person who declared an attack to intercept attackers that are controlled by opponents; 10kB rulebook, p.47). But Ann declines to join or intercept, since she needs to have a Character alive to use her Fox Pass.

Cindy would like to play Heat of Battle, but she can't because she controls more Power-generating Sites than Bob. The Ice Healer enters combat with the FSS. She inflicts 1 damage. Cindy reveals Fireworks Factory and places 1 damage on it. The Ice Healer returns to her original location and the attack is complete.

Bob keeps the Darkness Warriors unturned to be used as interceptors. Bob declares the end of his turn. The Legacy triggers; on resolution, Bob adds 2 counters (one for *Ice*, another for *Darkness*) for a total of 4.

Ending Power: 1

Ending Resources: ☄ ☄

Ending hand: Turtle Island, Mark of Fire, Lord Hawksmoor, Darkness Warriors

Turn 5, Cindy

Starting Power: 0

Starting Resources: ☄ ☄ ☄ ☄

In hand: The Iron Monkey, Iron and Silk, Bird Sanctuary, Blue Monk, Heat of Battle

Sites: Fireworks Factory (column 1 front, 1 damage), Nightclub (column 1, face down), Shaolin Sanctuary (column 2 front)

Establishing Shot:

Power: the Fireworks Factory and Shaolin Sanctuary each generate 1 Power, and the face-down Nightclub generates 1 Power {3 Power total}

Unturn: nothing turned

Discard: none. Cindy is still clinging to The Iron Monkey...

Draw: fill to 6 cards - Confucian Stability

Main Shot:

Cindy plays Blue Monk, chooses the designator Paradox and places him in front of Fireworks Factory {0 Power left}. That gives her another ☄ and ☄ in her resource pool.

Cindy could sit back and be ready to intercept if Ann tries for the win next turn, but she'd rather try to take one of Ann's FSS so Ann won't be able to afford a site and a hitter next turn. The Blue Monk alone isn't big enough to take either of Ann's FSS, but Cindy is hoping that Bob will join in with Darkness Warriors. If he doesn't join, then she's just setting him up to take it on his turn, assuming he can stop Ann's try for the win. But the Blue Monk will be in front of the most likely target for Ann's attack anyway (the Fireworks Factory has the lowest Body), so interception-wise it doesn't matter whether he's turned on not. Cindy decides to take the chance.

Cindy declares an attack: she turns Blue Monk and targets Floating Restaurant (she could go after Inner Sanctum but she'd rather eliminate the FSS that is of some recurring use to Ann). Now Bob has a tough choice: should he join the attack or not? If he assists with Darkness Warriors, he's handing the FSS to Cindy. That's not necessarily bad, since Cindy won't win this turn, and it will likely mean that Ann can't go for the win on her next turn. If he doesn't join, he'll need to stop whatever Ann brings out on her turn, but if he can do that, he'll get a shot at a very weakened FSS on his own turn. Looking at the table, his Pain Feedbacked-Darkness Warriors are good for only 2 damage, which will at best strip the Amulet off the Arcane Scientist. Even his Mark of Fire won't help much, since he still wouldn't be able to smoke the Scientist. Bob decides that he would just be throwing his Darkness Warriors away for no gain, so he declines to join. He also declines to intercept, since Ann is leading.

Ann can't intercept because the Blue Monk's rules text lets him sneak past the Arcane Scientist, but she can still stop the attack. She turns and reveals Fox Pass, chooses Blue Monk and selects Arcane Scientist to be the new target of his attack. On resolution, Blue Monk's target is now Arcane Scientist. His rules text only affects interceptors, so he'll have to fight the Scientist now. Ann doesn't mind giving up her Scientist since she can also get rid of the Blue Monk.

No one generates any other effects, so the Monk enters combat with the Scientist. The Monk inflicts 4 damage, which is redirected to the Amulet. Two damage is enough to smoke the Amulet, which then automatically redirects the remaining 2 damage to the Scientist, reducing his Fighting to 0 and smoking him. The Scientist simultaneously inflicts 2 damage on the Monk; Cindy places 2 damage counters. When the Scientist is smoked, that triggers Alabaster Javelin. Ann chooses to inflict the damage on Blue Monk—she doesn't want Cindy to have a Character for any Iron & Silk shenanigans when it's Ann's turn to attack. On resolution, 3 damage hits Blue Monk, reducing his Fighting to 0 so he's smoked. Cindy's attack was successful since she hit the target of her attack (even though it wasn't her original target), but she doesn't have anything to follow-up with.

Make an effort to get to know the typical "power" cards for each faction, and be able to plan / play around them. Ann doesn't know that Cindy has Iron & Silk in her hand, but it's a card that ends up in many Guiding Hand decks, so Ann assumes that Cindy has one, and plays appropriately. She can nullify the potential of Iron & Silk by making sure Cindy has no Characters in play, so she does just that. Other cards in this category are Shadowy Mentor and Operation Killdeer for Ascended, Final Brawl and Golden Comeback for Dragons, Imprisoned and Neutron Bomb for Architects, Confucian Stability for Hand, etc.

Cindy declares the end of her turn.

Ending Power: 0

Ending Resources: 

Ending hand: The Iron Monkey, Iron and Silk, Bird Sanctuary, Heat of Battle, Confucian Stability

Turn 6, Ann

Starting Power: 1

Starting Resources: 

In hand: Stone Garden, Void Sorcerer, Entropy Sphere, Purist Aspirant

Sites: Inner Sanctum (column 1 front, 6 damage), Gambling House (column 1 back, face up), Floating Restaurant (column 2 front, 3 damage), Fox Pass (column 2 back, face up)

Establishing Shot:

Power: the four face up FSS each generate 1 Power, so Ann gets 4. {5 Power total}

Unturn: Ann unturns Gambling House and Fox Pass.

Discard: Stone Garden—she can't play another FSS since she is one away from victory.

Draw: fill to 6 cards - Purist Aspirant, Nightclub, Isomorphic Spirit

Main Shot:

Ann wants to win this turn, but it won't be easy, depending on what her opponents have in their hands. She can just barely take the Fireworks Factory, assuming she uses the Entropy Sphere to whack Darkness Warriors. If she doesn't win, she'll be in a very precarious position, but she decides to go for it.

Ann turns Gambling House, since Bob controls two cards with the designator **City** (among other possible pairs). On resolution, she gains 1 Power. {6 Power total}

Ann plays Isomorphic Spirit, placing him in front of Floating Restaurant. {2 Power left}. She has another  in her pool now.

Next, Ann plays Purist Aspirant, placing him in front of Floating Restaurant (1 Power left). That gives her another  in her resource pool. She keeps her last Power in reserve for the Entropy Sphere rather than playing the other Aspirant—the second Aspirant would boost her Isomorphic Spirit's Fighting by 2, but then she wouldn't be

able to deal with Darkness Warriors. It might still work that way, but she has more flexibility keeping the Event in reserve.

The Purist Aspirant was misprinted in 10,000 Bullets. He does not provide a ✦ resource, and errata has been issued against the 10,000 Bullets version.

Ann declares an attack: she turns Isomorphic Spirit and Purist Aspirant and targets Fireworks Factory since it has the lowest Body of any front row FSS, and no defenders.

Cindy plays Heat of Battle and targets Isomorphic Spirit. She could wait until Bob declares interception (in case he would think the Power gain would allow her to defend herself) but figures it's better to have the Power now so she can use her Confucian Stability if necessary. That triggers Ann's Floating Restaurant; Ann chooses to heal 1 damage from the Restaurant. Ann doesn't like facing a 9 player with Power when she needs to play an Event because of the likelihood of Confucian Stability, so she decides it's safer to play Entropy Sphere in response now while Cindy has no Power, rather than risk it being canceled later. In response, Ann plays Entropy Sphere; she targets Bob's Darkness Warriors since they are the only Character that could be an interceptor against her attack, and chooses the Floating Restaurant to receive the 2 damage {0 Power left}. Rather than seeing the Warriors go down futilely, Bob uses their rules text to sacrifice themselves in response. The sacrifice happens on generation, so he puts them and the Claws of Darkness in his smoked pile and gives Pain Feedback to Ann to put in her smoked pile. Cindy would like to use Confucian Stability to cancel Entropy Sphere, but she can't—she has no Power, and won't get Power from Heat of Battle until it resolves.

No one generates any other effects, so the scene resolves from last to first: Bob gains 1 Power from the Darkness Warriors {2 Power total}. Next, Entropy Sphere resolves: even though its target has already left play, Ann still has to inflict the damage since that's set at generation (10kB rulebook, p.33). Ann places 2 damage counters on Floating Restaurant (5 total). Next, Floating Restaurant's healing effect resolves, so Ann removes 1 damage counter from the Restaurant (4 total). Finally, Cindy gains 4 Power from Heat of Battle since the Spirit costs 4 {4 Power total}.

Bob declines to join the attack (it's bad form to help someone else in a winning attack :). Bob also declines to intercept, since his remaining Ice Healer is already turned and so can't change location.

The only thing Bob has left to stop the attack is Mark of Fire, but Ann can just sacrifice the Purist Aspirant to stop its damage to her Characters, and he can't put enough damage on any of her FSS to smoke one of them. He plays it anyway: Bob plays Mark of Fire and targets Purist Aspirant, Isomorphic Spirit, Inner Sanctum and Floating Restaurant. That triggers Ann's Floating Restaurant; she chooses to remove 1 damage from the Restaurant. And in response, Ann sacrifices Purist Aspirant to reduce the damage that Mark of Fire inflicts on her Characters to zero (the sacrifice happens on generation, so she places the Aspirant in her smoked pile now). No one generates any other effects, so the scene resolves from last to first. The Aspirant's effect resolves first, protecting Ann's Characters from damage from the Mark of Fire. The Mark of Fire resolves next. The Aspirant has left play. The 1 damage heading for the Spirit is reduced to 0 by the Aspirant's effect. The other two damage is inflicted normally; Ann places 1 damage counter on Inner Sanctum (7 total) and Floating Restaurant (5 total). Finally, the Restaurant's effect resolves, so Ann removes 1 counter from the Restaurant (4 total).

Bob and Cindy both double-check their hands, but they have nothing left to stop the attack. The Isomorphic Spirit enters combat with Fireworks Factory, inflicting 6 damage. That is just enough to reduce its Body to 0. Ann chooses to seize it to win the game, but before she actually wins, all triggered effects must resolve. Cindy is entitled to smoke a Character controlled by Ann, so she chooses Isomorphic Spirit. On resolution, the Spirit is smoked. After that scene has resolved, Ann is still at victory conditions so she wins the game!

After the Game

Ann gives Fireworks Factory back to Cindy.

Deck Order

Purist deck order (first to last drawn)	Monarchs deck order (first to last drawn)	Hand deck order (first to last drawn)
Arcane Scientist	Turtle Island	Nightclub
Amulet of the Turtle	Brain Fire	Kung Fu Student
Entropy Tap	Darkness Warriors	Fireworks Factory
Gambling House	City Park	The Iron Monkey
Entropy Sphere	Turtle Island	Iron and Silk
Mathemagician	Butterfly Knight	Stone Garden
Inner Sanctum	Claws of Darkness	Blue Monk
Floating Restaurant	City Hospital	Shaolin Sanctuary
Amulet of the Turtle	Fire Mystic	Curio Shop
Arcane Scientist	The Legacy	Bird Sanctuary
Inoue Oram	Pocket Demon	Hidden Sanctuary
Stone Garden	Mark of Fire	Blue Monk
Alabaster Javelin	Ice Healer	Heat of Battle
Inner Sanctum	Lord Hawksmoor	Confucian Stability
Void Sorcerer	Darkness Warriors	
Pain Feedback	Ice Healer	
Discerning Fire		
Entropy Sphere		
Pain Feedback		
Fox Pass		
Purist Aspirant		
Purist Aspirant		
Nightclub		
Isomorphic Spirit		