

A GAME BY JOHANNES KRENNER & MARKUS SLAWITSCHECK

ILLUSTRATED BY JEFF HARVEY

CHALLENGERS

GAMEPLAY EXAMPLE

FOLLOW ELLA AND PAUL PERFORMING SIMULTANEOUSLY THEIR DECK PHASE (I) AND PLAYING AGAINST EACH OTHER IN THE MATCH PHASE (II - VII).

DECK PHASE

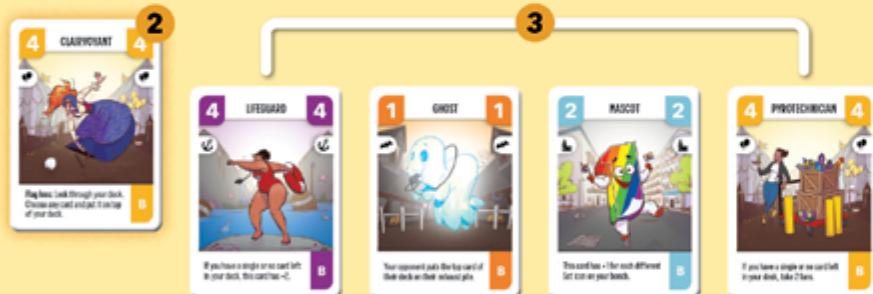
According to the 6th round of her Tournament Plan, Ella has to choose between picking 2 cards from Level-B-Pile or picking 1 card from the Level-C-Pile **1**.



Paul prefers to draw from the Level-C-Pile. He therefore may only pick 1 card in the current round **1**.



Ella



Ella draws 5 cards from the Level-B-Pile, picks the Clairvoyant **2** and adds it to her deck. Ella does not want any of the remaining 4 drawn cards, so she discards them **3**.

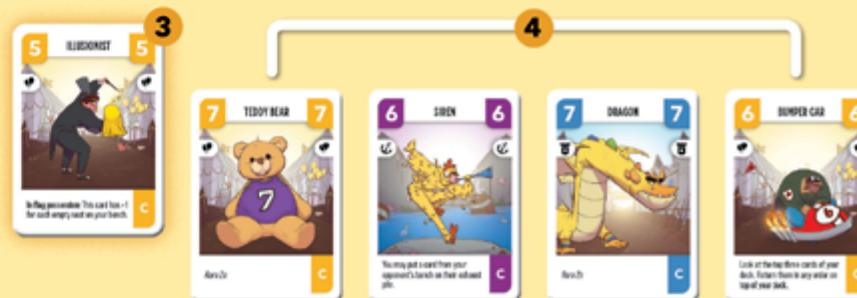


Ella draws 4 new cards from the Level-B-Pile from which she picks the Cook and adds it to her deck **4**. She discards the rest of the cards **5**. She finishes this Phase and decides to not remove cards from her deck.

Paul



He discards them all because none of the 5 drawn cards interest him **2**.



Paul draws 5 new cards from the Level-C-Pile. He then picks the Illusionist **3** and discards the remaining cards **4**. He finishes this Phase by removing his Talent and his 3 Newcomers from his deck. He puts them back in the game box.

MATCH PHASE

Paul and Ella face each other in the red park. Both shuffle their deck of cards. Paul has the Trophy with the highest round number **1** and reveals his top card, a Pony. His Pony is now in flag possession **2**.

Paul



Ella

Ella is now on the attack and first reveals a Clown **3**. The total power of 1 is not enough so she reveals another card. With the Clairvoyant **4** her total power is now 5, more than enough to capture the flag. Ella takes the flag and places it on her Clairvoyant **5**. The Clown stays under the Clairvoyant.

II

Paul just lost the flag and must put his Pony on his bench **1**. Then he starts his attack by revealing a Knight **2**. During the attack, the Knight has a power bonus +1 for each opponent's Trophy **3**. Paul's Knight has a total power of 6 because of Ella's Trophies **4**. The Knight captures the flag and gets in flag possession.

Paul



Ella

The Flag loss effect of the Clairvoyant **5** lets Ella put a card of her choice on top of her deck without changing the order of the other cards in her deck. Then Ella puts her Clairvoyant and her Clown on two different spaces of her bench.

III

It's now Ella's turn to attack. Paul's Knight effect applies no more **1**, its power now equals 3. Ella reveals the Cook **2** (which she had put on top of her deck with the Clairvoyant's effect). The Cook has a total power of 2. Then she reveals another card, the Clown.

Paul



Ella

The total power of Ella's cards is high enough to capture the flag. Her Clown gets in flag possession. Then the effect of her Clown applies **3**, Ella takes 2 fans ★ from the supply.

IV

⌚ Later in the same match...

The effect of Ella's Sorcerer **1** lets her put her Vendor on her exhaust pile **2** to free up a seat on her bench **3**. The Sorcerer also won the attack and is in flag possession.

Paul



Ella

Through the Cooks effect **4**, the Sorcerer has a total power of 5. Paul reveals the Illusionist who matches the total power and gets in flag possession **5**. Now, since the Illusionist is in flag possession and Paul still has 1 empty seat **6**, the total power of the Illusionist is 6.

V

⌚ Later in the same match...

Paul is on the attack and must match or exceed the Merman's **1** total power of 5 (+3 for his effect and +1 for the Cooks effect) to capture the flag. He reveals a Champion and through the effect of his 2 Blacksmiths **2** the Champion has a total power of 6 and gets in flag possession **3**.

Paul



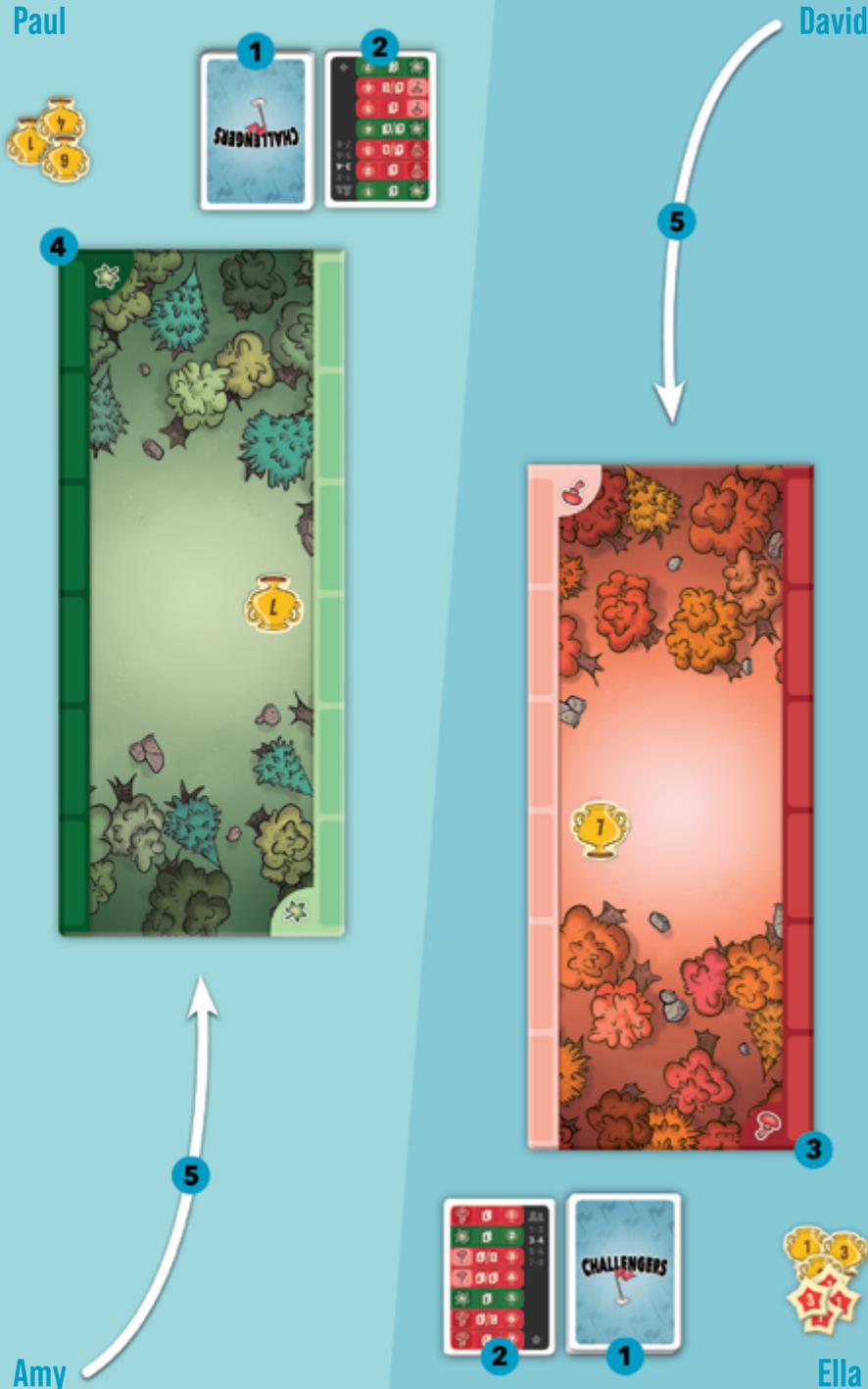
Ella

Since Ella has no cards left in her deck **4**, Paul wins the match and takes the Trophy **5**.

VI

Ella and Paul take back all of their cards **1** and check their Tournament Plan **2** to see where they will play round 7.

Paul



Amy

David

Ella

Ella stays in the red park for her 7th match **3**, Paul must move to the green **4** park. They will each play against a different opponent (Amy and David) **5**. After round 7 every player adds up the fans ★ depicted on their collected fans ★ and on the back of their Trophies. The two players with the most fans ★ will play in the final.

VII