

# V:TES Demo Game Script

## 1st Turn

### DOMINATE & FORTITUDE DECK

#### Untap phase:

- Nothing happens so far.

#### Master phase:

- Use a master phase action to play *Ascendance*.

#### Minion phase:

- Nothing happens so far.

#### Influence phase:

- Use one transfer to move 1 blood from your blood pool to *Catherine Dubois*.

#### Discard phase:

- Do not discard.

### AUSPEX & PRESENCE DECK

#### Untap phase:

- Nothing happens so far.

#### Master phase:

- Use a master phase action to put *Protracted Investment* in play and pay its cost.

#### Minion phase:

- Nothing happens so far.

#### Influence phase:

- Use two transfers to move 2 blood from your blood pool to *Sir Henry Johnson*.

#### Discard phase:

- Do not discard.

### ANIMALISM & POTENCE DECK

#### Untap phase:

- Nothing happens so far.

#### Master phase:

- Use a master phase action to put *Short-Term Investment* in play and pay its cost.

#### Minion phase:

- Nothing happens so far.

#### Influence phase:

- Use three transfers to move 3 blood from your blood pool to *Darva Felispa*.
- At the end of your influence phase, move *Darva Felispa* to your ready region (face-up).

### **Discard phase:**

- Do not discard.

## **2<sup>nd</sup> Turn**

### **DOMINATE & FORTITUDE DECK**

#### **Untap phase:**

- Nothing happens so far.

#### **Master phase:**

- Nothing happens so far.

#### **Minion phase:**

- Nothing happens so far.

#### **Influence phase:**

- Use four transfers to move 4 blood from your blood pool to *Catherine Dubois*.
- At the end of your influence phase, move *Catherine Dubois* to your ready region (face-up).

#### **Discard phase:**

- Do not discard.

### **AUSPEX & PRESENCE DECK**

#### **Untap phase:**

- Nothing happens so far.

#### **Master phase:**

- Use a master phase action to move 1 counter from your *Protracted Investment* to your blood pool.

#### **Minion phase:**

- Nothing happens so far.

#### **Influence phase:**

- Use two transfers to move 2 blood from your blood pool to *Sir Henry Johnson*.
- Use one transfer to move 1 blood from your blood pool to *Evan Klein*.
- Use one transfer to move 1 blood from your blood pool to *Cohn Rose*.
- At the end of your influence phase, move *Sir Henry Johnson* to your ready region (face-up).

#### **Discard phase:**

- Do not discard.

### **ANIMALISM & POTENCE DECK**

#### **Untap phase:**

- Nothing happens so far.

### **Master phase:**

- Use a master phase action to put *Slum Hunting Ground* in play (pay its cost).

### **Minion phase:**

- *Darva Felispa* announces the *Sport Bike* equip action (at +1 stealth). Play the *Sport Bike* card and tap *Darva Felispa*. Since it is an undirected action, both your prey and your predator may attempt to block (in that order). Ask for blocks:
  - Your prey declines to block.
  - Your predator declines to block.
  - Put *Sport Bike* on *Darva Felispa* and pay its cost.

### **Influence phase:**

- Use two transfers to move 2 blood from your blood pool to *Gerard Rafin*.
- Use two transfers to move 2 blood from your blood pool to *Vaclav Petalengro*.

### **Discard phase:**

- Do not discard.

## **3rd Turn**

### **DOMINATE & FORTITUDE DECK**

#### **Untap phase:**

- Nothing happens so far.

#### **Master phase:**

- Use a master phase action to put *Uptown Hunting Ground* in play (pay its cost)

#### **Minion phase:**

- *Catherine Dubois* announces the *Govern the Unaligned* action at the superior level (on *Earl*). Play the *Govern the Unaligned* card and tap *Catherine Dubois*. Since it is an undirected action, both your prey and your predator may attempt to block (in that order). Ask for blocks.
  - Your prey declines to block.
  - Your predator declines to block.
  - Resolve the *Govern the Unaligned* action and pay its cost.

#### **Influence phase:**

- Use one transfer to move 1 blood from your blood pool to *Earl*.
- Use one transfer to move 1 blood from your blood pool to *Vittorio Giovanni*.
- At the end of your influence phase, move *Earl* to your ready region (face-up).

#### **Discard phase:**

- Do not discard.

### **AUSPEX & PRESENCE DECK**

### **Untap phase:**

- Nothing happens so far.

### **Master phase:**

- Use a master phase action to put *Society Hunting Ground* in play (pay its cost).

### **Minion phase:**

- *Sir Henry Johnson* announces the *Laptop Computer* equip action (at +1 stealth). Play the *Laptop Computer* card and tap *Sir Henry Johnson*. Since it is an undirected action, both your prey and your predator may attempt to block (in that order). Ask for blocks.
  - Your prey declines to block.
  - Your predator declines to block.
  - Put *Laptop Computer* on *Sir Henry Johnson* and pay its cost.

### **Influence phase:**

- Use four transfers to move 4 blood from your blood pool to *Evan Klein*.
- At the end of your influence phase, move *Evan Klein* to your ready region (face-up).

### **Discard phase:**

- Do not discard.

## **ANIMALISM & POTENCE DECK**

### **Untap phase:**

- Untap all your cards.

### **Master phase:**

- Use a master phase action to move a counter from your *Short-Term Investment* to your blood pool.

### **Minion phase:**

- Take no actions.

### **Influence phase:**

- Use four transfers to move 4 blood from your blood pool to *Gerard Rafin*.
- At the end of your influence phase, move *Gerard Rafin* to your ready region (face-up).

### **Discard phase:**

- Do not discard.

## **4<sup>th</sup> Turn**

## **DOMINATE & FORTITUDE DECK**

### **Untap phase:**

- Untap all your cards.
- *Cathering Dubois* gains 1 blood from your *Uptown Hunting Ground*.

### **Master phase:**

- Nothing happens so far.

### **Minion phase:**

- *Catherine Dubois* announces a default bleed action (at 0 stealth). Tap *Catherine Dubois*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.
  - Your prey attempts to block with *Evan Klein*.
  - Since *Evan Klein*'s intercept (zero) equals *Catherine Dubois*' stealth (zero), the block is successful. Tap *Evan Klein*. Combat occurs.
    - § **Determine range:** Neither combatant maneuvers, so range is close.
    - § **Strike:**
      - *Catherine Dubois* declares her default hand strike for 1 strength damage first, since she is the acting minion.
      - Then *Evan Klein* declares his default hand strike for 1 strength damage.
      - Both strikes resolve simultaneously. Both combatants burn 1 blood to heal the damage.

§ **Press:** Neither combatant presses to continue combat, so combat ends.

- *Earl* announces the *Govern the Unaligned* action at the basic level (at 0 stealth). Play the *Govern the Unaligned* card and tap *Earl*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.
  - Your prey declines to block (his or her minions are tapped and cannot attempt to block).
  - *Earl* plays *Threats* at superior.
  - The action resolves (pay its cost). Your prey burns 4 pool, and you get the Edge.

### **Influence phase:**

- Use four transfers to move 4 blood from your blood pool to *Vittorio Giovanni*.
- At the end of your influence phase, move *Vittorio Giovanni* to your ready region (face-up).

### **Discard phase:**

- Do not discard.

## **AUSPEX & PRESENCE DECK**

### **Untap phase:**

- Untap all your cards.
- *Evan Klein* gains 1 blood from your *Society Hunting Ground*.

### **Master phase:**

- Use a master phase action to move 1 counter from your *Protracted Investment* to your blood pool.

### **Minion phase:**

- Take no actions.

### **Influence phase:**

- Use four transfers to move 4 blood from your blood pool to *Fleurdumal*.

### **Discard phase:**

- Do not discard.

## **ANIMALISM & POTENCE DECK**

### **Untap phase:**

- Use *Gerard Rafin*'s special ability.

### **Master phase:**

- Use a master phase action to move 1 counter from your *Short-Term Investment* to your blood pool.

### **Minion phase:**

- *Gerard Rafin* announces a default bleed action (at 0 stealth). Tap *Gerard Rafin*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.
  - Your prey attempts to block with *Vittorio Giovanni*.
  - Since *Vittorio Giovanni*'s intercept (zero) equals *Gerard Rafin*'s stealth (zero), the block is successful. Tap *Vittorio Giovanni*. Combat occurs.

§ **Determine range:** Neither combatant maneuvers, so range is close.

#### **§ Strike:**

- *Gerard Rafin* declares his strike first, since he is the acting minion: *Pushing the Limit* at superior (pay its cost).
- Then *Vittorio Giovanni* declares his default hand strike for 1 strength damage.
- Both strikes resolve simultaneously. *Vittorio Giovanni* plays 2 *Skin of Rock* at basic consecutively to prevent 2 damage. *Gerard Rafin* and *Vittorio Giovanni* burn 1 and 2 blood, respectively, to heal the damage.

§ **Press:** Neither combatant presses to continue combat, so combat ends.

### **Influence phase:**

- Use four transfers to move 4 blood from your blood pool to *Vaclav Petalengro*.
- At the end of your influence phase, move *Vaclav Petalengro* to your ready region (face-up).

### **Discard phase:**

- Do not discard.

## **5<sup>th</sup> Turn**

## **DOMINATE & FORTITUDE DECK**

### **Untap phase:**

- Untap all your cards.
- Gain 1 pool from the Edge.
- *Vittorio Giovanni* gains 1 blood from your *Uptown Hunting Ground*.

### **Master phase:**

- Use a master phase action to play *Fortitude* on *Catherine Dubois*.

### **Minion phase:**

- *Earl* announces the *Flak Jacket* equip action (at +1 stealth). Play the *Flak Jacket* card and tap *Earl*. Since it is an undirected action, both your prey and your predator may attempt to block (in that order). Ask for blocks.
  - Your prey declines to block.
  - Your predator declines to block.
  - Put *Flak Jacket* on *Earl* and pay its cost.

### **Influence phase:**

- Use four transfers to move 4 blood from your blood pool to *Victorine Lafourcade*.

### **Discard phase:**

- Do not discard.

## **AUSPEX & PRESENCE DECK**

### **Untap phase:**

- Nothing happens.

### **Master phase:**

- Use a master phase action to move 1 counter from your *Protracted Investment* to your blood pool.

### **Minion phase:**

- Take no actions.

### **Influence phase:**

- Use four transfers to move 4 blood from your blood pool to *Fleurdumal*.
- At the end of your influence phase, move *Fleurdumal* to your ready region (face-up).

### **Discard phase:**

- Do not discard.

## **ANIMALISM & POTENCE DECK**

### **Untap phase:**

- Untap all your cards.
- *Gerard Rafin* gains 1 blood from your *Slum Hunting Ground*.
- Use *Gerard Rafin*'s special ability.

### **Master phase:**

- Use a master phase action to move 1 counter from your *Short-Term Investment* to your

blood pool. Burn your *Short-Term Investment* since it has no counters left.

### Minion phase:

- *Gerard Rafin* announces a default bleed action (at 0 stealth). Tap *Gerard Rafin*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.
  - Your prey attempts to block with *Catherine Dubois*.
  - Since *Catherine Dubois*' intercept (zero) equals *Gerard Rafin*'s stealth (zero), the block is successful. Tap *Catherine Dubois*. Combat occurs.

§ **Determine range:** Neither combatant maneuvers, so range is close.

#### § Strike:

- *Gerard Rafin* declares his strike first, since he is the acting minion: his default hand strike for 1 strength damage.
- Then *Catherine Dubois* declares her default hand strike for 1 strength damage.
- Both strikes resolve simultaneously. Both combatants burn 1 blood to heal the damage.

§ **Press:** Neither combatant presses to continue combat, so combat ends.

### Influence phase:

- Use two transfers to move 2 blood from your blood pool to *Judah*.

### Discard phase:

- Do not discard.

## 6<sup>th</sup> Turn

### DOMINATE & FORTITUDE DECK

#### Untap phase:

- Untap all your cards.
- *Catherine Dubois* gains 1 blood from your *Uptown Hunting Ground*.
- Gain 1 pool from the Edge.

#### Master phase:

- Nothing happens.

#### Minion phase:

- *Vittorio Giovanni* announces a default bleed action (at 0 stealth). Tap *Vittorio Giovanni*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.
  - Your prey attempts to block with *Evan Klein*.
  - Since *Evan Klein*'s intercept (zero) equals *Vittorio Giovanni*'s stealth (zero), the block is successful. Tap *Evan Klein*. Combat occurs.

§ **Determine range:** Neither combatant maneuvers, so range is close.

### § **Strike:**

- *Vittorio Giovanni* declares his strike first, since he is the acting minion: his default hand strike for 1 strength damage.
- Then *Evan Klein* declares his default hand strike for 1 strength damage.
- Both strikes resolve simultaneously. Both combatants burn 1 blood to heal the damage.

§ **Press:** Neither combatant presses to continue combat, so combat ends.

### **Influence phase:**

- Use four transfers to move 4 blood from your blood pool to *Victorine Lafourcade*.
- At the end of your influence phase, move *Victorine Lafourcade* to your ready region (face-up).

### **Discard phase:**

- Do not discard.

## **AUSPEX & PRESENCE DECK**

### **Untap phase:**

- Untap all your cards.
- *Evan Klein* gains 1 blood from your *Society Hunting Ground*.

### **Master phase:**

- Use a master phase action to move 1 counter from your *Protracted Investment* to your blood pool.

### **Minion phase:**

- Take no actions.

### **Influence phase:**

- Use four transfers to move 4 blood from your blood pool to *Cohn Rose*.
- At the end of your influence phase, move *Cohn Rose* to your ready region (face-up).

### **Discard phase:**

- Do not discard.

## **ANIMALISM & POTENCE DECK**

### **Untap phase:**

- Untap all your cards.
- *Gerard Rafin* gains 1 blood from your *Slum Hunting Ground*.
- Use *Gerard Rafin*'s special ability.

### **Master phase:**

- Nothing happens.

### **Minion phase:**

- *Gerard Rafin* announces a default bleed action (at 0 stealth). Tap *Gerard Rafin*. Since it is

an action directed at your prey, only your prey may attempt to block. Ask for blocks.

- Your prey attempts to block with *Catherine Dubois*.
- Since *Catherine Dubois*' intercept (zero) equals *Gerard Rafin*'s stealth (zero), the block is successful. Tap *Catherine Dubois*. Combat occurs.

§ **Determine range:** Neither combatant maneuvers, so range is close.

§ **Strike:**

- *Gerard Rafin* declares his strike first, since he is the acting minion: *Undead Strength* at superior.
- Then *Catherine Dubois* declares her default hand strike for 1 strength damage.
- Both strikes resolve simultaneously. *Catherine Dubois* plays *Skin of Rock* at superior to prevent 2 damage. Both combatants burn 1 blood to heal the damage.

§ **Press:** Neither combatant presses to continue combat, so combat ends.

**Influence phase:**

- Use four transfers to move 4 blood from your blood pool to *Judah*.
- At the end of your influence phase, move *Judah* to your ready region (face-up).

**Discard phase:**

- Do not discard.

## 7<sup>th</sup> Turn

### DOMINATE & FORTITUDE DECK

**Untap phase:**

- Untap all your cards.
- Gain 1 pool from the Edge.
- *Earl* gains 1 blood from your *Uptown Hunting Ground*.

**Master phase:**

- Nothing happens.

**Minion phase:**

- *Victorine Lafourcade* announces the *Kine Resources Contested* political action (at +1 stealth). Play the *Kine Resources Contested* card and tap *Victorine Lafourcade*. Since it is an undirected action, both your prey and your predator may attempt to block (in that order). Ask for blocks.
  - Your prey declines to block.
  - Your predator attempts to block with *Darva Felispa*.
  - Since *Darva Felispa*'s +1 intercept (from her *Sport Bike*) equals *Victorine*

*Lafourcade's* +1 stealth, the block is successful. Tap *Darva Felispa*. Combat occurs.

§ **Determine range:** Neither combatant maneuvers, so range is close.

§ **Strike:**

- *Victorine Lafourcade* declares her strike first, since she is the acting minion: her default hand strike for 1 strength damage.
- Then *Darva Felispa* declares her default hand strike for 1 strength damage.
- Both strikes resolve simultaneously. Both combatants burn 1 blood to heal the damage.

§ **Press:** *Victorine Lafourcade* uses her special ability to press to continue combat, so a new round of combat begins.

§ **Determine range:** Neither combatant maneuvers, so range is close.

§ **Strike:**

- *Victorine Lafourcade* declares her strike first, since she is the acting minion: her default hand strike for 1 strength damage.
- Then *Darva Felispa* declares her default hand strike for 1 strength damage.
- Both strikes resolve simultaneously. Both combatants burn 1 blood to heal the damage.

§ **Press:** Neither combatant presses to continue combat, so combat ends.

- *Catherine Dubois* announces the *Kine Resources Contested* political action (at +1 stealth). Play the *Kine Resources Contested* card and tap *Catherine Dubois*. Since it is an undirected action, both your prey and your predator may attempt to block (in that order). Ask for blocks.

○ Your prey declines to block.

○ *Vaclav Petalengro* plays *Cats' Guidance* at superior and attempts to block.

○ Since *Vaclav Petalengro's* +1 intercept equals *Catherine Dubois's* +1 stealth, the block is successful. Tap *Vaclav Petalengro*. Combat occurs.

§ **Determine range:** Neither combatant maneuvers, so range is close.

§ **Strike:**

- *Catherine Dubois* declares her strike first, since she is the acting minion: her default hand strike for 1 strength damage.
- Then *Vaclav Petalengro* declares his strike: *Pushing the Limit* at basic (pay its cost).
- Both strikes resolve simultaneously. *Catherine Dubois* plays *Skin of Rock* at superior to prevent 2 damage. Both combatants burn 1 blood to heal the damage.
- **Press:** Neither combatant presses to continue combat, so combat ends.

**Influence phase:**

- Use four transfers and burn 1 pool to move the vampire from the top of your crypt to your uncontrolled region.

**Discard phase:**

- Do not discard.

**AUSPEX & PRESENCE DECK****Untap phase:**

- Nothing happens.

**Master phase:**

- Use a master phase action to move 1 counter from your *Protracted Investment* to your blood pool. Burn *Protracted Investment*, since it has no counters on.

**Minion phase:**

- *Evan Klein* announces the *Domain Challenge* political action (at +1 stealth). Play the *Domain Challenge* card and tap *Evan Klein*. Since it is an undirected action, both your prey and your predator may attempt to block (in that order). Ask for blocks.
  - Your prey declines to block
  - Your predator declines to block.
  - The referendum begins:

§ **Choose terms:** As listed on the *Domain Challenge* political action card.

§ **Polling:**

- You gain 1 vote in favor from the *Domain Challenge* card.
- *Fleurdumal* casts her 2 votes (Prince) in favor.
- *Judah* casts his 1 vote (Primogen) against.
- *Victorine Lafourcade* casts her 2 votes (Prince) against.
- *Evan Klein* plays *Bewitching Oration* at superior to get 4 votes in favor.

§ **Resolve the referendum:** The referendum passes. You burn 1 pool. Your prey burns 3 pool. Your predator burns 2 pool.

**Influence phase:**

- Do nothing.

**Discard phase:**

- Do not discard.

**ANIMALISM & POTENCE DECK****Untap phase:**

- Untap all your cards.
- *Darva Felispa* gains 1 blood from your *Slum hunting Ground*.
- Use *Gerard Rafin*'s special ability.

**Master phase:**

- Use a master phase action to play *Potence* on *Vaclav Petalengro*.

**Minion phase:**

- *Gerard Rafin* announces the *Computer Hacking* +1 bleed action (at 0 stealth). Play the *Computer Hacking* card and tap *Gerard Rafin*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.
  - Your prey attempts to block with *Earl*.
  - *Gerard Rafin* plays *Lost in Crowds* at superior to get +2 stealth.
  - *Earl's* controller announces he declines to block.
  - The *Computer Hacking* action resolves. Your prey burns 2 pool and you gain the Edge.
- *Judah* announces a default bleed action (at 0 stealth). Tap *Judah*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.
  - Your prey attempts to block with *Earl*.
  - Since *Earl's* intercept (zero) equals *Judah's* stealth (zero), the block is successful. Tap *Earl*. Combat occurs.

§ **Determine range:** Neither combatant maneuvers, so range is close.

§ **Strike:**

- *Judah* declares his strike first, since he is the acting minion: *Pushing the Limit* at superior (pay its cost).
- Then *Earl* declares his default hand strike for 1 strength damage.
- Both strikes resolve simultaneously. *Earl* uses his *Flak Jacket* to prevent 1 damage. *Judah* and *Earl* burn 1 and 3 blood, respectively, to heal the damage.

§ **Press:** Neither combatant presses to continue combat, so combat ends.

**Influence phase:**

- Do nothing.

**Discard phase:**

- Do not discard.

**8<sup>th</sup> Turn****DOMINATE & FORTITUDE DECK****Untap phase:**

- Untap all your cards.
- *Earl* gains 1 blood from your *Uptown Hunting Ground*.

**Master phase:**

- Use a master phase action to play *Dominare* on Earl.

### Minion phase:

- *Earl* announces the *Govern the Unaligned* action at the superior level (on *Ingrid Russo*). Play the *Govern the Unaligned* card and tap *Earl*. Since it is an undirected action, both your prey and your predator may attempt to block (in that order). Ask for blocks.
  - Your prey declines to block.
  - Your predator attempts to block with *Darva Felispa*.
  - Since *Darva Felispa*'s +1 intercept (from her *Sport Bike*) equals *Earl*'s +1 stealth, the block is successful. Tap *Darva Felispa*. Combat occurs.
    - § **Determine range:** Neither combatant maneuvers, so range is close.
    - § **Strike:**
      - *Earl* declares his strike first, since he is the acting minion: his default hand strike for 1 strength damage.
      - Then *Darva Felispa* declares her default hand strike for 1 strength damage.
      - Both strikes resolve simultaneously. *Earl* uses his *Flak Jacket* to prevent 1 damage. *Darva Felispa* burns 1 blood to heal the damage.
    - § **Press:** Neither combatant presses to continue combat, so combat ends..
  - *Darva Felispa* plays *Cats' Guidance* at basic to untap.
- *Catherine Dubois* announces the *Flak Jacket* equip action (at +1 stealth). Play the *Flak Jacket* card and tap *Catherine Dubois*. Since it is an undirected action, both your prey and your predator may attempt to block (in that order). Ask for blocks.
  - Your prey declines to block.
  - Your predator declines to block.
  - Put *Flak Jacket* on *Catherine Dubois* and pay its cost.
- *Victorine Lafourcade* announces the *Kine Resources Contested* political action (at +1 stealth). Play the *Kine Resources Contested* card and tap *Victorine Lafourcade*. Since it is an undirected action, both your prey and your predator may attempt to block (in that order). Ask for blocks.
  - Your prey declines to block.
  - Your predator attempts to block with *Darva Felispa*.
  - Since *Darva Felispa*'s +1 intercept (from her *Sport Bike*) equals *Victorine Lafourcade*'s +1 stealth, the block is successful. Tap *Darva Felispa*. Combat occurs.
    - § **Determine range:** Neither combatant maneuvers, so range is close.
    - § **Strike:**
      - *Victorine Lafourcade* declares her strike first, since she is the

acting minion: her default hand strike for 1 strength damage.

- Then *Darva Felispa* declares her *Undead Strength* hand strike at basic for 2 strength damage.
- Both strikes resolve simultaneously. *Victorine Lafourcade* and *Darva Felispa* burn 2 and 1 blood, respectively, to heal the damage.

§ **Press:** *Victorine Lafourcade* uses her special ability to press to continue combat, so a new round of combat begins.

§ **Determine range:** Neither combatant maneuvers, so range is close.

§ **Strike:**

- *Victorine Lafourcade* declares her strike first, since she is the acting minion: her default hand strike for 1 strength damage.
- Then *Darva Felispa* declares her *Undead Strength* hand strike at basic for 2 strength damage.
- Both strikes resolve simultaneously. *Victorine Lafourcade* burns 2 blood to heal the damage. Since *Darva Felispa* cannot burn blood to heal that damage, she becomes wounded and is sent to torpor. Combat ends.

- *Vittorio Giovanni* attempts to diablerize *Darva Felispa* (a 0 stealth Diablerie action). Tap *Vittorio Giovanni*. Since it is an action directed at your predator, only your predator may attempt to block. Ask for blocks.

- Your predator declines to block.
- The action resolves. Burn *Darva Felispa* and move the Sport Bike to *Vittorio Giovanni*. A blood hunt referendum is automatically called to burn the diablerist (*Vittorio Giovanni*).
- The referendum begins:

§ **Polling:**

- *Judah* casts his 1 vote (Primogen) in favor of burning *Vittorio Giovanni*.
- *Fleurdumal* casts her 2 votes (Prince) in favor.
- *Victorine Lafourcade* casts her 2 votes (Prince) against.

§ **Resolve the referendum:** The referendum passes. Burn *Vittorio Giovanni*.

**Influence phase:**

- Do nothing.

**Discard phase:**

- Do not discard.

**AUSPEX & PRESENCE DECK**

**Untap phase:**

- Untap all your cards.

### Master phase:

- Nothing happens.

### Minion phase:

- *Evan Klein* announces a default bleed action (at 0 stealth). Tap *Evan Klein*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.

- Your prey attempts to block with *Vaclav Petalengro*.

- Since *Vaclav Petalengro*'s intercept (zero) equals *Evan Klein*'s stealth (zero), the block is successful. Tap *Vaclav Petalengro*. Combat occurs.

§ **Determine range:** Neither combatant maneuvers, so range is close.

§ **Strike:**

- *Evan Klein* declares his strike first, since he is the acting minion: *Staredown* at basic.
- Then *Vaclav Petalengro* declares his default hand strike for 1 strength damage.
- *Evan Klein*'s basic *Staredown* strike (dodge) resolves before *Vaclav Petalengro*'s hand strike. Neither combatant takes any damage.

§ **Press:** Neither combatant presses to continue combat, so combat ends.

- *Cohn Rose* announces a basic *Social Charm* +1 bleed action (at 0 stealth). Play the *Social Charm* card and tap *Cohn Rose*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.

- *Vaclav Petalengro* plays *Rat's Warning* at superior to untap and attempts to block.

- Since *Vaclav Petalengro*'s intercept (zero) equals *Cohn Rose*'s stealth (zero), the block is successful. Tap *Vaclav Petalengro*. Combat occurs.

§ **Determine range:** Neither combatant maneuvers, so range is close.

§ **Strike:**

- *Cohn Rose* declares his strike first, since he is the acting minion: his default hand strike for 1 strength damage.
- Then *Vaclav Petalengro* declares his *Undead Strength* hand strike at superior for 3 strength damage.
- Both strikes resolve simultaneously. *Cohn Rose* and *Vaclav Petalengro* burn 3 and 1 blood, respectively, to heal the damage.

§ **Press:** *Vaclav Petalengro* uses the press provided by the superior *Rat's Warning* to continue combat, so a new round of combat begins.

§ **Determine range:** Neither combatant maneuvers, so range is close.

§ **Strike:**

- *Cohn Rose* declares his strike first, since he is the acting

minion: his default hand strike for 1 strength damage.

- Then *Vaclav Petalengro* declares his default hand strike for 1 strength damage.
- Both strikes resolve simultaneously. Both combatants burn 1 blood to heal the damage.

§ **Press:** Neither combatant presses to continue combat, so combat ends.

- *Sir Henry Johnson* announces a basic *Social Charm* +1 bleed action (at 0 stealth and at +1 additional bleed granted by his *Laptop Computer*). Play the *Social Charm* card and tap *Sir Henry Johnson*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.

- *Gerard Rafin* plays *Rat's Warning* at basic and attempts to block.
- Since *Gerard Rafin's* intercept (zero) equals *Sir Henry Johnson's* stealth (zero), the block is successful. Tap *Gerard Rafin*. Combat occurs.

§ **Determine range:** Neither combatant maneuvers, so range is close.

§ **Strike:**

- *Sir Henry Johnson* declares his strike first, since he is the acting minion: *Staredown* at basic.
- Then *Gerard Rafin* declares his default hand strike for 1 strength damage.
- *Sir Henry Johnson's* basic *Staredown* strike (a dodge) resolves before *Gerard Rafin's* hand strike. Neither combatant takes any damage.

§ **Press:** Neither combatant presses to continue combat, so combat ends.

### **Influence phase:**

- Do nothing.

### **Discard phase:**

- Do not discard.

## **ANIMALISM & POTENCE DECK**

### **Untap phase:**

- Untap all your cards.
- *Vaclav Petalengro* gains 1 blood from your *Slum Hunting Ground*.
- Gain 1 pool from the Edge.
- Use *Gerard Rafin's* special ability.

### **Master phase:**

- Use a master phase action to play *Animalism* on *Gerard Rafin*.

### **Minion phase:**

- *Judah* announces a *Computer Hacking* +1 bleed action (at 0 stealth). Play the *Computer Hacking* card and tap *Judah*. Since it is an action directed at your prey, only your prey may

attempt to block. Ask for blocks.

- Your prey declines to block.
- The action resolves. Your prey burns 2 pool.
- *Gerard Rafin* announces a default bleed action (at 0 stealth). Tap *Gerard Rafin*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.
  - Your prey declines to block.
  - The action resolves. Your prey burns 1 pool.

**Influence phase:**

- Do nothing.

**Discard phase:**

- Do not discard.

## 9th Turn

### DOMINATE & FORTITUDE DECK

**Untap phase:**

- Untap all your cards.
- *Victorine Lafourcade* gains 1 blood from your *Uptown Hunting Ground*.

**Master phase:**

- Nothing happens.

**Minion phase:**

- *Victorine Lafourcade* announces a default bleed action (at 0 stealth). Tap *Victorine Lafourcade*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.
  - Your prey declines to block.
  - *Victorine Lafourcade* plays *Threats* at superior to get +2 bleed.
  - *Fleurdumal* plays *Telepathic Counter* at superior.
  - The action resolves. Your prey burns 1 pool. You gain the Edge.

**Influence phase:**

- Do nothing.

**Discard phase:**

- Do not discard.

### AUSPEX & PRESENCE DECK

**Untap phase:**

- Untap all your cards.
- *Cohn Rose* gains 1 blood from your *Society Hunting Ground*.

**Master phase:**

- Use a master phase action to play *Presence* on *Sir Henry Johnson*.

### **Minion phase:**

- *Cohn Rose* announces the *Domain Challenge* political action (at +1 stealth). Play the *Domain Challenge* card and tap *Cohn Rose*. Since it is an undirected action, both your prey and your predator may attempt to block (in that order). Ask for blocks.
  - Your prey declines to block
  - Your predator declines to block.
  - The referendum begins:

§ **Choose terms:** As listed on the *Domain Challenge* political action card.

#### § **Polling:**

- You gain 1 vote in favor from the *Domain Challenge* card.
- *Fleurdumal* casts her 2 votes (Prince) in favor.
- *Judah* casts his 1 vote (Primogen) against.
- *Victorine Lafourcade* abstains.

§ **Resolve the referendum:** The referendum passes. You burn 1 pool. Your prey burns 2 pool. Your predator burns 1 pool.

### **Influence phase:**

- Do nothing.

### **Discard phase:**

- Do not discard.

## **ANIMALISM & POTENCE DECK**

### **Untap phase:**

- Untap all your cards.
- *Vaclav Petalengro* gains 1 blood from your *Slum Hunting Ground*.
- Use *Gerard Rafin*'s special ability.

### **Master phase:**

- Nothing happens.

### **Minion phase:**

- *Gerard Rafin* announces a default bleed action (at 0 stealth). Tap *Gerard Rafin*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.
  - Your prey attempts to block with *Catherine Dubois*.
  - *Gerard Rafin* plays *Lost in Crowds* at superior to get +2 stealth.
  - *Catherine Dubois*' controller announces he or she declines to block.
  - The default bleed action resolves. Your prey burns 1 pool and you gain the Edge.

### **Influence phase:**

- Do nothing.

## Discard phase:

- Do not discard.

## 10<sup>th</sup> Turn

### DOMINATE & FORTITUDE DECK

#### Untap phase:

- Untap all your cards.
- *Earl* gains 1 blood from your *Uptown Hunting Ground*.

#### Master phase:

- Nothing happens.

#### Minion phase:

- Take no actions.

#### Influence phase:

- Do nothing.

#### Discard phase:

- Do not discard.

### AUSPEX & PRESENCE DECK

#### Untap phase:

- Untap all your cards.
- *Cohn Rose* gains 1 blood from your *Society Hunting Ground*.

#### Master phase:

- Nothing happens.

#### Minion phase:

- *Evan Klein* announces a basic *Social Charm* +1 bleed action (at 0 stealth). Play the *Social Charm* card and tap *Evan Klein*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.
  - *Judah* attempts to block.
  - Since *Judah's* intercept (zero) equals *Evan Klein's* stealth (zero), the block is successful. Tap *Judah*. Combat occurs.

§ **Determine range:** Neither combatant maneuvers, so range is close.

#### § **Strike:**

- *Evan Klein* declares his strike first, since he is the acting minion: his default hand strike for 1 strength damage.
- Then *Judah* declares his default hand strike for 1 strength damage.
- Both strikes resolve simultaneously. Both combatants burn 1

blood to heal the damage.

§ **Press:** Neither combatant uses any presses to continue combat, so combat ends.

**Influence phase:**

- Do nothing.

**Discard phase:**

- Do not discard.

**ANIMALISM & POTENCE DECK**

**Untap phase:**

- Untap all your cards.
- *Judah* gains 1 blood from your *Slum Hunting Ground*.
- Gain 1 pool from the Edge.
- Use *Gerard Rafin's* special ability.

**Master phase:**

- Nothing happens.

**Minion phase:**

- *Judah* announces a default bleed action (at 0 stealth). Tap *Judah*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.
  - Your prey attempts to block with *Earl*.
  - Since *Earl's* intercept (zero) equals *Judah's* stealth (zero), the block is successful. Tap *Earl*. Combat occurs.

§ **Determine range:** Neither combatant maneuvers, so range is close.

§ **Strike:**

- *Judah* declares his strike first, since he is the acting minion: his default hand strike for 1 strength damage.
- Then *Earl* declares his default hand strike for 1 strength damage.
- Both strikes resolve simultaneously. *Earl* uses his *Flak Jacket* to prevent 1 damage. *Judah* burns 1 blood to heal the damage.

§ **Press:** Neither combatant presses to continue combat, so combat ends.

**Influence phase:**

- Do nothing.

**Discard phase:**

- Do not discard.

**11<sup>th</sup> Turn**

## DOMINATE & FORTITUDE DECK

### Untap phase:

- *Catherine Dubois* gains 1 blood from your *Uptown Hunting Ground*.

### Master phase:

- Nothing happens.

### Minion phase:

- Take no actions.

### Influence phase:

- Do nothing.

### Discard phase:

- Do not discard.

## AUSPEX & PRESENCE DECK

### Untap phase:

- Untap all your cards.
- *Cohn Rose* gains 1 blood from your *Society Hunting Ground*.
- **DEAL:** Your predator proposes a deal to you: "If you put as much pressure as you can on your prey this turn, he will not bleed you next turn". You accept the deal.

### Master phase:

- Nothing happens.

### Minion phase:

- *Evan Klein* announces a default bleed action (at 0 stealth). Tap *Evan Klein*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.
  - Your prey attempts to block with *Gerard Rafin*.
  - Since *Gerard Rafin*'s intercept (zero) equals *Evan Klein*'s stealth (zero), the block is successful. Tap *Gerard Rafin*. Combat occurs.

§ **Determine range:** Neither combatant maneuvers, so range is close.

§ **Strike:**

- *Evan Klein* declares his strike first, since he is the acting minion: a default hand strike for 1 strength damage.
- Then *Gerard Rafin* declares his default hand strike for 1 strength damage.
- Both strikes resolve simultaneously. Both combatants burn 1 blood to heal the damage.

§ **Press:** Neither combatant presses to continue combat, so combat ends.

- *Cohn Rose* announces a *Legal Manipulations* bleed action (at 0 stealth) at basic. Play the *Legal Manipulations* card and tap *Cohn Rose*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.

- Your prey attempts to block with *Vaclav Petalengro*.
- Since *Vaclav Petalengro*'s intercept (zero) equals *Cohn Rose*'s stealth (zero), the block is successful. Tap *Vaclav Petalengro*. Combat occurs.

§ **Determine range:** Neither combatant maneuvers, so range is close.

§ **Strike:**

- *Evan Klein* declares his strike first, since he is the acting minion: a default hand strike for 1 strength damage.
- Then *Vaclav Petalengro* declares his default hand strike for 1 strength damage.
- Both strikes resolve simultaneously. Both combatants burn 1 blood to heal the damage.

§ **Press:** Neither combatant presses to continue combat, so combat ends.

- *Sir Henry Johnson* announces a default bleed action (at 0 stealth and at +1 additional bleed granted by his *Laptop Computer*). Tap *Sir Henry Johnson*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.

- *Gerard Rafin* plays *Rat's Warning* at superior to untap and attempts to block.
- Since *Gerard Rafin*'s intercept (zero) equals *Sir Henry Johnson*'s stealth (zero), the block is successful. Tap *Gerard Rafin*. Combat occurs.

§ **Determine range:** Neither combatant maneuvers, so range is close.

§ **Strike:**

- *Sir Henry Johnson* declares his strike first, since he is the acting minion: his default hand strike for 1 strength damage.
- Then *Gerard Rafin* declares his default hand strike for 1 strength damage.
- Both strikes resolve simultaneously. Both combatants burn 1 blood to heal the damage.

§ **Press:** *Gerard Rafin* uses the press provided by the superior *Rat's Warning* to continue combat, so a new round of combat begins.

§ **Determine range:** Neither combatant maneuvers, so range is close.

§ **Strike:**

- *Sir Henry Johnson* declares his strike first, since he is the acting minion: his default hand strike for 1 strength damage.
- Then *Gerard Rafin* declares his default hand strike for 1 strength damage.
- Both strikes resolve simultaneously. Both combatants burn 1 blood to heal the damage.

§ **Press:** Neither combatant presses to continue combat, so combat ends.

- *Fleurdumal* announces a superior *Legal Manipulations* bleed action (at 0 stealth). Play the *Legal Manipulations* card and tap *Fleurdumal*. Since it is an action directed at your prey,

only your prey may attempt to block. Ask for blocks.

- *Vaclav Petalengro* plays *Rat's Warning* at superior and attempts to block.
- Since *Vaclav Petalengro's* intercept (zero) equals *Fleurdumal's* stealth (zero), the block is successful. Tap *Vaclav Petalengro*.
- *Fleurdumal* burns 1 blood to use her special ability.
- Combat occurs.

§ **Determine range:** Neither combatant maneuvers, so range is close.

§ **Strike:**

- *Fleurdumal* declares her strike first, since she is the acting minion: a *Staredown* at superior.
- Then *Vaclav Petalengro* declares his default hand strike for 1 strength damage.
- *Fleurdumal's Staredown* strike resolves before *Vaclav Petalengro's* hand strike, so combat ends with neither combatant taking any damage.

**Influence phase:**

- Do nothing.

**Discard phase:**

- Do not discard.

## ANIMALISM & POTENCE DECK

**Untap phase:**

- Untap all your cards.
- Gain 1 pool from the Edge.
- *Gerard Rafin* gains 1 blood from your *Slum Hunting Ground*.

**Master phase:**

- Nothing happens.

**Minion phase:**

- *Judah* announces the *Meat Cleaver* equip action (at +1 stealth). Play the *Meat Cleaver* card and tap *Judah*. Since it is an undirected action, both your prey and your predator may attempt to block (in that order). Ask for blocks:
  - Your prey declines to block.
  - Your predator declines to block.
  - Put *Meat Cleaver* on *Judah* and pay its cost.

**Influence phase:**

- Do nothing.

**Discard phase:**

- Do not discard.

## 12<sup>th</sup> Turn

### DOMINATE & FORTITUDE DECK

#### Untap phase:

- *Victorine Lafourcade* gains 1 blood from your *Uptown Hunting Ground*.

#### Master phase:

- Nothing happens.

#### Minion phase:

- Take no actions.

#### Influence phase:

- Do nothing.

#### Discard phase:

- Do not discard.

### AUSPEX & PRESENCE DECK

#### Untap phase:

- Untap all your cards.
- *Evan Klein* gains 1 blood from your *Society Hunting Ground*.

#### Master phase:

- Nothing happens.

#### Minion phase:

- *Sir Henry Johnson* announces a default bleed action (at 0 stealth and at +1 additional bleed granted by his *Laptop Computer*). Tap *Sir Henry Johnson*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.

- *Vaclav Petalengro* attempts to block.

- Since *Vaclav Petalengro*'s intercept (zero) equals *Sir Henry Johnson*'s stealth (zero), the block is successful. Tap *Vaclav Petalengro*. Combat occurs.

§ **Determine range:** Neither combatant maneuvers, so range is close.

§ **Strike:**

- *Sir Henry Johnson* declares his strike first, since he is the acting minion: his default hand strike for 1 strength damage.
- Then *Vaclav Petalengro* declares a *Pushing the Limit* hand strike at superior for 4 strength damage (pay its cost).
- Both strikes resolve simultaneously. *Sir Henry Johnson* burns 2 blood to heal damage and, since he has not enough blood to do so, he becomes wounded and is sent to torpor. *Vaclav Petalengro* burns 1 blood to heal the damage. Combat ends.

- *Evan Klein* announces a default bleed action (at 0 stealth). Tap *Evan Klein*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.
  - Your prey declines to block.
  - *Evan Klein* plays *Aire of Elation* at basic to get +1 bleed (pay its cost).
  - The action resolves. Your prey burns 2 pool. You gain the Edge.
- *Cohn Rose* announces a default bleed action (at 0 stealth). Tap *Cohn Rose*. Since it is an action directed at your prey, only your prey may attempt to block. Ask for blocks.
  - Your prey declines to block.
  - The action resolves. Your prey burns 1 pool.
- *Fleurdumal* announces the *Domain Challenge* political action (at +1 stealth). Play the *Domain Challenge* card and tap *Fleurdumal*. Since it is an undirected action, both your prey and your predator may attempt to block (in that order). Ask for blocks.
  - Your prey declines to block
  - Your predator declines to block.
  - The referendum begins:

§ **Choose terms:** As listed on the *Domain Challenge* political action card.

§ **Polling:**

- You gain 1 vote in favor from the *Domain Challenge* card.
- *Fleurdumal* casts her 2 votes (Prince) in favor.
- *Judah* casts his 1 vote (Primogen) against.
- *Victorine Lafourcade* casts her 2 votes (Prince) against.
- *Fleurdumal* plays *Bewitching Oration* at superior to gain 4 votes in favor.
- *Victorine Lafourcade* plays *Surprise Influence* to gain 2 votes against.
- Your prey burns 1 *Domain Challenge* card in his or her hand to gain 1 vote against.

§ **Resolve the referendum:** The referendum passes. You burn 4 pool.

Your prey burns 2 pool. Your predator burns 0 pool.

- Both you and your prey are ousted at the same time, so you get 1 victory point (but you do not get 6 pool for the oust).
- Your predator gets 2 victory points: one because you (his or her prey) were ousted, and another one because your predator is the last player left. So he is the winner.

**Game over**