

Guided Walk-thru

Ichigo and Rukia are going to play a few turns of the Bleach TCG. Ichigo will be using the **Ichigo Kurosaki** guardian and Rukia will be using the **Rukia Kuchiki** guardian. Both players lay out their guardian cards and keep the appropriate amount of energy cards for each guardian nearby. After shuffling their decks, they decide to flip a coin to determine who decides which player will go first. Rukia wins the coin flip and chooses to go first.



After determining that Rukia goes first, both players shuffle their decks and draw five cards. Rukia decides to keep her hand. Ichigo does not like the cards he was dealt and chooses to mulligan. He places the five cards that he just drew on the bottom of his deck and draws the next five cards. Ichigo wishes he could mulligan one more time, but since he already did that once this game, he just has to make do with what he's got. At least he gets to put a Body Energy in play at this time, thanks to his guardian's ability.

Rukia begins the first turn of the game. Normally, she would draw a card at the beginning of her turn and during the resource step, but since this is the first turn of the game, she doesn't draw a card. Now Rukia can decide if she wants to play an energy card or draw a card from the top of her deck. As an experienced Soul Reaper, Rukia knows how important it is to play energy cards at the start of the game, so for her first option she searches her side deck and selects a Mind Energy card to be put into play. Rukia gets to make this choice one more time this turn and again elects to play an energy card. Rukia searches her energy pile until she finds a Spirit Energy and puts it into play.

Now that Rukia has completed her Resource Step, the Main Step can begin. This is the step where she can play characters, items and battlegrounds. She could also have her characters attack Ichigo's guardian, but only if they were in play at the start of her turn. The first thing that Rukia does is use her **Rukia Kuchiki** guardian's power. She discards **Retsu – Squad 4 Captain** from her hand and then draws a card. Next, Rukia decides to play **Hanataro – Ready For Sweeping**. She depletes a Mind Energy and Spirit Energy to put Hanataro into play. Since Hanataro was not in play when Rukia's turn began, he cannot attack nor can he use his power (because it requires Hanataro to deplete in order to use it). A power that requires the user to deplete them self as part of the cost can only be used if the character was in play at the start of its owners turn. With all her energy depleted and no characters able to attack, Rukia ends her turn.



Ichigo begins his turn by drawing a card off the top of his deck. Next, Ichigo may draw another card or play an energy card. He decides to play a Mind Energy from his side deck. For Ichigo's second option, he decides to play another energy card and again searches his side deck for a Mind Energy and puts it into play. Playing energy at the start of the game is a smart move, looks like he was paying attention to Rukia's training after all.

During Ichigo's Main Step, he plays **Uryu – Home Handicrafts Club Member**. Ichigo depletes his two Mind Energy to put Uryu into play. Uryu has a triggered effect when he enters play that allows Ichigo to search his deck for the item **Sewing Kit** and put it in his hand. Ichigo searches his deck for a **Sewing Kit**, shows it to Rukia, and puts it in his hand. Ichigo's deck is shuffled and cut immediately afterward. Ichigo has an extra Body Energy in play thanks to his guardian's power, and chooses to play



Ururu – Sparring Partner. He depletes his one Body Energy and puts Ururu into play. With all his energy depleted and no characters able to attack, Ichigo ends his turn.



Rukia begins her turn with the Resource Step. Rukia renews all her depleted cards at the start of the turn. Hanataro is already in the renewed state, so Rukia only renews her two depleted energy cards. Next, Rukia is finally able to draw a card at the start of her turn and does so. She now has her two options of playing an energy card or drawing another card from her deck. Rukia again chooses to play two energy cards, picking out another Mind Energy and a Spirit Energy. Before Rukia's Main Phase begins, she decides to use the power of her **Rukia Kuchiki** guardian to discard **Squad 4 At Your Service** from her hand and draw a card.

During Rukia's Main Phase, she decides to play **Isane – Squad 4 Lieutenant**. Rukia depletes the two Mind Energy and two Spirit Energy to put Isane into play. Like Uryu, Isane also has a triggered effect that occurs when she enters play. Isane allows Rukia to gain one power for each Soul Reaper in her party, but she gains two for each Squad 4 Soul Reaper in the party. When gaining power, it's even possible to go over your guardian's starting power. Both Hanataro and Isane have the Soul Reaper trait, and each bears the Squad 4 symbol, resulting in a total power gain of four which puts Rukia at 40 power. As a soldier from the Soul Society, Rukia knows which squad each symbol represents. If you are unsure what each squad's symbol looks like, be on the lookout for a handy cheat sheet that you can find in packs of the Soul Society expansion. Beware, some Soul Reapers don't have a squad symbol. It could be that they aren't affiliated with a particular squad or it is unknown what squad that Soul Reaper belongs to. If a Soul Reaper doesn't have a squad symbol, then they don't count as being part of any squad (even if you know what squad they should belong to). Even though Rukia could attack with Hanataro, she decides to end her turn.



Ichigo begins his turn by renewing all of his depleted cards. Ichigo draws his card for the beginning of the turn and then uses his two options to play two Spirit Energy cards and then proceeds to the Main Step. He decides to start his Main Step by attacking with Ururu, who was in play at the start of the turn. Ichigo depletes Ururu and declares his attack on STR. Rukia is able to assign Hanataro as a defender since he has the stat that Ururu is attacking with (STR) and is renewed. Rukia ultimately decides to not assign a defender and allows Ururu to attack her guardian directly. Ichigo decides to boost Ururu's STR by discarding **Sewing Kit** from his hand. **Sewing Kit** boosts STR by one, making Ururu's STR three total. Rukia's guardian loses three power, putting her total power at 37.

Ichigo next decides to play the battleground, **Kurosaki Clinic**. He depletes one Body Energy and puts the battleground into play. **Kurosaki Clinic** has a triggered effect that occurs when a Human in Ichigo's party is defeated. Maybe that will come in handy later on. Next, Ichigo plays the item **Tsunzakigarasu** on Uryu. Ichigo depletes the one Mind Energy and attaches the item to Uryu. **Tsunzakigarasu** has a constant effect that gives +2 AGI to the attached character, which gives Uryu a total of 4 AGI. It's a good thing Uryu has the AGI stat, otherwise he wouldn't be able to get the +2 AGI bonus since characters do not gain stats that they do not already have printed on their card.



Ichigo now decides to attack with Uryu on AGI. Rukia has the opportunity to assign a defender to the attack. Even though she came into play on Rukia's last turn, Isane is able to defend against the attack because she is both in the renewed state and has the AGI stat. Rukia chooses to assign Isane as the defender. Isane has 3 AGI to Uryu's 4 AGI. As the attacker, Ichigo has priority to boost his character's AGI stat, but overconfident as always he chooses to pass. Rukia elects to boost Isane's attack by discarding **Toshiro - Keeping the Peace** from her hand. Toshiro has a boost value of 2 AGI, which pumps Isane up to 5 AGI versus Uryu's 4 AGI. As it turns out, Ichigo is unable to boost Uryu's AGI and is forced to pass. Rukia passes as well, and it is determined that Uryu loses the battle with his 4 AGI against Isane's 5 AGI. Rukia's guardian takes no damage. The silver lining for Ichigo is that **Kurosaki Clinic's** triggered effect occurs and allows him to put his **Sewing Kit** at the bottom of his deck. Unfortunately, Uryu and all items attached to him are now discarded from play.



Still in his Main Step, Ichigo decides to play a **Farewell Letter**. Ichigo pays the one Mind Energy and attaches the **Farewell Letter** to Ururu. **Farewell Letter** has an activated ability that allows Ichigo to remove two cards in Rukia's discard pile from the game. **Farewell Letter** requires you to deplete it in order to activate this ability. Unlike with characters, this can be done right away with items. Ichigo chooses to activate **Farewell Letter** to remove the **Toshiro - Keeping the Peace** and **Retsu – Squad 4 Captain** in Rukia's discard pile from the game.



While Ichigo is in his Main Phase, Rukia isn't exactly powerless herself. Rukia decides to use Hanataro's deplete effect to gain one power. Rukia depletes her Hanataro, but before she gains her power Ichigo interrupts her by playing **Balance of Souls** in response. Ichigo depletes the two Spirit Energy for **Balance of Souls** and discards his Ururu as part of the cost. Ichigo selects Hanataro as the target for his event card. Unable to save her character, Rukia allows the **Balance of Souls** to resolve and discards Hanataro. Even though Hanataro is no longer in play, his power is still on the queue. Ichigo forgot that once an effect has been added to the queue, it still resolves unless something is able to remove it from the queue (like **Reality Check**). With no other effects on the queue, Hanataro's power resolves and Rukia's guardian gains one power.



Ichigo reluctantly ends his turn. Rukia might have come out ahead in that round with the power totals at Rukia with 38 to Ichigo's 37 but there are many turns ahead and it's still anyone's game.