EXAMPLES

CONVENTIONS

In the following examples, the player whose name begins with the letter "a" is the active player, and all players whose name begins with the letter "n" are non-active players.
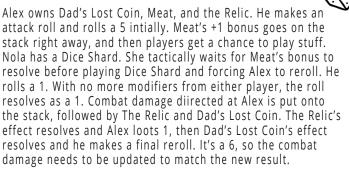
PRIORITY/STACK EXAMPLE

Amy has just entered her action phase. Neil (next in turn order) has a Gold Bomb that he play targeting Amy, but he doesn't have priority yet. Amy chooses to declare a purchase. When she does, she keeps priority. She could do something in response to her purchase before anyone else, but she has no resonses, so she passes priority to Neil. Neil plays the Gold Bomb targeting Amy. Again, he has an opportunity to play something in response first because he retains priority, but he has no other plays, so he passes priority back to Amy. Amy has no response to the Gold Bomb, so she passes priority back to Neil. All players have passed priority in succession, so the top of the stack (Gold Bomb) resolves and kills Amy. This triggers Amy's death effect and it goes onto the stack above the purchase. Because something resolved, after triggers go on the stack, Amy (the active player) will get priority.

SEQUENCING EXAMPLE

Abel has an attack roll on the stack. He controls Godhead while Nathan controls The D6. If Abel resolves Godhead first to change his roll to a 6, Nathan could force a reroll to get a random result. If Abel waits until Nathan resolves The D6 first, he can ensure that the random reroll changes into a 6.

DICE ROLL EXAMPLE

Alex owns Dad's Lost Coin, Meat, and the Relic. He makes an attack roll and rolls a 5 intially. Meat's +1 bonus goes on the stack right away, and then players get a chance to play stuff. Nola has a Dice Shard. She tactically waits for Meat's bonus to resolve before playing Dice Shard and forcing Alex to reroll. He rolls a 1. With no more modifiers from either player, the roll resolves as a 1. Combat damage diirected at Alex is put onto the stack, followed by The Relic and Dad's Lost Coin. The Relic's effect resolves and Alex loots 1, then Dad's Lost Coin's effect resolves and he makes a final reroll. It's a 6, so the combat damage needs to be updated to match the new result.

PURCHASING EXAMPLE

Ash has put a purchase declaration for the top of the treasure deck on the stack. Ash missed something though: Noah has The Curse recharged and ready to mess up the purchase. In response, Noah activates The Curse to put the top card of the treasure discard pile on top of the treasure deck. When Ash's declaration to purchase resolves, they must purchase the card that was put on top. Unfortunately for Ash, the card that was put on top was Baby Haunt.

ATTACKING EXAMPLE

Andres declares an attack against the active monster Gurdy. When the declaration resolves, the attack begins. He rolls a 5 (a hit!), a 4 (a hit!), and then two 1's (misses) and dies, ending combat. Each roll is resolved before the next. Poor Andres.

MONSTER DEATH EXAMPLE

Ava is about to resolve an attacking dice roll that will kill Death. Death's soul will be the first soul gained by anyone so far this game. Nick has 1 loot card in hand: XX. Judgement. Nick thinks there might be a chance to play Judgement to discard Ava's new soul card. Death goes to 0 health and dies. When it dies it is moved to the stack until all death related stuff is dealt with. Its reward is put onto the stack, and then it's on-death triggered effect is stacked on top of the rewards. Ava gets priority, but neither player has any plays. The trigger resolves and Ava kills Nick. Nick's death goes onto the stack, resolves, and he has to pay penalties including discarding Judgement. Next, Ava gets a treasure as a reward. Finally, Death becomes a soul card for Ava. The slot is refilled, and the game continues.

REFILLING EXAMPLE

Aubrey just killed and got rewards from a monster they killed. It was the last active monster in the slot, so the refill effect is now on the stack. If, in response, Nash kills Aubrey, they would need to process their death and go to the end of the turn. Effects that trigger at the end of the turn would be put on the stack on top of the refill effect, but eventually the slot would be refilled before the next player takes their turn.

PLAYER DEATH EXAMPLE

Amber has 1¢, 1 loot card, and owns Bloody Penny, Suicide King, and Lazarus' Rags. Nicole plays and resolves XIII. Death targeting Amber. Their death is put on the stack, and without a way to prevent it, it resolves and they die. The Death Penalty is put on the stack, followed by Bloody penny and Suicide King when they trigger. Amber chooses the order in which they go on the stack. Suicide King's effect resolves and Amber loots 3, then Bloody Penny's effect resolves and Amber loots 1. One of the loot cards drawn is O. The Fool. While Amber could play something in response to The Death Penalty, The Fool will not cancel it; The Death Penalty must be paid, similar to refilling monster slots, shop slots, or shuffling the deck. The Death Penalty resolves and Amber discards 1 loot card, loses 1¢, destroys one of their non-eternal items, deactivates their items and character card, and ends their turn because they are the active player. At the beginning of the Ending Phase, Lazaruz's Rags triggers, along with any other items that trigger at the end of the turn. They are stacked using normal timing rules.

BARTERING EXAMPLE

Adam is about to be killed by Fat Bat. Ned offers to use his Yum Heart to prevent the damage for 5¢. Adam says that is too much, and offers 3¢. Ned and Adam eventually agree on 4¢. Adam hands over 4¢, and while Ned thinks about betraying Adam by taking the money and letting Adam die, he decides to follow through and use Yum Heart to save Adam.