Example of gameplay

Thermal Showdown

Updated to version 1.35

Do you want to know how to play Thermal Showdown? Or just find out what it's really about?
There is no better way than to watch an example of a game.

How to begin a game

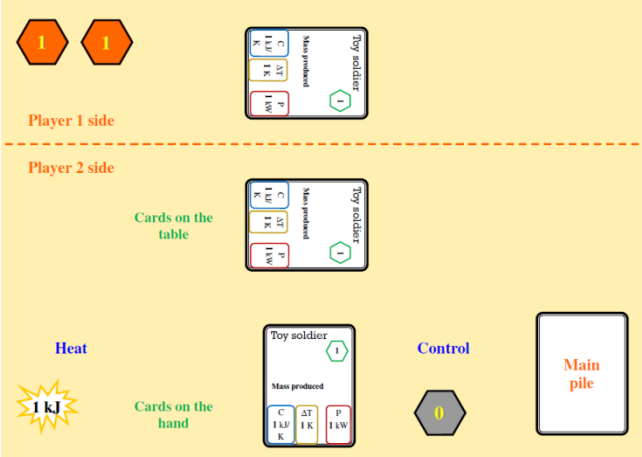
Both players create a deck with the same number of cards. If this is your first game, look in the print cards PDF file for instructions on how to put together the beginner's deck.

Both players draw seven cards from their deck into their hands. Now they agree which player should go first. The player going first keeps 3 cards on his hand, and shuffle the rest back into his deck. The player going second keeps 4 cards on his hand.

Playing the game

Let us now look at a situation a few rounds into the game, from the perspective of player 2.

Note: This game is played with only one card on the hand, to make it simpler.
The card design is also different from the game, to allow for easy reading of small versions of the cards.



First, the overview:

Both players have a robot on the table of the same type – Toy Soldier.
They are both in sideways position because they are resting.

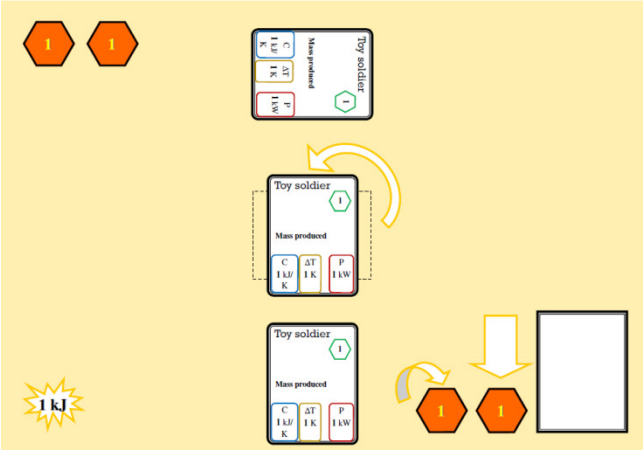
We have an extra Toy Soldier card on our hand, and one control counter.

The other player has already managed to hit us for 1 kJ of heat.

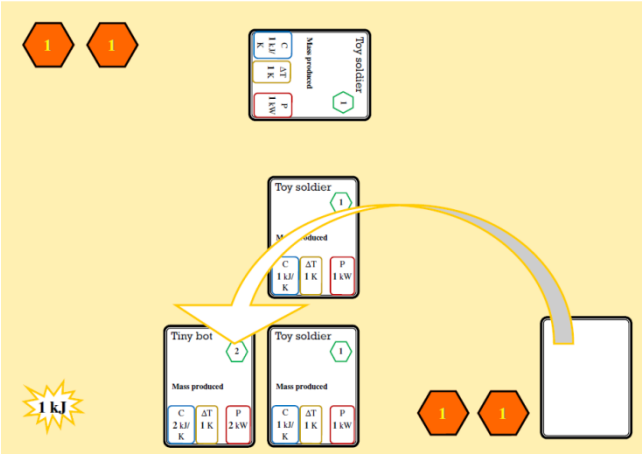
Now let's play a round.

Round 2

The first thing to happen in a round is that all of the players cards reset. The Toy Soldier that was resting in sideways position is now turned straight up to indicate it is ready.
The control counter is flipped active as well, and a second control counter is added, so there is now a total of 2 counters = the round number.
Note: You may use anything to indicate counters – coins, dice, pieces of paper or proper game-store counters.



Now we may draw a card from the main pile to our hand.
It turns out to be a Tiny bot, with a control cost of 2 points.

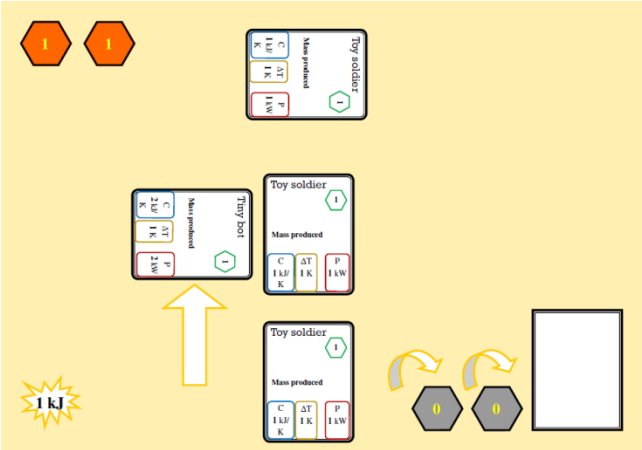


After drawing, we can play a card from our hand.

Our control total of 2 points is enough to play either card, so we chose the strongest one – Tiny bot.

The robot begins resting, so the card must be turned sideways.

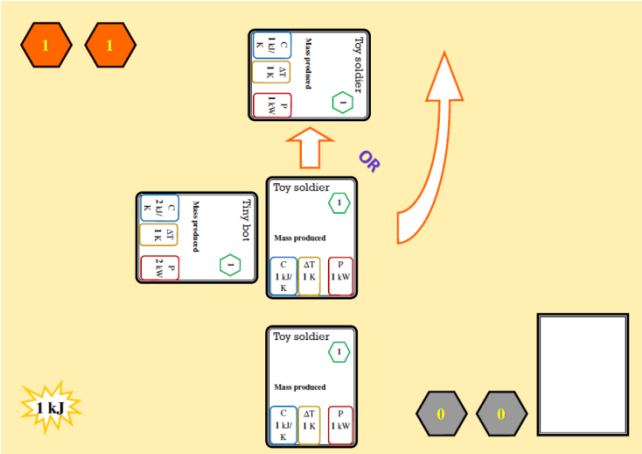
We flip our control counters to show that they have been used up.



We now have the opportunity to attack.

Only ready robots may attack, so our Tiny bot will have to wait.

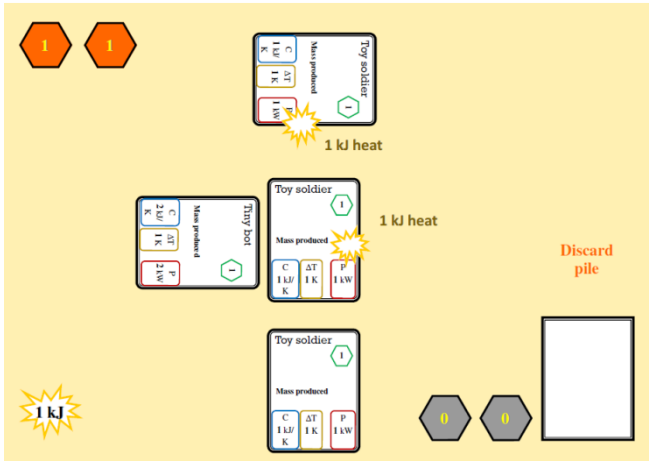
Ready robots will defend their player from attacks, but the opponent Toy soldier is resting.
We are able to attack either the opponent player, or his Toy soldier.



Let us attack the Toy soldier with our own.

When two robots fight, they deal their Power as heat damage.

Since both cards have a power of 1 kW, they each take 1 kJ of heat.
(Physical note: an attack last 1 second, and 1 kW * 1 s = 1 kJ).



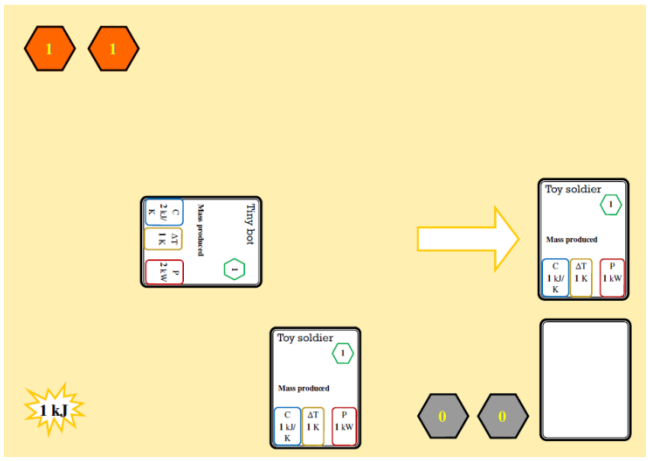
Robots that take too much heat are defeated and go into the discard pile.

The amount of heat that will increase the temperature of a robot by 1 K is equal to its capacity of heat (C). For every 1 K of temperature rise, a counter is placed on the battle card. When the temperature counters equal the critical temperature increase ΔT, the card is defeated.

The calculation for the Toy soldier is that with a capacity of heat of 1 kJ/K, taking 1 kJ heat is enough to increase the temperature by 1 K, which is the critical temperature increase of the card.

The heat is enough to defeat both robots, and they go into the discard piles.
Since they are defeated anyway, there is no need to place counters on the cards before discarding them.

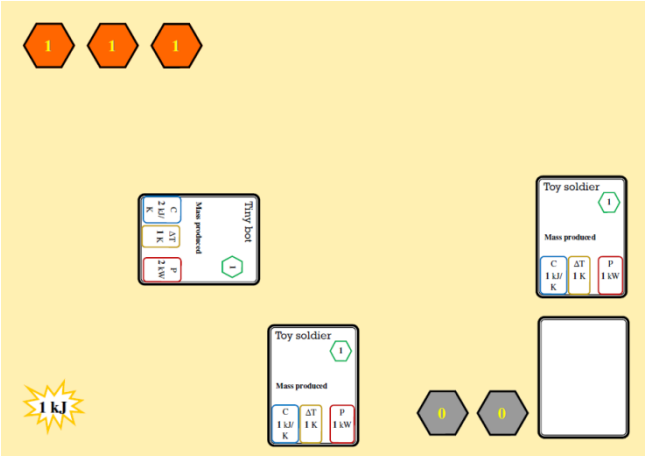
(The discard pile for player 1 is not shown).



We can’t really do anything else, so the round is passed to player 1.

Third round – player 1

First, he adds a control counter. He doesn't have anything to reset.



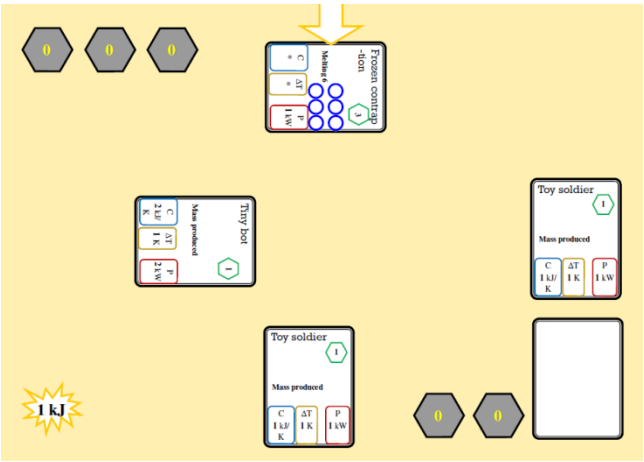
Next, he plays a Frozen contraption with a control cost of 3 points.

It has *Melting 6* as a special ability, so it begins with 6 *mass counters*.

Because it has Melting, it does not follow the normal rules for battle.

Instead of having a C and ΔT value, every one kJ of heat removes one mass counter.

When the last mass counter is removed, the card is defeated.

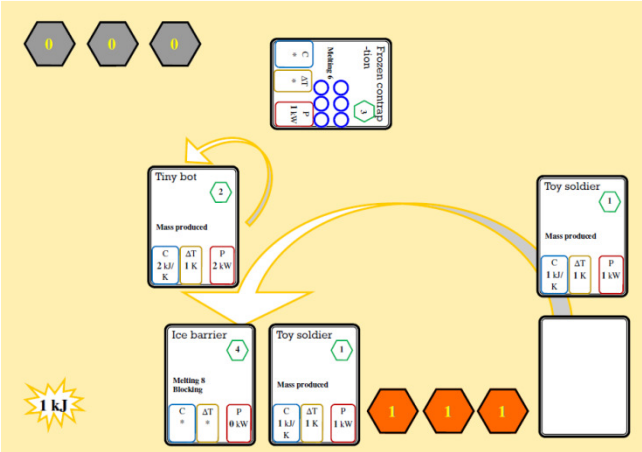


Since this battle card is resting, he can't attack, and passes the round to us.

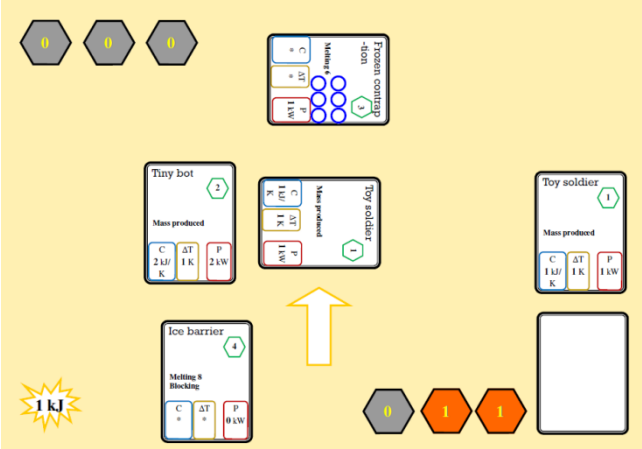
Third round – player 2

Robots and control counters are reset; we have a total of 3 points of control.

We draw an Ice barrier, with a control cost of 4 points.



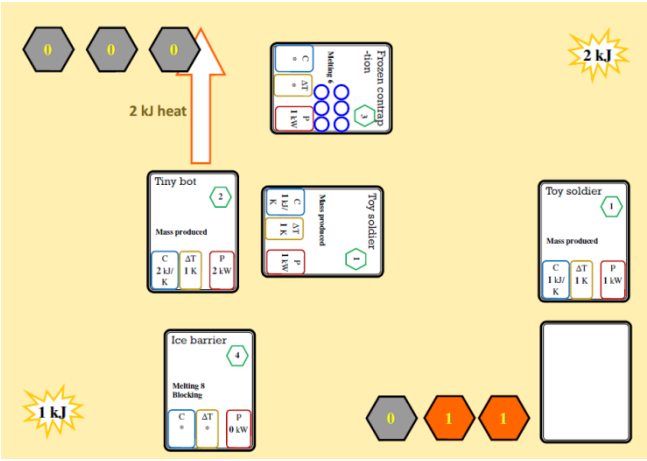
This is too much, so we play our Toy soldier instead, spending 1 point of control.



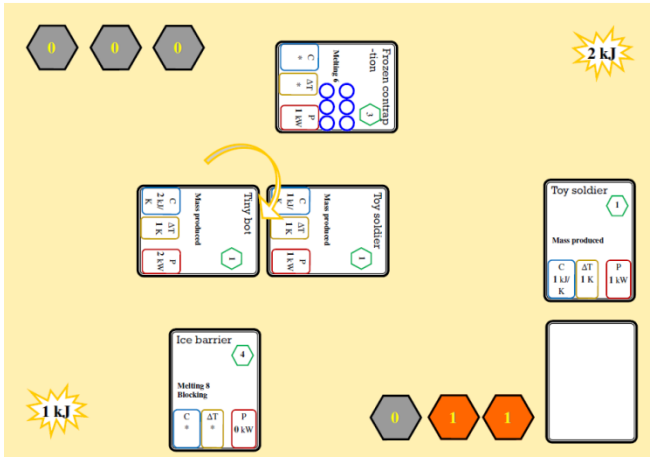
Now we are ready to attack with our Tiny bot, and again we have the option of targeting either the player or a robot.

The Frozen contraption will not be defeated by a single attack, so we target our opponent instead.

Our Tiny bot has a power of 2 kW, dealing 2 kJ heat.



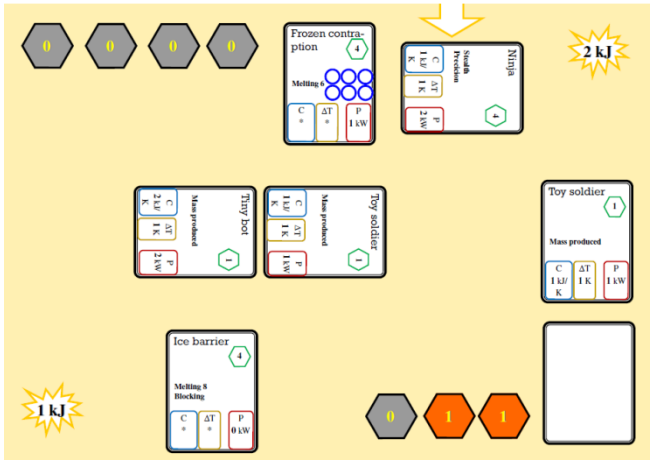
After attacking, the robot is resting.



Fourth round – player 1

In this round our opponent chooses to play a Ninja. This robot has the special ability Stealth, which means that it cannot be attacked by our robots. There are other ways to get rid of it, though.
The Ninja also has Precision, which means that it can deal heat directly to us, even when we have ready robots.

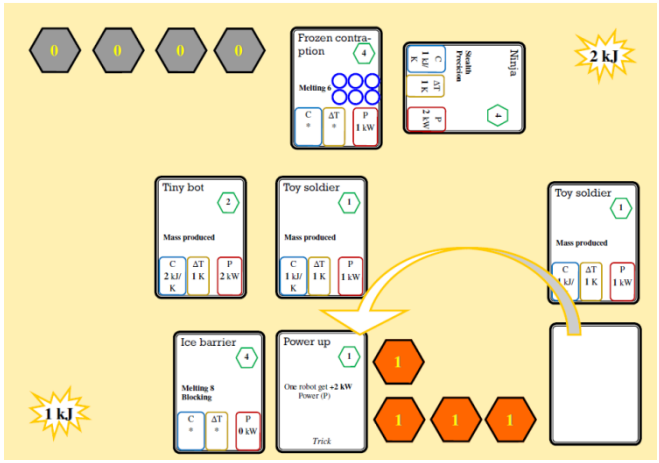
Our opponent chooses to not attack with his Frozen contraption, so it will be ready to defend him.



Fourth round – player 2

We draw a new card, “Power up”, which is a trick card.

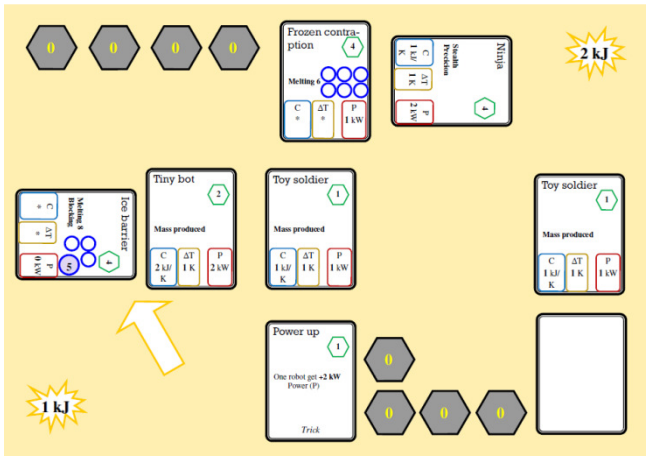
This card will permanently increase the power of a robot by 2 kW.



So we have a choice of playing this trick, or adding another robot.

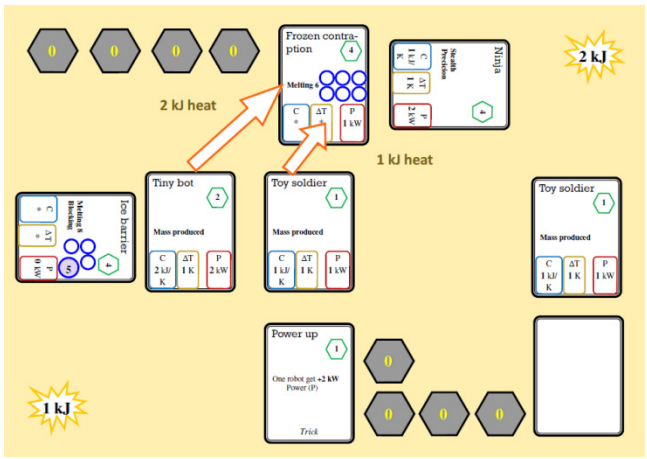
We go with playing the Ice barrier, which is a great defensive card.

Besides having Melting 8, it also has blocking – enemy robots may only attack this card.



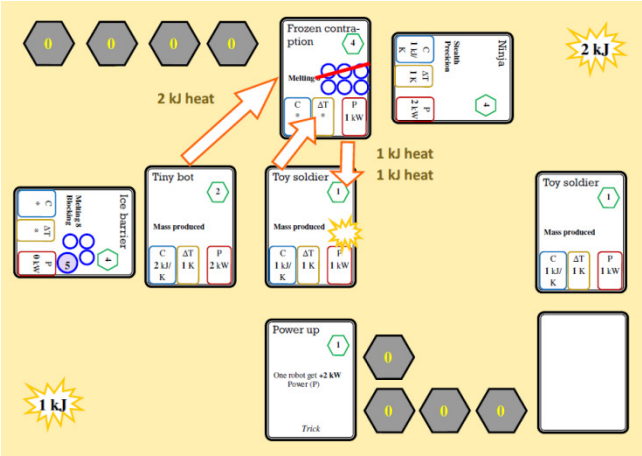
It is time for us to attack. Since the Frozen contraption is ready, we cannot attack our opponent. The Ninja is not an option either, because of Stealth, so we attack the Frozen contraption.

This time we choose to *multiattack* – attacking one enemy robot with more than one of our own.

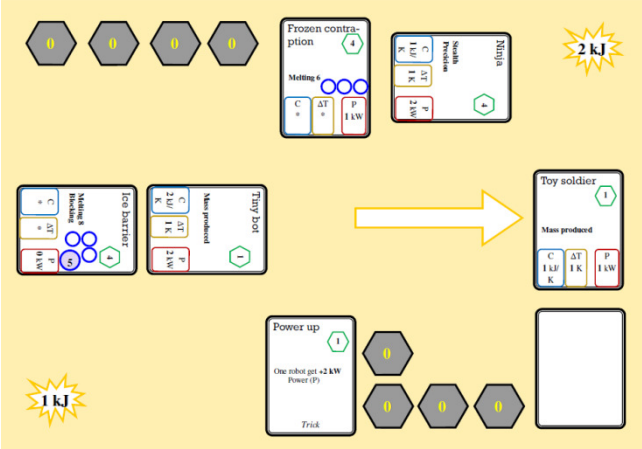


Our two cards will deal a total of 3 kJ heat to the Frozen contraption.

Now because we attacked with several robots, our opponent may choose which one to damage. The Tiny bot would not increase its temperature from a heat of 1 kJ, so he deals heat to the Toy soldier instead.

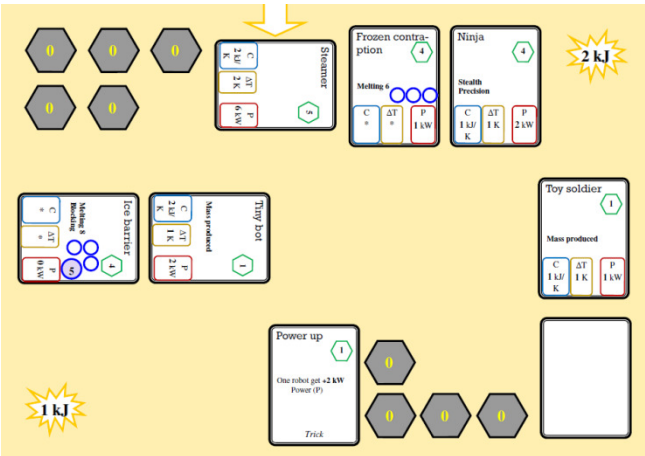


The Frozen contraption lost 3 mass counters, and the Toy soldier is defeated and put into the discard pile.



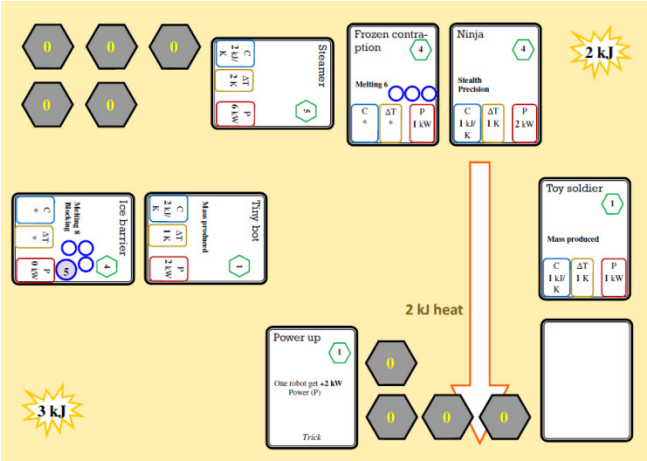
Fifth round – player 1

Our opponent plays a Steamer. Nothing special about this, it just has C = 2 kJ/K, ΔT = 2 K and P = 2 kW.



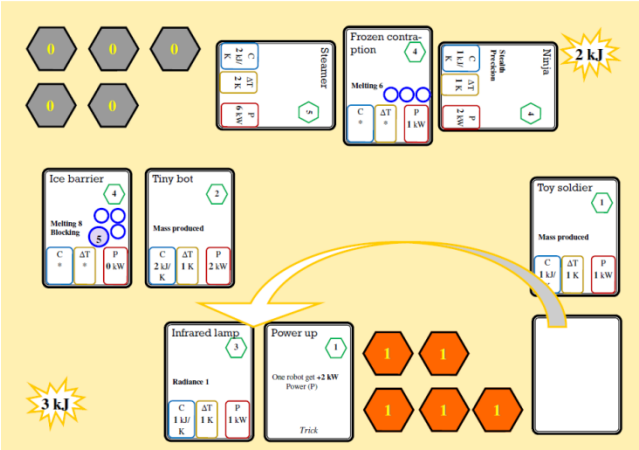
Now the Ninja is ready to attack.

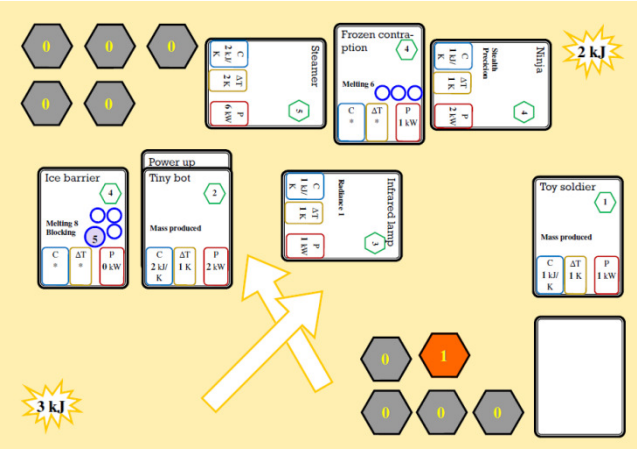
Normally, our Ice barrier would be blocking even when it is resting, but the Ninja can deal heat to us because it has precision. The Frozen contraption does not attack.



Fifth round – player 2

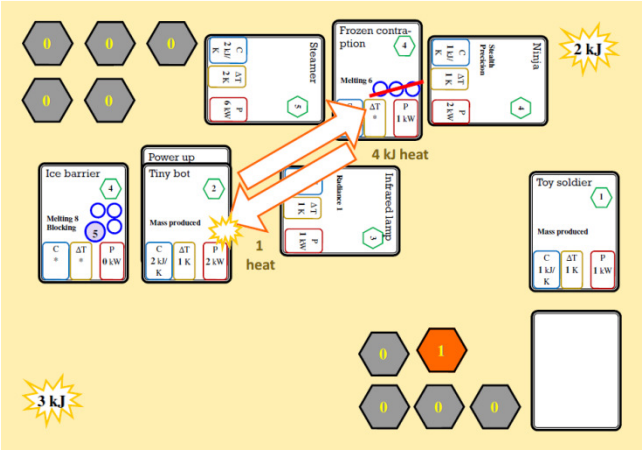
We draw an Infrared lamp. Since it only cost 3 control, we can play that AND the Power up at the same time.

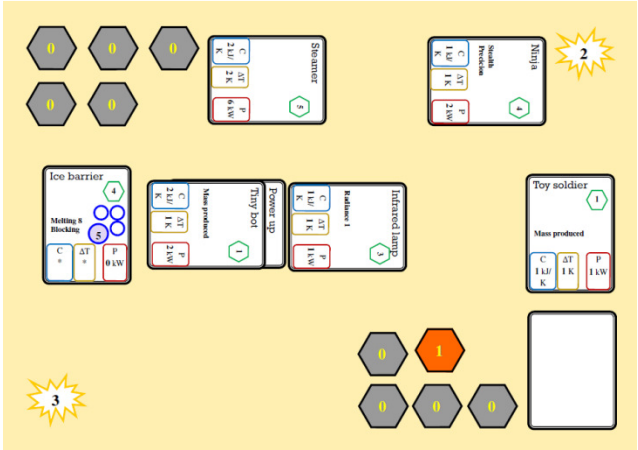




The Power up goes on the Tiny bot, so it now has 4 kW power. This is enough to remove the last mass counters from the Frozen contraption.

We attack, the Frozen contraption is defeated and its heat of 1 kJ is not enough to increase the temperature of our Tiny bot.





Our Ice barrier doesn't have an attack, so it stays put.

What happens next?

Well, since we have an Ice barrier down, the Steamer will attack it next round, bringing it down to 2 mass counters. The Ninja will attack us directly again, dealing a further two damage.

But there is good news! Our Infrared lamp has Radiance 1, which allow it to deal 1 kJ of heat to *any* card without taking heat itself. The single kJ of heat is enough to defeat this Ninja, and any other Ninjas our opponent may play in the future.

It would be a nice trade for us to attack the Steamer with our Tiny bot, since both will be defeated and the Steamer deals more damage than our robot.

Who will win?

We have taken more heat than our opponent, but have two robots one the table against none, which is a huge advantage. So the players are about equal right now.

Since we don't know which cards anyone will draw, there is no telling who would end up winning the game.

The game ends when one player has taken 20 kJ of heat. This usually happens around round 10. We are far from any player reaching 20 kJ heat right now, but the most expensive cards at 6 and 7 energy deal a lot of damage each round.

Now you should be completely ready to play a game against a friend, or try out a singleplayer challenge. Look through the rules when you need any clarification.

Good luck
Bo Paivinen Ullersted