

# 6 - Mind Arena

Source: [Crunchyroll](#)

Translator:

Editor:

Timer:

QC:

(Please feel free to edit the speaker names if incomplete or inaccurate. Names are handled on a best-effort basis depending on the info on the source file. Dialogue is left as is.)

**[00:02] Pearl**

This is sugoroku where you can  
move forward without dice, right?

**[00:06] Fay**

Card Battle Sugoroku, huh...

**[00:09] Dax**

This is my first time playing this  
game, as well, so we're on even ground.

**[00:14] Admin**

*This game will be played with four players.*

**[00:18] Dax**

Very well! From my team,  
Tempest Cruiser, I summon...

**[00:22] Kelritch**

I shall join you.

**[00:26] Kelritch**

I am Kelritch Shee, Dax's subordinate.

**[00:29] Dax**

Now, Fay! Choose your partner!

**[00:33] Dax**

I'm sure you're going to pick the  
former dragon god, Leoleshea!

**[00:36] Leshea**

You've got this, right?

**[00:39] Pearl**

I'm not scared of games anymore!

**[00:42] Leshea**

I'll be cheering you on. Do your  
best out there, Fay and Pearl.

**[00:47] Pearl**

R-Right!

**SIGN** Mind Arena

**[01:01] Admin**

There are two victory  
conditions for Mind Arena.

**[01:04] Admin**

*Either get to the goal—44 squares ahead—first,*

**[01:08] Admin**

*or use trap or magic cards*

**[01:10] Admin**

*to drop an opposing*

*player's life points from 20*

**[01:13] Admin**

*to zero by the end of the turn.*

**SIGN** Traveler

**SIGN** When using the dice card, you may proceed +1 square.

**SIGN** (Possible to move a max of 7 squares)

**SIGN** Trapper

**SIGN** Trap squares are nullified and you can strengthen traps.

**SIGN** Wizard

**SIGN** When using attack magic, apply +1 damage.

**SIGN** Healer

**SIGN** When using healing magic, earn +1 life.

**[01:15] Admin**

*Select your class for victory.*

**[01:19] Fay**

The simplest options are Wizard

**[01:23] Fay**

and Healer.

**[01:24] Fay**

The others are more versatile.

**[01:29] Admin**

*Before you choose your class, you  
will be given five random cards.*

**[01:34] Pearl**

Wow, they appeared right before our eyes!

**[01:37] Admin**

*The magic cards are split between three  
categories: attack, healing, and special.*

**[01:42] Admin**

*For example, with the  
attack spell Mega Flame,*

**SIGN** Mega Flame: High-Speed Magic

**SIGN** Apply 2 points of damage to 1 other player.

**[01:45] Admin**

*the target player will receive 2 damage.*

**[01:49] Admin**

*Please note that any card that has been  
used will be stored in your team's storage.*

**[01:53] Admin**

*There are a total of 72 magic cards.*

**[01:56] Admin**

*You may reference these cards at any time.*

**[01:59] Fay**

I see. All the card data is disclosed in this battle of wits.

**[02:06] Fay**

This is a secret card.

**[02:08] Fay**

It's incredibly powerful, but you have to be a Healer to use it.

**[02:10] Pearl**

I seem to have a rare spell.

**[02:15] Fay**

"This spell will only activate

**[02:17] Fay**

when your life is under 5 points, and you only have one card left."

**[02:20] Fay**

Those conditions are a bit rough.

**[02:23] Pearl**

It is an interesting effect though.

**[02:28] Fay**

Well, the first thing that we need to decide on are our classes.

**[02:33] Fay**

The Traveler can proceed quite far and the Healer can protect life points.

**[02:36] Fay**

Meaning these two classes...

**[02:38] Pearl**

...are for those who want to reach the goal in a long battle.

**[02:41] Fay**

The exact opposite can be said about Wizard and Trapper.

**[02:44] Fay**

They're both classes that damage your opponents.

**[02:47] Fay**

But we have way more healing cards in our hands,

**[02:52] Fay**

so it'd be difficult to get our opponents' life points to zero.

**[02:55] Pearl**

So are we going with the classic way to win at sugoroku by reaching the goal first?

**[03:04] Fay**

*They definitely aren't planning to leisurely win by reaching the goal.*

**[03:12] Admin**

*It is now time to begin the game.  
Please select your classes.*

**[03:20] Fay**

I accept your challenge.

**[03:22] Fay**

I choose... the Traveler!

**[03:33] Pearl**

I choose the Healer.

**[03:40] Dax**

I choose the Wizard!

**[03:42] Kelritch**

I also choose the Wizard.

**[03:47] Fay**

They both chose the Wizard?

**[03:49] Fay**

So they're going to concentrate  
on whittling down our life points.

**[03:52] Admin**

*We will now distribute the dice cards.*

**[03:58] Fay**

So we use these instead of actual dice...

**[04:00] Admin**

*All players can choose any dice card  
from 1 through 6 of their choice.*

**[04:06] Admin**

*Gold squares allow you to draw 2 magic cards.*

**SIGN** Gold Square

**SIGN** Draw 2 magic cards

**SIGN** °If multiple players end up on the same square  
during the same phase, you cannot draw cards

**[04:09] Admin**

*Silver squares allow you to draw 1 magic card.*

**SIGN** Silver Square

**SIGN** Draw 1 magic card

**SIGN** °If multiple players end up on the same square  
during the same phase, you cannot draw a card

**[04:13] Admin**

*The red square is a trap zone where the player*

**SIGN** Red Square

**SIGN** Trap zone, 7 damage points

**SIGN** °Damage cannot be reduced

**[04:16] Admin**

*will receive 7 points of damage  
that cannot be reduced.*

**[04:20] Fay**

If we want to get to the goal as quick as possible, we need to choose 6.

**[04:24] Fay**

But if we end up on the same square, we can't draw a card.

**[04:27] Nel**

So their options are to head towards the goal or utilize their cards.

**[04:31] Nel**

They'll have to start compromising as soon as the game starts.

**[04:35] Leshea**

Precisely.

**[04:37] Admin**

*Begin Phase 1. All players, please turn over your dice card.*

**[04:43] Fay**

Pearl, we're going to win by striking first.

**[04:46] Pearl**

R-Right!

**[04:52] Admin**

*The game has begun!*

**[04:56] Admin**

*We will go in order from the biggest to smallest number.*

**[04:59] Admin**

*But, if more than one person chooses the same number,*

**[05:01] Admin**

*the one who chose quickest will get to go first.*

**[05:04] Admin**

*Therefore, the order will be Fay, then Dax.*

**[05:11] Fay**

It's my turn!

**[05:17] Nel**

Usually, he'd be able to draw one magic card,

**[05:21] Nel**

but Dax is on the same square, so he can't.

**[05:25] Dax**

Fay, let me ask you one thing.

**[05:27] Dax**

Are you really okay with that square?

**[05:30] Fay**

What are you talking about?

**[05:32] Dax**

Don't play dumb.

**[05:33] Dax**

The Traveler has the option  
of moving one extra square,

**[05:36] Dax**

so you can move to the 7th square.

**[05:37] Fay**

I'm not going to use the  
Traveler's ability right now.

**[05:40] Dax**

So you're going to stay on the 6th square  
to hinder me from drawing a card.

**[05:45] Fay**

Operator, are we allowed to  
trade cards with our partners?

**[05:48] Admin**

*That is not allowed, but there is a magic  
card that is similar to switching hands.*

**[05:54] Fay**

Got it, thanks.

**[05:59] Fay**

I'm ending my turn.

**[06:00] Dax**

Now, it's my turn!

**[06:06] Dax**

In that case, I'm going to  
use the Wizard's secret card!

**[06:10] Nel**

He managed to get one of the best  
of the few secret cards?!

**[06:13] Dax**

I will cast the barrier  
spell, Burning Rhythm!

**SIGN** Burning Rhythm: Wizard Exclusive Secret

**SIGN** °Affects all players

**SIGN** °This effect will stay in effect until game ends

**SIGN** °Players receive +1 damage

**SIGN** °°Burning Rhythm's damage cannot trigger additional damage

**[06:21] Dax**

This card affects all players.

**[06:24] Dax**

Meaning, if I get attacked, I  
will also get additional damage,

**[06:28] Dax**

making this effect a double-edged sword.

**[06:31] Pearl**

Why would he use such a card?

**[06:33] Dax**

That ends my turn.

**[06:36] Pearl**

That means it's my turn next!

**[06:43] Pearl**

I'll hold onto my cards. I end my turn.

**[06:47] Kelritch**

Then, finally, it's my turn.

**[06:51] Kelritch**

I will draw two cards.

**[06:54] Kelritch**

I will cast Twin Bolt.

**[06:56] Kelritch**

Fay and Pearl, you both  
receive 1 point of damage!

**[07:13] Fay**

*Dax's secret card, Burning  
Rhythm, is no joke!*

**[07:18] Fay**

*We received 1 point of damage from Twin Bolt.*

**[07:20] Fay**

*Wizards get to add 1  
point of damage, as well.*

**[07:22] Fay**

*Burning Rhythm adds an additional  
point of damage to each attack,*

**[07:27] Fay**

*meaning a grand total of 4 points.*

**[07:29] Pearl**

The effect from Burning Rhythm is  
going to continue the whole game...

**[07:32] Pearl**

Does that mean we're just going  
to keep losing life points?

**[07:37] Fay**

If we keep getting attacked at  
this rate, we'll be eliminated.

**[07:41] Fay**

If I have 38 squares until the goal and you  
have 40, even if we choose 6 each time,

**[07:47] Fay**

we'll need 7 turns to reach the goal.

**[07:49] Dax**

Fay, your goal is to reach  
the goal as soon as possible.

**[07:53] Dax**

But my team's goal is to use all of

our power to eliminate you first!

**[07:58] Kelritch**

I will continue my turn.

**[08:00] Kelritch**

I cast the barrier, Chains of Malice.

**SIGN** Chains of Malice: Self-Applied Magic

**SIGN** °This will stay in effect until game end

**SIGN** °Every time a player uses a card in hand, +1 damage

**[08:16] Pearl**

A-And a barrier spell on top of that?

**[08:18] Kelritch**

That ends my turn.

**[08:21] Fay**

*We only have one goal, so  
don't let them catch on to us.*

**[08:26] Fay**

Keep using your cards without hesitating.

**[08:28] Fay**

*If we keep preserving our cards against the  
Wizards, our life points will fizzle out.*

**[08:32] Pearl**

R-Roger!

**[08:34] Admin**

*Begin Phase 2. All players,  
please turn over your dice card.*

**[08:41] Fay**

Pearl! Don't hesitate! Crush them!

**[08:43] Pearl**

Right!

**[08:45] Admin**

*Reveal the dice cards.*

**[08:49] Kelritch**

Are you trying to stop me  
from replenishing my hand?

**[08:51] Pearl**

O-Of course! I can see that you're  
shooting for the gold squares!

**[08:56] Pearl**

And now, my high-speed spell, Pearl Fire!

**[09:00] Fay**

Pearl Fire?

**[09:01] Pearl**

High-speed spells are convenient spells  
you can use during other players' turns!

**[09:06] Fay**

Er, I knew that. I'm asking  
about the spell name...

**SIGN** Mega Flame: High-Speed Magic

**SIGN** Opponent receives 2 points of damage

**[09:13] Fay**

That's the wrong spell name!

**[09:14] Pearl**

Well, I can't be satisfied with  
a lame name like Mega Flame!

**[09:19] Pearl**

Therefore, Pearl Fire it is!

**[09:25] Pearl**

Attack Dax!

**[09:30] Pearl**

How do you like that?! Usually, Mega Flame  
would only give the opponent 2 damage,

**[09:33] Pearl**

but the awesome new name gives it 3!

**[09:35] Fay**

That's the additional  
damage from Burning Rhythm.

**[09:41] Pearl**

These two barrier spells  
are way too much trouble.

**[09:45] Dax**

That's why it's called a secret card.

**[09:47] Dax**

Pearl, was it?

**[09:48] Dax**

I shall return the pain you just dealt me!

**[09:54] Dax**

I cast Dax Thunder!

**[09:57] Kelritch**

Its official name is Blizzard.

**[10:00] Kelritch**

I assume that you're trying to compete  
with "Pearl Fire" that was just cast.

**[10:03] Dax**

You surprised me by boldly applying  
your own name to the card!

**[10:08] Dax**

I shall praise you for  
having such a unique idea!

**[10:11] Pearl**

I know, right?!

**[10:13] Fay**

You're going along with this?

**[10:15] Dax**

And so, I cast Dax Thunder!

**[10:24] Fay**

Where did "Thunder" even come from?

**[10:27] Pearl**

We're just in the second phase,  
but I'm getting cornered...

**[10:31] Kelritch**

"Cornered"?

**[10:32] Dax**

Don't be naïve! We're ending this now!

**[10:40] Kelritch**

I cast the self-applied  
spell, Crash of the Heavens.

**[10:45] Kelritch**

Including the card cost from Chains of Malice

**[10:47] Kelritch**

and additional damage from Burning  
Rhythm, I take 4 points of damage

**[10:49] Kelritch**

but deal 4 points of damage in return.

**[10:51] Kelritch**

Adding on that I'm a Wizard  
and Burning Rhythm again,

**[10:53] Kelritch**

that's a total of 7 points.

**[10:54] Kelritch**

Pearl, you only have 1 life point left.

**[10:57] Pearl**

I have the high-speed healing  
spell, Hope in Abundance!

**[11:01] Pearl**

By putting one of the cards  
from my hand into storage,

**[11:04] Pearl**

I'm able to reduce 8 points of damage!

**[11:07] Pearl**

And because I'm a Healer, I'm  
able to heal up to 9 points—

**[11:10] Kelritch**

You fell for it.

**[11:12] Dax**

High-speed spell, The Price of Greed!

**[11:17] Dax**

It nullifies my opponent's healing magic!

**[11:20] Kelritch**

That means my 7 points of damage to you  
remains, and you have 1 life point.

**[11:25] Kelritch**

And because you used Hope in Abundance,

**[11:27] Kelritch**

Chains of Malice is activated,  
meaning you lose 2 life points.

**[11:31] Fay**

I can't have you forget about me!

**[11:33] Fay**

High-speed spell, Bandaged Heart!

**[11:36] Fay**

This allows me to reduce my  
partner's damage by 2 points!

**[11:39] Kelritch**

You're still here?

**[11:41] Dax**

Fay, helping your partner here  
may just backfire on you.

**[11:45] Fay**

I'm not so sure about  
that. Now, it's my turn!

**[11:49] Fay**

By using the damage I received from  
the Chains of Malice as a trigger,

**[11:53] Fay**

I cast the attack spell,  
Swords of the Heavenly Host!

**[11:56] Fay**

Dax, you'll be taking a  
total of 5 points of damage!

**[11:59] Kelritch**

What?

**[12:00] Fay**

I'll be using one other self-applied  
spell this turn, Soul's Sacrifice!

**[12:05] Fay**

By putting one of the cards from my  
hand that I don't need into storage,

**[12:08] Fay**

I'll be healing myself  
and Pearl's life points by 3!

**[12:11] Fay**

That ends my turn!

**[12:13] Pearl**

Now, it's my turn!

**[12:17] Pearl**

I'm going to cast 2 cards of  
the self-applied spell, Oasis,

**[12:20] Pearl**

and heal 10 points of my life.

**[12:23] Pearl**

That ends my turn!

**[12:25] Leshea**

It looks like Dax's life  
points are dwindling, but...

**[12:28] Nel**

They're still preserving 6 cards.

**[12:31] Admin**

*Begin Phase 3. All players,  
please turn over your dice card.*

**[12:39] Dax**

Fay, I'm going to settle this once  
and for all during this phase!

**[12:42] Fay**

Pearl, we're going to continue down  
our route to victory as we decided!

**[12:46] Fay**

From start to finish!

**[12:48] Pearl**

Of course!

**[12:50] Admin**

*Reveal the dice cards.*

**[12:54] Crowd 1**

Dax chose 4?!

**[12:55] Crowd 2**

But wait. That square is...

**[12:58] Pearl**

4 squares from where Dax is  
right now is... a trap square!

**[13:02] Pearl**

He's planning to purposely step on a  
trap square and take 7 points of damage?

**[13:07] Pearl**

First, it's my turn.

**[13:11] Pearl**

I'm going to draw 2 cards, and after  
discarding one of them, I will use this card.

**[13:17] Pearl**

Super spell, Pearl Barrier!

**[13:20] Pearl**

It will nullify one of the  
spells that will affect me.

**[13:24] Pearl**

This ends my turn.

**[13:25] Fay**

Next, it's my turn.

**[13:29] Fay**

I'm going to use the Traveler's ability and go forward one extra square to make it 7.

**[13:33] Fay**

That ends my turn.

**[13:34] Kelritch**

You're preserving your hand because you're wary of us.

**[13:38] Kelritch**

Pearl, your spell is optimal for when you're trying to be cautious,

**[13:42] Kelritch**

but it's not enough.

**[13:46] Kelritch**

No matter how guarded you are, the winners and losers have already been decided.

**[13:51] Kelritch**

I shall cast Mega Flame.

**[13:53] Pearl**

You're using my Pearl Fire?!

**[13:55] Kelritch**

It's Mega Flame.

**[13:57] Kelritch**

Of course, I'll be using it on you.

**[14:02] Pearl**

I figured you'd do that. That's why I used my Pearl Barrier!

**[14:10] Kelritch**

And I calculated that as well.

**[14:12] Kelritch**

I will now cast Absolute Resource Equality.

**[14:18] Kelritch**

Every player must now

**[14:20] Kelritch**

keep drawing cards until they have 4 in their hand

**[14:22] Kelritch**

or throw away cards until they have 4 left.

**[14:26] Pearl**

What do you mean?

**[14:28] Kelritch**

You all can draw cards until you get 4.

**[14:34] Kelritch**

Lastly, I will set this timed spell.

**[14:38] Kelritch**

This ends my turn.

**[14:42] Dax**

Now, it's my turn.

**[14:47] Dax**

There are nothing but cons on this square.

That's what you're thinking, isn't it?

**[14:50] Dax**

But with my high-speed spell, Double Trap,

**[14:54] Dax**

I will change who will be receiving  
the damage from this trap!

**[14:56] Fay**

I figured that was coming.

**[14:58] Fay**

The only reason you'd  
willingly step onto a trap

**[15:00] Fay**

is to throw that damage onto someone else.

**[15:02] Dax**

This damage cannot be reduced.

**[15:05] Dax**

Pearl has 8 life points, and the  
transferred damage from this trap is 7.

**[15:09] Dax**

With the effect from Burning Rhythm,  
it becomes 8, and she's finished!

**[15:16] Fay**

No, not yet!

**[15:18] Fay**

High-speed spell, A Twin's Agony!

**[15:23] Dax**

So you had a card to deal with that.

**[15:26] Dax**

But I was just waiting for  
you to cast your card!

**[15:29] Fay**

What?

**[15:30] Dax**

Self-applied spell, Gag Order!

**[15:34] Dax**

This will forbid you from using any  
other card until this phase is over.

**[15:38] Dax**

This ends my turn!

**[15:40] Pearl**

Fay!

**[15:41] Fay**

Calm down, Pearl.

**[15:42] Fay**

He's not preventing you  
from using your cards.

**[15:45] Fay**

Not to mention the third phase is almost over.

**[15:47] Kelritch**

It is not. Once everyone's turn ends,  
my timed spell will go into effect.

**SIGN** Destiny: Self-Applied Magic

**SIGN** Receive damage

equal to number  
of cards drawn  
during phase. If  
4+ cards, receive  
10 damage.

**[16:02] Nel**

Have Master Fay and Pearl been saved?

**[16:04] Leshea**

No.

**[16:07] Kelritch**

It appears as though you've figured it out.

**[16:09] Kelritch**

The real reason I had you draw 4 cards.

**[16:13] Kelritch**

It was all for this.

**[16:15] Kelritch**

Your remaining life points are 5.

**[16:17] Kelritch**

You will be receiving a huge  
hit in damage: 10 points.

**[16:20] Kelritch**

Can your healing magic counter that much?

**[16:27] Kelritch**

Then that means we have won.

**[16:40] Pearl**

I'm... not dead weight  
to Fay and Lady Leshea!

**[16:44] Pearl**

This turn's not over yet!  
I won't allow it!

**[16:48] Pearl**

I cast Last Dance!

**SIGN** Last Dance: High-Speed Magic

**SIGN** °Can only be activated once the caster's life is about to reach 0.

**SIGN** °Gain additional phase and 1 extra turn.

**SIGN** °All player life points return to before  
incapacitating spell was used. Casting  
player receives 20 damage at end of turn.

**[16:50] Pearl**

This card can only be activated once the  
caster's life is about to reach 0.

**[16:54] Kelritch**

Wha—

**[16:55] Dax**

That's...

**[16:56] Pearl**

Powerful cards come with their risks.

**[16:58] Pearl**

Once this extra turn ends,

**[17:00] Pearl**

I will receive 20 points of damage  
and my loss will be certain.

**[17:05] Pearl**

I'm not scared of losing.

**[17:07] Pearl**

Because if I continue to run away from  
the game, nothing will ever change!

**[17:11] Kelritch**

Such futile resistance...

**[17:15] Fay**

I've passed my baton off to you.

**[17:18] Fay**

Now all I can do is believe  
in the partner that I chose.

**[17:23] Pearl**

This is my final turn!

**[17:28] Pearl**

First, I will cast Lifepulse.

**[17:31] Pearl**

When my life drops below 3,  
it will allow me to heal 10 points.

**[17:35] Pearl**

My life points are 11, and I have 4 cards.

**[17:38] Pearl**

Of course, the one I'm going to target is...

**[17:41] Pearl**

you with 4 remaining life points!

**[17:49] Pearl**

First, I'll cast Counterbolt!

**[17:54] Pearl**

That's 5 points of damage, but with  
Burning Rhythm,

**[17:56] Pearl**

that's 6 points!

**[17:57] Dax**

In that case...

**[17:59] Dax**

I cast the high-speed spell,  
First Aid to reduce my damage!

**[18:03] Pearl**

Next is Pearl Fire!

**[18:05] Pearl**

If this goes through, we win!

**[18:10] Kelritch**

Have you forgotten about me?

**[18:12] Kelritch**

I will use the high-speed spell  
Saint's Charity to heal life points.

**[18:16] Kelritch**

I will use 2 cards to heal us both.

**[18:18] Kelritch**

Dax has 3 life points and I have 14.

**[18:21] Pearl**

I already knew you would have healing magic.

**[18:24] Pearl**

Ancient Word!

**[18:26] Pearl**

I've used 3 cards during this phase.

**SIGN** Ancient Word: Self-Applied Magic

**SIGN** Player deals to 1 opponent damage equal to 2 times number of cards player used this phase

**[18:28] Pearl**

You will receive double that in damage.

**[18:31] Pearl**

Along with Burning Rhythm, that's 7 points!

**[18:33] Pearl**

This secures our victory!

**[18:38] Dax**

That was a brilliant play.

**[18:40] Pearl**

What's with that attitude?!

**[18:42] Dax**

I never imagined you'd  
get this far on your own.

**[18:46] Dax**

You are not dead weight to Fay.

**[18:49] Dax**

But you are still one play behind.

**[18:51] Dax**

High-speed spell, Karmic Cycle!

**[18:54] Dax**

I will transfer all of the damage

I'm going to receive to Kelritch!

**[18:58] Pearl**

Wha?!

**[19:05] Dax**

I have survived,

**[19:06] Dax**

and you are going to take 20 points  
of damage from Last Dance and...

**[19:10] Dax**

lose!

**[19:15] Pearl**

I'm sorry. I did my best to win on my  
own without having to rely on you,

**[19:20] Pearl**

but I still wasn't good enough.

**[19:22] Fay**

What are you talking about?

**[19:23] Fay**

We're the ones who won.

**[19:25] Fay**

You were the best partner  
I could ask for, Pearl.

**[19:30] Kelritch**

Wh-What are you talking about?!

**[19:32] Pearl**

My final card.

**[19:35] Pearl**

I've finally met all the  
conditions to activate it.

**[19:39] Pearl**

This final card...

**[19:41] Pearl**

This is... a card that can  
call back another card!

**[19:44] Pearl**

I cast the high-speed spell, Encore!

**[19:47] Pearl**

With the effects from this card, I will add  
one of the cards we put into our storage

**[19:51] Pearl**

into my hand!

**[19:53] (Flashback) Pearl**

I seem to have a rare spell.

**[19:57] (Flashback) Fay**

"This spell will only activate  
when your life is under 5 points,

**[19:59] (Flashback) Fay**

and you only have one card left."

**[20:02] (Flashback) Fay**

Those conditions are a bit rough.

**[20:06] Fay**

Time to check our answers.

**[20:09] Pearl**

The card I'm going to choose  
from our storage is...

**[20:12] Pearl**

The Healer's secret card...

**[20:14] Pearl**

Heartache!

**[20:17] Dax**

Impossible! How do you  
have that secret card?!

**[20:22] Kelritch**

There's no way that a card that hasn't  
been used yet was put into storage!

**[20:26] Leshea**

Did you all forget?

**[20:28] Leshea**

One of Fay's cards that he never used was  
put into storage during the second phase.

**[20:34] Nel**

Oh! The one from when Master  
Fay used Soul's Sacrifice!

**[20:38] (Flashback) Fay**

By putting one of the cards from my  
hand that I don't need into storage...

**[20:41] Nel**

*Since Master Fay chose to be the Traveler  
class, his hand was basically doomed.*

**[20:46] Leshea**

That's why he had to get Pearl,  
who chose to be a Healer,

**[20:49] Leshea**

a trump card.

**[20:51] Kelritch**

Wait, was your question from Phase  
1 because you anticipated this?

**[20:55] Fay**

Yup. This was definitely according to plan.

**[20:58] (Flashback) Fay**

Operator, are we allowed to  
trade cards with our partners?

**[21:02] Kelritch**

It was all a bluff...

**[21:04] Kelritch**

Because of that question, you convinced us you wouldn't be able to trade cards.

**[21:09] Fay**

If that took your guard down, great.

**[21:12] Fay**

And I used Swords of the Heavenly Host right before because I wanted to

**[21:16] Fay**

draw your attention to that before putting the card into storage.

**[21:20] Kelritch**

Unbelievable...

**[21:22] Fay**

I told you when we chose our classes, didn't I?

**[21:25] Fay**

I accept your challenge.

**[21:30] Fay**

We were aiming to win by dealing damage from the start.

**[21:34] Kelritch**

Then you should've chosen to be Wizards...

**[21:36] Fay**

Our hands were filled with healing magic.

**[21:39] Fay**

We would've lost a straightforward damage-based game,

**[21:42] Fay**

so we had no choice but to outsmart you in a mind game.

**[21:45] Pearl**

That's why this will finally end this game!

**[21:47] Pearl**

I cast Heartache!

**[21:49] Pearl**

This ends my turn!

**[21:51] Pearl**

I will deflect the 20 points of damage from Last Dance!

**[22:03] Dax**

I take back what I said.

**[22:06] Dax**

Perhaps I still underestimated you.

**[22:09] Dax**

Well done, Pearl Diamond.

**[22:21] Admin**

*Dax's life is at zero. Therefore,  
Fay and Pearl's team have won.*

**[22:38] Dax**

It appears as though we are fated to be  
rivals until the end of time after all!

**[22:42] Fay**

Sorry, what?

**[22:44] Dax**

Today's battle was the beginning of our fate!

**[22:47] Dax**

The curtain has risen on the  
legend of the thousands—

**[22:49] Dax**

no—*millions* of games we will play!

**[22:53] Fay**

Uh-huh...

**[22:55] Dax**

And so, behold, audience members!

**[22:57] Dax**

I swear to you that I will overcome this  
battle and become even more powerful!

**[23:01] Dax**

My legend begins now!

**[23:12] Fay**

You worked really hard.

**[23:14] Pearl**

Oh, no. I didn't do anything...

**[23:18] Pearl**

Um...

**[23:21] Pearl**

Doesn't it seem like the losers are  
enjoying this much more than we are?

**[23:28] Fay**

Let them.

**[23:30] Fay**

We got to play a fun game, after all.

---

Revision #1

Created 2026-06-21 10:16:33 UTC by whimsee

Updated 2026-06-21 10:16:33 UTC by whimsee