

Beginning

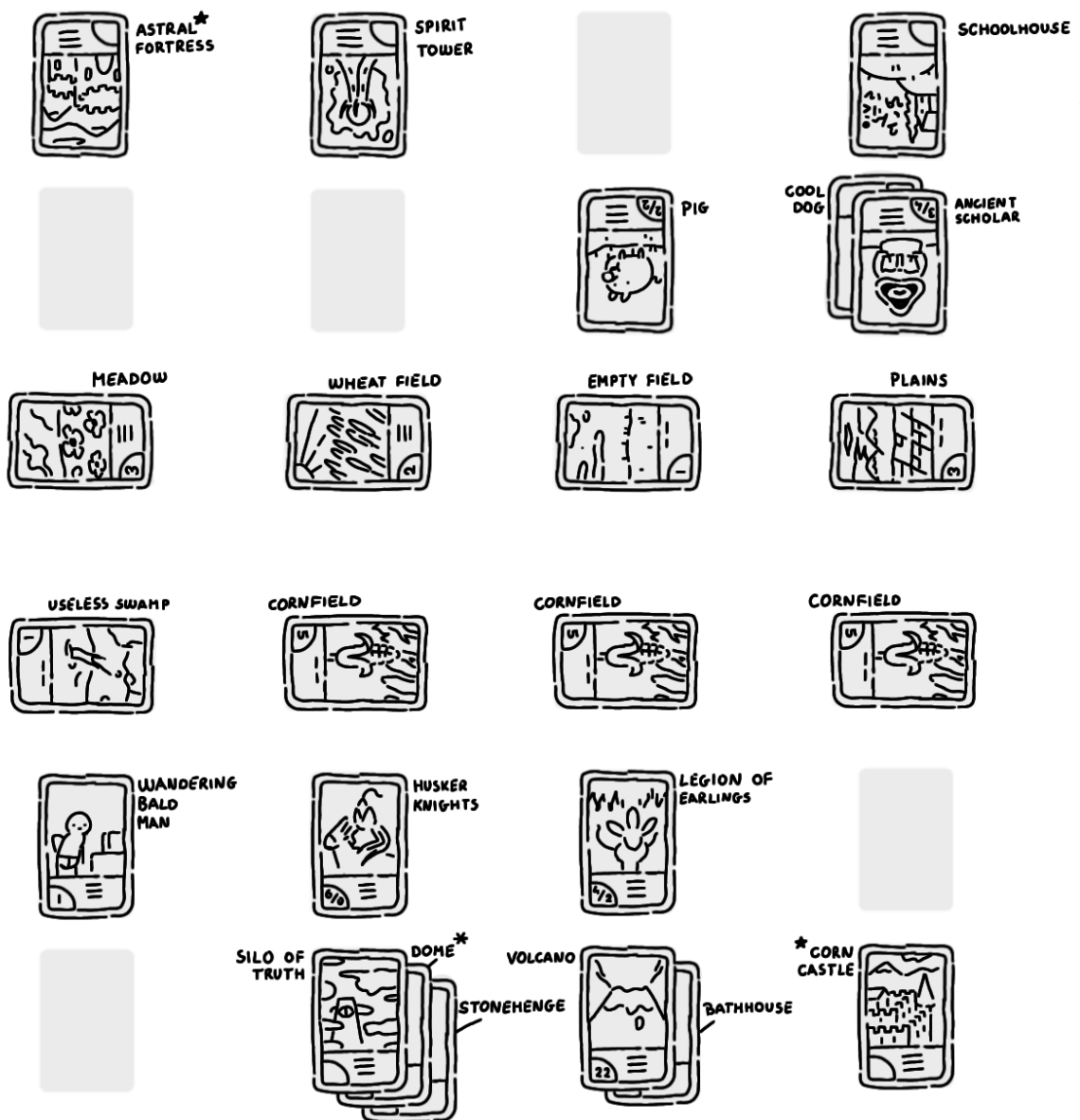
Finn is the top player

Jake is the bottom player

The game is played in four lanes

FLOOP: rotate 90 degrees left

ACTIVATE: rotate 90 degrees right

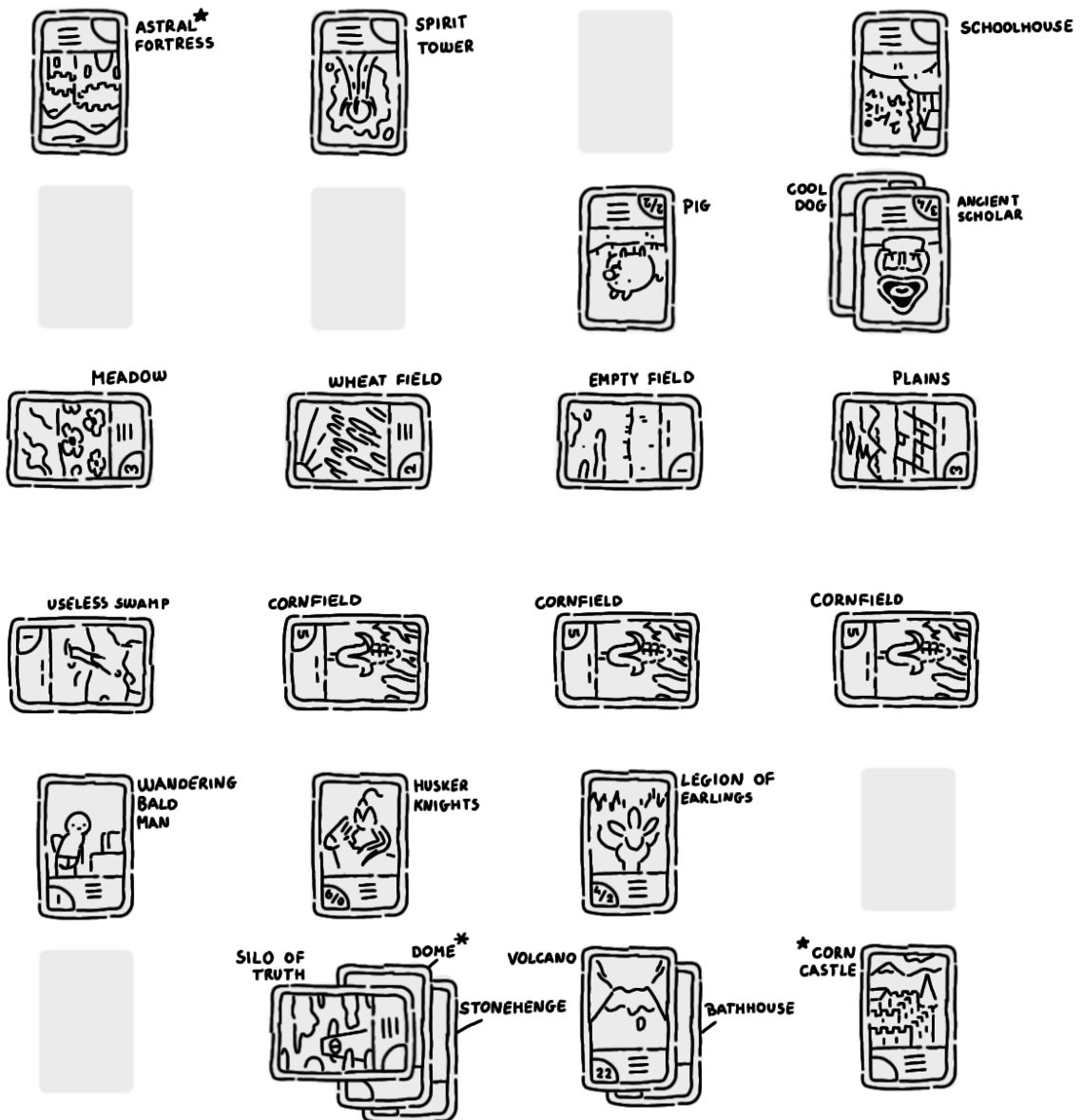


Jake's 1st turn, floop phase

Jake floops the Silo of Truth

(Silo of Truth enables Jake to look at Finn's hand and pick a card)

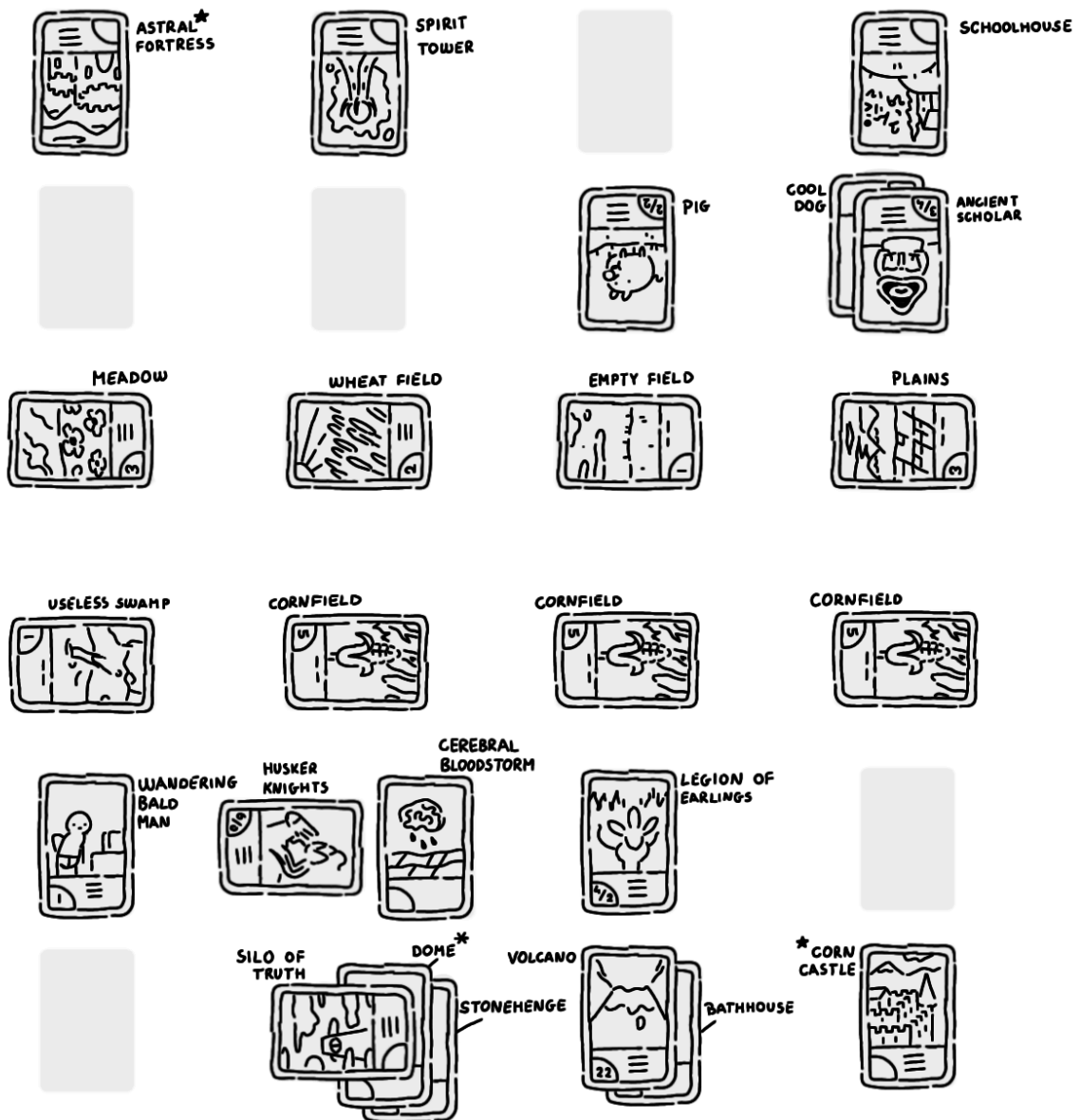
(Jake acquires Cerebral Bloodstorm)



Jake's 1st turn, battle phase: ATTACK

Jake activates the Husker Knight to attack Finn's Schoolhouse

Jake casts Cerebral Bloodstorm to aid his Husker Knights



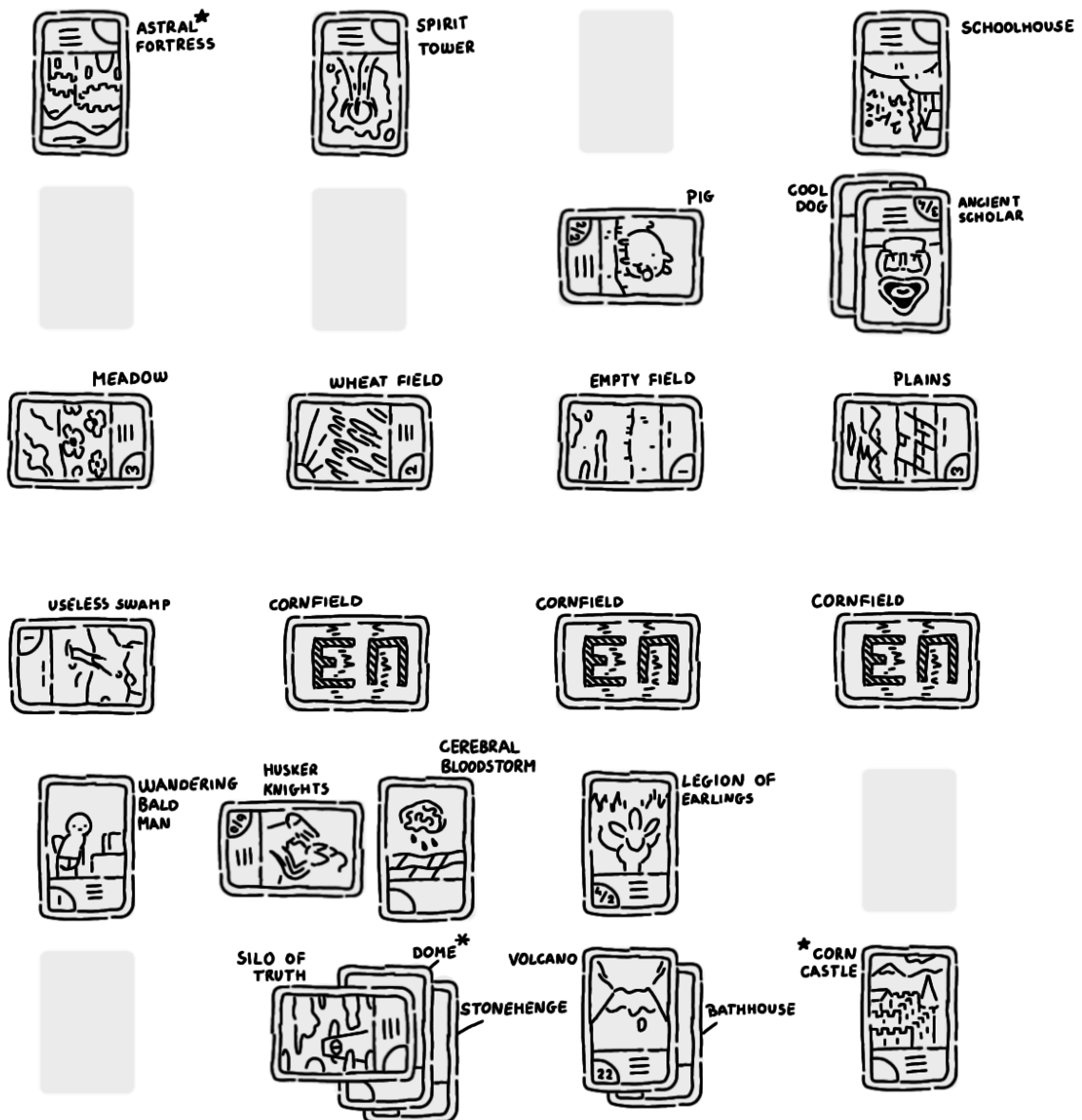
Jake's 1st turn, battle phase: DEFENSE

Finn's floops the Pig

(The Pig eats the corn, Husker Knights lose energy)

(Out of commission landscapes are indicated by the card backs)

Cerebral Bloodstorm damages the Husker Knights

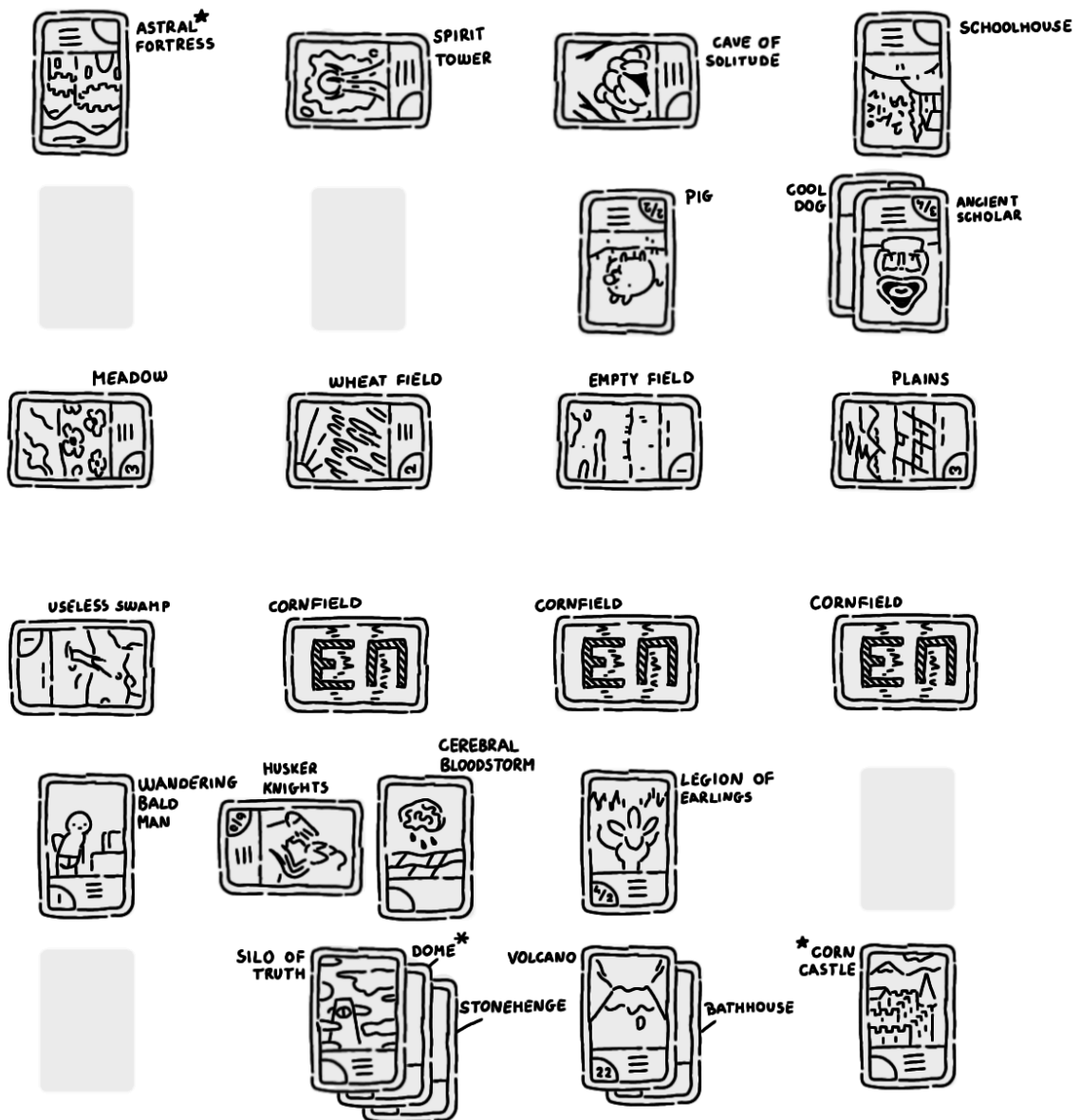


Finn's 1st turn, floop phase

Finn plays Cave of Solitude

Finn activates Cave of Solitude

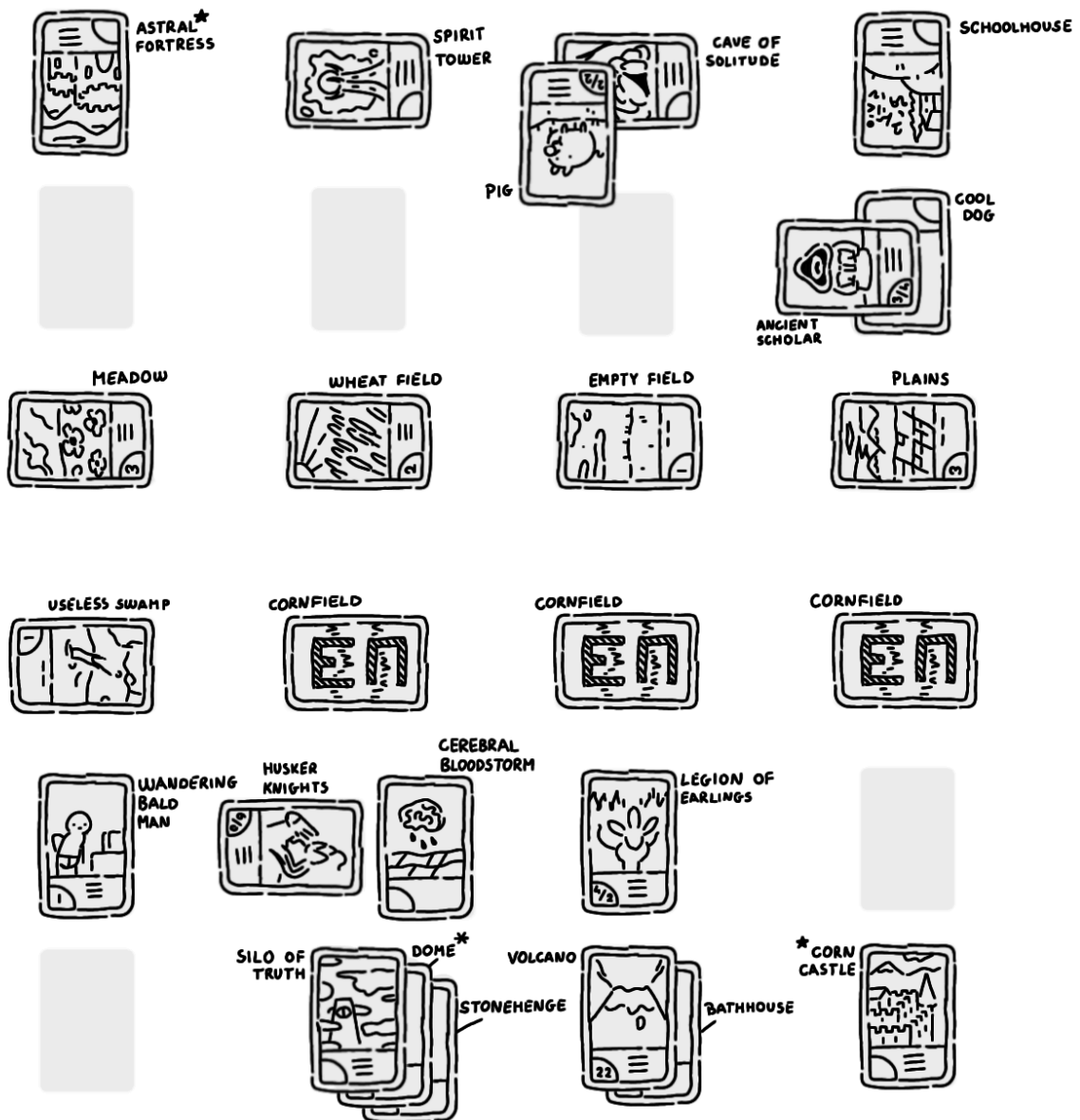
Finn activates the Spirit Tower



Finn's 1st turn, battle phase

Finn activates the Ancient Scholar to study in the Schoolhouse

Finn moves the Pig to the Cave of Solitude



Jake's 2nd turn, flop phase

Jake casts Field of Nightmares

Jake activates Legion of Earlings

(The goal of these plays is to scare the pig to death, they're in the same lane)

Jake floops the Volcano

(All buildings and creatures are destroyed, the Pig acquires a tombstone)

Jake casts Reclaim Landscape

(All buildings and creatures except the Pig and Cave of Solitude are revived, they're in the same lane as the Volcano so possible card effect)

(Cerebral Bloodstorm is missing after this point but nothing happened to remove it, I also forgot to remove it in these following images because it didn't notice in the episode)



ASTRAL*
FORTRESS



SPIRIT
TOWER

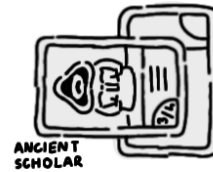
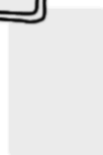
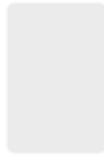
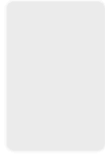


PIG

CAVE OF
SOLITUDE



SCHOOLHOUSE



ANCIENT
SCHOLAR

COOL
DOG

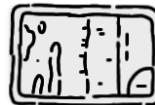
MEADOW



WHEAT FIELD



EMPTY FIELD



PLAINS



USELESS SWAMP



CORNFIELD



CORNFIELD



CORNFIELD



WANDERING
BALD
MAN



HUSKER
KNIGHTS



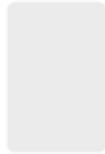
CEREBRAL
BLOODSTORM



LEGION OF
EARLINGS



FIELD OF
NIGHTMARES



SILO OF
TRUTH



DOME*
STONEHENGE



VOLCANO

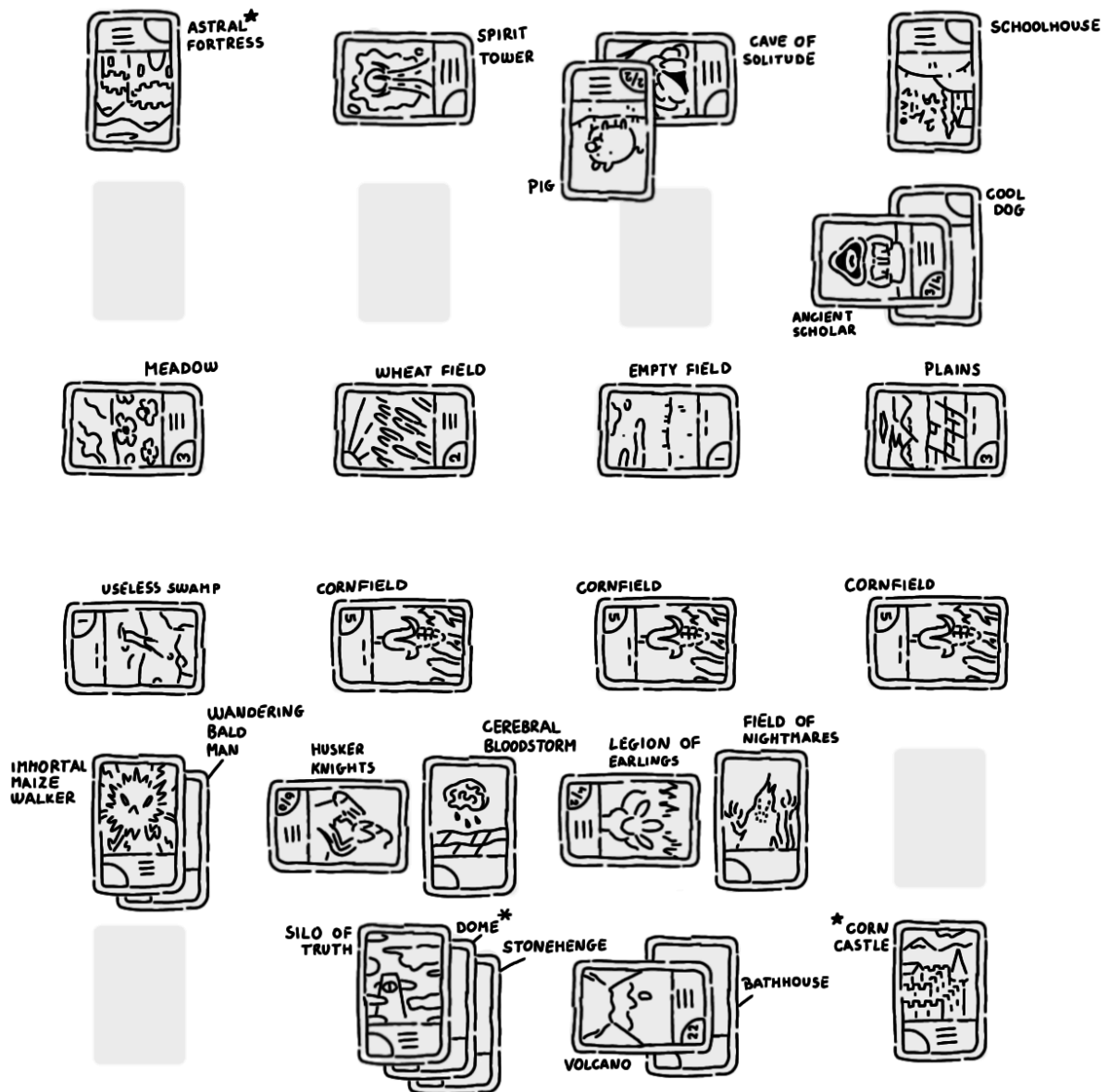
BATHHOUSE

* CORN
CASTLE



Jake's 2nd turn, battle phase: ATTACK

Jake reveals the Immortal Maize Walker from under the Useless Swamp



Jake's 2nd turn, battle phase: DEFENSE

Finn uses the Ancient Scholar to cast "Raise the dead" on the Pig

(The Pig is revived from its tombstone)

Finn floops the Pig

(Husker Knights lose energy)

The Spirit Tower moves the Immortal Maize Walker into Finn's Kingdom

(I have no idea why this happened)

