**Play**

There are six main phases to playing when it comes to any player's turn.

1. Initial Phase (Beginning of the turn)
   * Before the judgment phase, certain characters (such as [Zhuge Liang](https://en.wikipedia.org/wiki/Zhuge_Liang) or [Zhen Ji](https://en.wikipedia.org/wiki/Zhen_Ji)) may use their special abilities to manipulate their own statuses or the cards in the deck.
2. Judgment Phase
   * Players with Time-delayed status cards directed at them must draw and reveal cards on the deck to judge if they pass or fail certain tests, starting from the last status card played. Failure will result in penalties such as unable to draw cards, unable to play cards, or lose 3 health points from a Lightning attack card. Before the judgment, however, players may reveal a **Ward** strategy card to cancel the status cards played on them, and skip the judgment phase.
3. Drawing Phase
   * The player draws two cards from the deck. Characters with special abilities (such as [Zhou Yu](https://en.wikipedia.org/wiki/Zhou_Yu) or [Zhang Liao](https://en.wikipedia.org/wiki/Zhang_Liao)) may use them to take more cards or draw cards from other players.
4. Action Phase
   * Any number of cards may be played, but generally, each player may only use the **Strike** card once, unless otherwise determined by their character or equipment.
5. Discard Phase
   * After playing, the player will have to discard cards in his hand such that the remaining number of cards is equal to his current Health points.
6. End Phase (End of the turn)
   * At the end of every turn, certain characters (such as [Diao Chan](https://en.wikipedia.org/wiki/Diao_Chan) or [Cao Ren](https://en.wikipedia.org/wiki/Cao_Ren)) may use their special abilities.