

A Trap-Stack Strategy for a Match

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1. Abstract

We observe the use of trap-stack strategies with the fire identity and explore different mechanisms of usage for trap-stack on the opponent. Consider the following setups to be looked at fire vs. life, fire vs. ice, fire vs. myth, fire vs. balance, fire vs. death, fire vs. fire, fire vs. storm.

2. Background

Let's dive deep into some background of the identity of fire and derive the use of trap-stack by looking at a couple of sample spells and abstracting away their meanings.

Spell 1

Fuel - Places 3 fire traps on the opponent

Spell 2

Fire Trap - Places a fire trap of +25% on the opponent

Spell 3

Scion Of Fire - Deals double 1155 X 2 damage else 1155 damage given placement of 6 traps

Spell 4

Backfire - Places 3 traps on opponent given removal of 3 traps from ally.

Spell 5

Betrayal - Converts 3 shields on opponent to 3 traps on opponent to the particular school identity of the ally

The keyword to keep in mind is the word trap. However, I think it's interesting to look at a number of combinations for utilizing these traps and setting up the damage spell. The names of the spells are not relevant for this understanding and we only look at the description of the conditional spells towards the setup of the damage spell.

Combination 1

For setup of the damage spell above, to create the 6 traps, the ally could remove 3 traps placed by the opponent and place it on the opponent. If the opponent casts a triple-shield spell, the use of the betrayal spell could be used for converting those shields to traps. Now, with the spells in place, the number of traps to be counted is 6.

Combination 2

For setup of the damage spell above, the ally could place a fuel that puts 3 traps on the opponent. If

the opponent casts a triple-shield spell, the use of the betrayal spell could be used for converting those shields to traps. With these spells casted, the number of traps to be counted is 6.

Combination 3

For setup of the damage spell above, the ally could place 2 fuels that places 6 traps on the opponent. With each fuel casted, the number of traps to be counted is 6.

Combination 4

For setup of the damage spell above, the ally could place 1 fuel that puts 3 traps on the opponent, and 3 fire traps of +25% on the opponent. Here the number of traps to be counted is 6.

Combination 5

For setup of the damage spell above, the ally could place 6 fire traps on the opponent. Here the number of traps to be counted is 6.

These are a couple of combinations for how these spells correlate towards the trap-stack strategy. There are some more to keep in mind, and that information can be extracted by playing around with the spells above. Now that a means of strategy has been built, let's observe some matches with this identity.

3. Match 1

Here the match we take a look at is life vs. fire.

The life will act as a jade. meaning their primary goal is to cast healing spells. We will now apply the trap-stack strategy for the fire identity and see it in action.

Let's observe the set of moves from both sides and we will learn how to apply the trap-stack strategy.

3.1. Round 1

Life casts Stun Block.

Fire casts Weakenss.

3.2. Round 2

Life Casts Guiding Light.

Fire Casts Threefold Fever.

3.3. Round 3

Life Casts Jinn's Vexation.

Fire Casts Fuel.

3.4. Round 4

Life casts Thermic-Shield.

Fire Casts TC Fuel.

3.5. *Round 5*

Life Casts Thermic-Shield.

Fire Casts Brimstone Revenant.

3.6. *Round 6*

Life Casts Healing Aura.

Fire Casts Fuel.

3.7. *Round 7*

Life Casts Thermic-Shield.

Fire Casts Shatter.

3.8. *Round 8*

Life Casts Thermic Shield.

Fire Casts Furnace.

3.9. *Round 9*

Life Casts Thermic Shield

Fire Casts Shatter

3.10. *Round 10*

Life Casts Weakness.

Fire Casts Jinn.

3.11. *Round 11*

Life Casts Dryad.

Fire Casts Reshuffle.

In each round, a spell is casted and let's follow through this unfinished match and see the use of the trap-stack strategy in action. In Round 1, the life casts stun block and does this in a way to prevent the fire from using any stun cards that skip the life's turn. This is useful for setting up spells that allow the fire to gain the upperhand value in damage and makes it hard for the life bounce back unless by healing. Sometimes it's also used to combo into different shadow hits through the use of a stun. Shadow hits require dark pip usage, and therefore, deal more damage in comparison to normal school pips in the ranges of (8-14). The fire casts weakness as a way to debuff the life from dealing damage with any hits. In Round 2, the life casts guiding light to buff up future heals from any incoming damage of the fire. Here, the fire casts threefold fever and this is a crucial spell to have in hand, especially given life's potential to heal spam with cards such as satyr, dryad, and fairy. In Round 3, the life casts jinn's vexation which effectively removes those negative charms and vonerts them to 3 -25% three weaknesses on the fire wizard. The fire casts fuel that places 3 traps on opponent and works to setup a gambit hit. In Round 4, the life casts thermic-shield to reduce the damage dealt by a major fire hit. The fire continues to develop the trap-strategy as seen here by placing more fuels on the life. As seen for the rest of the rounds, what we end up seeing is more shields casted by the life, and the fire keeps setting up fuels, spells that cast a trap, and the use of the shatter spell to remove any unwanted shields. This is a good

example of how a trap-stack strategy works where the key is to spam enough traps to setup a gambit hit that could hit through a shield, or use shatter to remove shields, and causes the life to deck fail where they are only able to use a weaker-shield or cast weakness on the fire. A repetition is likely to occur as seen in Round 11 with the dryad casted by the life to regenerate to full health. Therefore, the fire has to reshuffle and redo the strategy for successful completion. What is to be observed here is the usage of spells casted by the fire based upon how the opponent school operates. In this case, the opponent school, life is a jade, so the fire has to cast a good number of traps on the life and either one-shot the life, or debuff the life with infections, and deal incremental amounts of damage.

4. Match 2

Here the match we take a look at is fire vs. myth. This is an interesting one to note, as the myth will also implement a trap-stack strategy of their own.

Let's now observe the set of moves from both sides and analyze this match to its entirety.

4.1. Round 1

Myth casts Stun Block.

Fire casts Weakness.

4.2. Round 2

Myth Casts Mythblade.

Fire Casts Fireblade.

4.3. Round 3

Myth casts Harmful Aura.

Fire Casts Furnace.

4.4. Round 4

Myth casts TC Myth Blade.

Fire Casts Krampus.

4.5. Round 5

Myth Casts Spirit Blade.

Fire Casts Tower-Shield.

4.6. Round 6

Myth Casts King Artorius.

Fire Casts Triage.

4.7. Round 7

Myth Casts Thermic-Shield.

Fire Casts Fire Elf.

4.8. *Round 8*

Myth Casts Weakness.

Fire Casts S'mores.

4.9. *Round 9*

Myth Casts Mythic Fuel.

Fire Casts Tower-Shield.

4.10. *Round 10*

Myth Casts Baba-Yaga.

Fire Casts Brimstone Revenant.

4.11. *Round 11*

Myth Casts Wand-Hit.

Fire Casts Wand-Hit.

In Round 1, the myth casts stun block to protect from any stun or hit-and-stun spells. The fire casts weakness to debuff the fire and reduce the damage dealt by future attacks. In Round 2, both wizards cast their school identity blades to buff up any future hits, except in this case, the myth has a weakness. In Round 3, the myth casts harmful aura, that places an aura of +20% for 4 rounds, but the fire casts a furnace that gets rid of the aura. In Round 4, the myth casts TC Myth Blade to buff up a potential large-scaled hit. The fire casts krampus to cause the myth to fizzle due to the level of buffs that the myth has on itself. In Round 5, the myth casts spirit blade as continual buffs towards the large-scaled hit and the fire casts tower-shield as protection. In Round 6, the myth casts king-artorius which breaks the tower-shield of the fire and is an overtime spell dot for 3 rounds. The fire is able to cast triage due to the overflow of damage that is dealt by the myth wizard. For the remaining rounds, both schools trade hits that are debuffed by either a tower-shield or weakness. It is important to note here, that the trap-stack strategy was not implemented in this match due to the pressure the myth was bringing by stacking blades. In these matchups, since damage is on the line, fewer buffs are only needed to deal large amounts of damage, especially since both schools have minimal resist. However, for other schools, especially the tank ones life and ice with more resist, more buffs are needed if going for one-shot strategy or to deal the maximum amount of damage with as many buffs that can be placed on those schools.

5. **Match 3**

Here the match we take a look is fire vs. death. Death is known to be a drain school, so in this case the fire will have to implement a trap-stack strategy that one shot's the death.

5.1. *Round 1*

Death casts Stun Block.

Fire casts Weakness.

5.2. Round 2

Death Casts Deathblade.
Fire Casts Fuel.

5.3. Round 3

Death casts Threefold Fever.
Fire Casts TC Fuel.

5.4. Round 4

Death casts TC Death-Blade.
Fire Casts Tower-Shield.

5.5. Round 5

Death Casts Poison.
Fire Casts Enchanted TC Fuel.

5.6. Round 6

Death Casts Aegis Thernic-Shield.
Fire Casts Brimstone Revenant.

5.7. Round 7

Death Casts Aegis Thermic-Shield.
Fire Casts Fire Elf.

5.8. Round 8

Death Casts Deathblade.
Fire Casts S'mores.

5.9. Round 9

Death Casts Death Scion.
Fire Casts Fireblade.

5.10. Round 10

Death Casts Tower-Shield.
Fire Casts Scorching Schmitar.

5.11. Round 11

Death Casts Thermic-Shield.
Fire Casts Wand-Hit.

In Round 1, the death casts stun block to protect from any incoming stuns from the fire. The fire casts weakness to debuff any incoming hits from the death wizard. In Round 2, the death casts death-blade,

a +35% on self. The fire starts trap-stacking by placing an initial fuel on the death wizard. Moving on Round 3, we see a threefold fever on the fire wizard for a potential setup of a gambit hit such as death scion. The fire continues its trap-stack strategy by placing a side-deck fuel on the death wizard. At this point, it's understandable to see both sides setting up their attacks with the right number of buffs to outmatch the value in damage by any of their hits. In Round 4, we see the death adding another buff to the mix and this is where the fire wizard defends itself by casting tower-shield. In Round 5, the death casts an overtime ticking spell to deal damage over 4 rounds. The fire continues trap-stacking by adding another extra fuel of 3 +40% traps enchanted with +10% added to +30%. For the next 2 rounds, the death defends itself with two protected thermic shields whereas the fire removes both of those shields with spells such as brimstone to continue their trap-stack strategy and fire elf to prevent the death from shielding every turn with protected shields. The protected shields are an important key piece as they protect from any shield-removal spells such as shatter or pierce. There is a drawback with fire elf spell and that is traps do get removed and added to the calculation of the damage per round. The good news is there are still enough traps on the death wizard for continuation of the trap-stack strategy. Round 8 and 9 are estimated damage moves to see who deals more damage, and in this case, it happens to be the death wizard who receives the most value out of their hit. Considering the fact, that the fire has at least 3 buffs, the s'mores, a shadow hit spell that deals roughly 1000 damage will deal around 6-7k damage. The issue here is the death gains value by draining back 50% of their health with the death scion spell. By the end of this match, we see that the fire fails to keep up and doesn't deal enough damage to stay on top. It is fair to note that, although there aren't any damage calculators to see the amount of damage dealt by each spell, the explanations of each round and the spells help put in perspective the positional advantages each wizard has over one another. This match-up is not an easy one, as the fire needs to watch out for death drains, and therefore, the fire's best option is to go for a one-shot trap stack strategy and do its best to debuff the death wizard's drain spells with at least a weakness.

6. Match 4

6.1. Round 1

Ice casts Stun Block.
Fire casts Weakness.

6.2. Round 2

Ice Casts Iceblade
Fire Casts Fuel.

6.3. Round 3

Ice casts Brace
Fire Casts TC Fuel.

6.4. Round 4

Ice casts Balefrost.
Fire Casts Wyldfire.

6.5. Round 5

Ice Casts Balefrost

Fire Casts Enchanted TC Fuel.

6.6. Round 6

Ice Casts Abominable Weaver.

Fire Casts Pet TC Fuel.

6.7. Round 7

Ice Casts Thermic-Shield.

Fire Casts Shatter.

6.8. Round 8

Ice Casts Weakness.

Fire Casts Tower-Shield.

6.9. Round 9

Ice Casts Frost-Bite.

Fire Casts Furnace.

6.10. Round 10

Ice Casts Tower-Shield.

Fire Casts Fire-Elf.

6.11. Round 11

Ice Casts Brace.

Fire Casts Fire-Scion.

In Round 1, the ice casts stun block and the fire casts weakness to debuff any incoming hits from the ice. In Round 2, the ice wizard casts iceblade of +35% on self and the fire begins trap-stacking on the ice with a fuel. In Round 3, the ice casts brace of -20% on self for 4 rounds and the fire continues its trap-strategy by placing a different fuel. In Round 4, the ice casts balefrost to establish bubble control and the fire tries to fight for bubble control by casting wyldfire. In Round 5, the ice wins the bubble war by casting balefrost and the fire casts enchanted TC fuel, a +30% triple trap on the ice wizard. In Round 6, the ice wizard casts abominable weaver, a shadow hit, on the fire that gives back a -50% shield and deals damage. In this situation, considering the number of traps on the ice, the fire's main goal is to go for one-shot trap stack strategy, so another fuel is placed coming from the pet. In Round 7, the ice casts thermic-shield to protect from the fire's incoming hits. However, the fire is able to cast shatter and remove both of those shields immediately. For the remaining number of rounds, the ice in this case is not able to defend well given the number of traps, so a weakness is the only debuff assigned to the fire. The fire is able to win this match outcome by casting fire scion and deal double damage by having at least 6+ traps on the wizard. The ice lost this match for a variety of reasons: deck fail for not

pulling shields, not understanding how to defend against many number of traps, or taking the right risk that enough damage will be dealt to wipe out the fire wizard.

7. Match 5

Here the match we take a look is fire vs. balance. Balance is known to be a chip school, so the fire will have to time its hits accordingly and it may be hard for them to pull off a scion due to mana-burn.

7.1. Round 1

Balance casts Stun Block.

Fire casts Weakness.

7.2. Round 2

Balance Casts Mana-Burn

Fire Casts Fuel.

7.3. Round 3

Balance casts Brace

Fire Casts TC Fuel.

7.4. Round 4

Balance casts Balance Of Power.

Fire Casts Wyldfire.

7.5. Round 5

Balance Casts Balance Of Power

Fire Casts Enchanted TC Fuel.

7.6. Round 6

Balance Casts Mockenspiel.

Fire Casts Pet TC Fuel.

7.7. Round 7

Balance Casts Thermic-Shield.

Fire Casts Shatter.

7.8. Round 8

Balance Casts Weakness.

Fire Casts Tower-Shield.

7.9. Round 9

Balance Casts Mana-Burn.

Fire Casts Furnace.

7.10. *Round 10*

Balance Casts Righting The Scales.
Fire Casts S'mores.

7.11. *Round 11*

Balance Casts Mana-Burn.
Fire Casts Fireblade.

In Round 1, the balance wizard casts stun block to protect from any incoming stun-related spells that the fire casts. The fire casts a weakness of -25% to debuff the balance wizard. In Round 2, the balance wizard casts mana-burn that takes away 5 pips from the fire wizard to deal some chip damage. The fire starts their trap-stacking strategy by placing a fuel on the balance. In Round 3, the balance wizard casts brace, a -20% for 4 rounds to protect from any incoming hits that fire might cast in a few rounds. The fire continues to stack traps with another fuel placed. In Round 4, the balance casts balance of power to start the bubble and possibly establish bubble control over the fire. The fire casts a bubble of its own and tries to win bubble over the balance. In Round 5, the balance casts another bubble and ends up winning the bubble for now against the fire. The fire decides to continue to trap stack with an enchanted fuel casted. In Round 6, the balance casts mockenspiet, a 5 pip shadow-hit on the fire to deal damage and either gets a blade or a weakness out of it. The fire casts another fuel coming from the pet. Keep in mind, the fire wizard now has 4 different fuels on the balance wizard, leading to just about enough damage for a potential one shot on the balance. In Round 7, the balance casts thermic-shield to defend against the hit and the fire casts shatter. In Round 8, the balance casts weakness to debuff the fire and the fire casts tower-shield to protect against mana-burn value level damage. Round 9-11 are unfinished in the sense that this match doesn't end but demonstrates two core ideas: balance is a chip school that will spam mana-burn until it can shadow hit and that fire will spam traps until it can set up a gambit or place enough traps for a one-shot.

8. Match 6

Here the match we take a look is storm vs. fire. This is the only case where fire will need to play differently, since storm is a heavy damage school with lower health. Therefore, rather than trap-stacking, the fire will only place 1 or 2 fuels, and hit quickly with shadow-hits such as s'mores. Since both schools hit hard on damage, the key is to be able to outvalue the other at certain rounds.

8.1. *Round 1*

Storm casts Stun Block.
Fire casts Weakness.

8.2. *Round 2*

Storm Casts Storm-Blade.
Fire Casts Fuel.

8.3. *Round 3*

Storm casts Galvanic Field.
Fire Casts Tower-Shield.

8.4. *Round 4*

Storm casts Regular Storm Hit.
Fire Casts Furnace.

8.5. *Round 5*

Storm Casts Tower-Shield
Fire Casts Brimstone Revenant.

8.6. *Round 6*

Storm Casts Darkwind.
Fire Casts Wyldfire.

8.7. *Round 7*

Storm Casts Thermic-Shield.
Fire Casts Fire Elf.

In Round 1, the storm casts stun block to protect from any incoming stuns that the fire wizard casts. The fire casts weakness to debuff the storm and reduce the damage dealt by attacks. In Round 2, the storm casts stormblade of +35% to buff up and deal extra damage with future spells casted. The fire starts the trap-stack strategy by stacking a fuel. In Round 3, the storm casts galvanic field, a +25% storm aura for 4 rounds. The fire casts tower-shield to defend against any incoming attacks from the storm. In Round 4, the storm breaks the tower-shield with a storm-hit which removes the storm-blade and weakness. The fire casts furnace to buff up the damage dealt by future spells. In Round 5, the storm casts tower-shield to defend against future attacks by the fire. The fire casts brimstone revenant to deal some lightweight damage, which in this case is heavy damage against a school like storm as this spell doesn't deal much. So, estimates are that this spell likely would deal 1500-2000 with a fire trap and a tower-shield. In Round 6, the storm and fire fight for bubble control. In Round 7, the storm casts thermic-shield, -70% ice and fire shields to defend against trap-stack and the fire casts fire-elf to remove the shield. This is an unfinished match to demonstrate how the fire and storm can both deal heavy damage through light-weight damage spells, and how it's not possible for the fire to trap-stack due to the storm dealing heavy damage through their hits. Usually, only one shadow spell is casted by both sides to see who can outvalue the other.

9. Match 7

Here the match we take a look is fire vs. fire. This is a mirror match and moves will not demonstrated in this match as many of the key moves have already been demonstrated in previous matches. The only difference to understand is that if both fires implement the trap-stack strategy, it will come down to how the deck operates. Otherwise, if a deck fail occurs, either fire will have to play a secondary move that is good enough to stay in the game.