Guide to Serious Showdown: Kenki edition

A lot of players find themselves struggling against the various challenges in the TCG. For most Genshin players, Genius invocation is their first card game, which makes them struggle against the various challenges. I personally am not a veteran of card games, as the only digital ccgs i played were Legends of Runeterra and Marvel snap. I did quite alright, ending at diamond for 2 seasons in LoR after playing for 3 seasons, and rank 80+ in marvel snap for 2 seasons as well(before quitting both due to overall lack of time and loss of interest). I also joined the second weekly tcg tournament held by the TCG discord, where i scored 3-2, which is an alright score as i barely did any prep or practice, and just picked an unrefined overload deck i had lying around. Anyway, the reason i mentioned all that nonsense is to show that i have some street cred, and should put you at ease knowing i atleast know what i'm talking about.

First and foremost,i made this document just so i can link it to anyone who is asking on a way to beat Kenki. Or pretty much any of the Serious showdown challenges honestly. I just made this guide specifically for Kenki because you pretty much can beat the other Serious showdown challenges by following the common strategy for this deck, and adjust a bit depending on which serious tavern showdown you are facing. The guide also aims to help newbies the most, so more advanced players might not find anything new in this guide. This guide will be a bit lengthy, but hopefully it worth it for those that bother to read the whole thing.

This is the deck i'll feature in this guide, since the gameplan is quite straight forward. Other decks to consider are summon and quicken decks, but i find them uninteresting to play.

The goal of this deck is quite simple really: Set-up on Bennet, and have Bennet solo the entire serious challenge. That's it. You might be asking: is that even possible? Of course, the answer is yes. In case you get bennet killed, which is pretty hard to do honestly, then Mona and Diluc serve as the finishers.

The other question you might be asking is: What are the purpose of the other characters? Well, for starters, Mona is there for her elemental skill and burst, in case bennet falls. Mona is also here for the Jadeplume terrorshroom serious showdown, as her elemental skill does 2 instances of elemental application, which means you only need to hit the chicken once with an elemental skill or Mona's auto to reset the energy of the chicken, as the chicken will use it's elemental skill as well, thus you can pretty much bully the chicken to death. She's also there to take a hit for bennet in case you didn't draw lotus crisp and bennet is gonna die from the next hit. For the Kenki challenge,you can pretty much replace her with any character like Fischl or Barbara.

For Diluc, Diluc is there to enable you to use Pyro resonance, as woven flames is quite useful to squeeze in dice to use your support cards. Like Mona, you use Diluc as a meatshield for Bennet. In case Bennet falls, he's your finisher. Aside from that, he's just there because he's a gigachad. You can replace him with the fatui pyro agent if you want.

Pros of the deck:
•Consistent
•Straight forward gameplan
•Bennet solos like a gigachad
•Much more forgiving of Mistakes

Cons of the deck:
•Can be boring for players that enjoy more dynamic gameplay

General strategy

As mentioned, you just want to set-up for Bennet and have him solo everything. The deck contains a lot of cards that makes you draw, making your deck a lot more consistent, a lot of cards that heals, and favonius library+tossup to fix your dice in case you get screwed by dice rng. You can also consider adding in Jade chamber,as you won't be swapping much in this deck, but i just like the fact that library can serve as a back-up toss-up for the round i play it. You want to always check the action of your enemy, as it provides info on how you want to play the turn. If you calculated that Bennet won't survive a hit, swap him out for either Mona or Diluc, preferably Mona so you can fast swap back to Bennet so you keep your initiative if need be.

Also, do keep in mind that Maguu Kenki has it's skill card equipped,so everytime Kenki uses his anemo or cryo attack, he'll swap to one of his goons, and that his goons have a passive that let them gain energy at the end of turn if they're the active character, and that they usually swap back to Kenki at the end of turn,

Mulligan

The general turn 1 strategy is to simply try and mulligan for your draw cards, like Liben, Wharf and Chang. Bennet's skill card is also great, but isn't a big deal if you don't have it turn 1. Paimon is also a good card to have. Other cards you don't mind keeping is favonius Library, Toss-up and Aquila.

Honestly, you can stop reading here, as you pretty much get the gist of how it goes. But if you're interested in learning something, especially if you're newer to Tcgs, you might want to read through the example game.

Example game:

Since i'm not really into posting videos, i'll just add a detailed explanation on the example game to show my though process in each turn, and how i beat Maguu Kenki.

Round 1:

This was the starting hand i had for the game. It's quite decent, i have Wharf, Liben and woven flames. This means, i pretty much have a 9 dice start, where i can either do 2 actions, then set-up liben then end turn, 1 action into liben and Wharf, or 1 action, swap into another character, another action, then set-up Wharf. Cathedral is good,but is a dead card early, and fervent flames is just there to push damage in case bennet dies. So using that logic, i mulligan out Fervent flames and Cathedral.

The cards i got was another copy of Liben, and Bennet's skill card, which is honestly a pretty great. Again, like i mentioned earlier, it's a good habit to look at your opponent's actions. For this round, they have 2 actions: first action is a 3 damage skill that applies pyro, and the second is Maguu Kenki asserting his dominance by punching me. As for why i started with Mona, it's a force of habit honestly. I should have started with Bennet from the get go as the player always starts first. I prettt much wastes a dice for no reason whatsoever. This would

also allow me to not use Woven flames and keep it for later rounds.

Knowing i would take a total of 5 damage this turn, i decided that Bennet can take it, as the opponent needs to do 5 more damage next turn,which is something they can't really do unless i fell into a coma and my dog had to play the game. So the course of action was to simply hit the opponent with Bennet's elemental skill to gain energy and set-up the pyro application, set-up Wharf and Liben, then end turn.
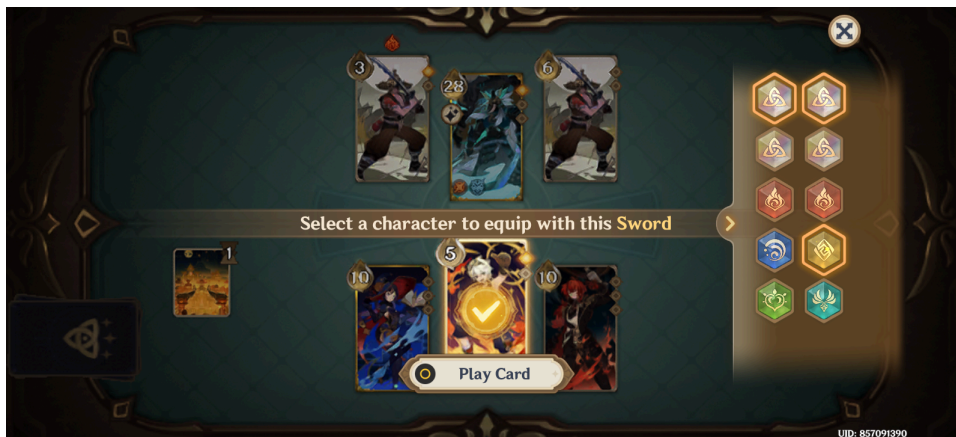

Round 2:

Thanks to the Wharf and Liben, i get a total of 6 additional cards this round. It might not be visible in the picture, but the cards i drew were Aquila Favonia, Chang the Ninth, Woven

Flames, Toss-up, Monstadt hash brown and Lotus crisp. Now, looking at the opponent's action, it's anemo summon+ 4 damage normal attacks, which is a total of 6 damage at the end of turn. I also have a total of 10 dice thanks to Liben,11 if i decide to use woven flames. The play i decided on was to equip Bennet with Aquila Favonia, use the hashbrown on him, smack the opponent with Bennet's Elemental skill, then set-up Liben and Chang the Ninth, for a total of 10 dice used. Hashbrown+Aquila Favonia's passive puts him effectively at 9 hp. Thus, after all this, Bennet should be at 3 hp next round. And also, some of you might ask:why not use Bennet's burst? The answer is simple: i'm being dice and card efficient, while also not wasting Bennet's burst charge. I'm at 1 energy,so i have to use his elemental skill first, or normal attack, then burst. I either have to use Toss-up, woven flames or tune my cards to get the required dice, which is something i do not want to do. Having Aquila on Bennet now that i have decent dice rols also means I don't have to bother with dice rng on the next turn to be able to equip it.

Round 3

For round 3, i drew 2 copies of Favonius Library, a copy of Chang the ninth, Fervent flames, a copy of Liyue Wharf, and a copy of Lotus crisp. Also as shown, my dice is quite terrible,and is salvaged by Liben. The opponent's action is Kenki's Cryo skill, Nobushi burst and Nobushi normal attack, for a total of 10 damage. Unless i kill the Nobushi with his burst up, then i should only take 4 damage on Bennet. So the action to do is to use Bennet's burst, use the library to fix my dice, and just tune my cards to fix my dice in case i get a terrible reroll, then kill one of the Nobushis, and then go on from there. Also, Chang the ninth will proc, giving me an additional 2 cards that i can use.
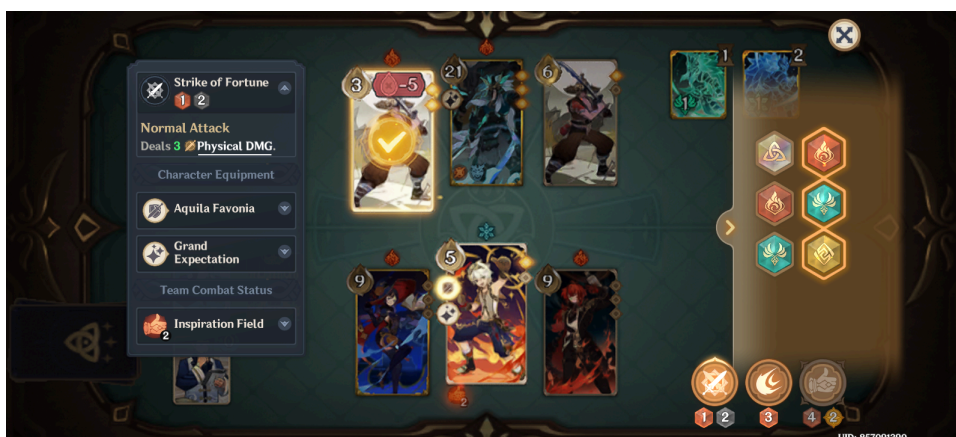
For my particular case, the only good dice i got was an omni dice and a pyro dice, which suffices. I used my woven flames for a reason i will state below.

Here's a question, can you guess which card i tuned so i can get a pyro die to kill the Nobushi? No rewards for guessing right.

Whatever you answered is probably wrong, since what i did was just feed Bennet a mushroom soup, used my other Liyue harbor Wharf, and ended my turn. Why, pray tell, would i do that rather than just killing the Nobushi? It's for one simple reason really: i wanted to demonstrate what you could do in case you find yourself in a similar situation, but are at 7 hp or 5 below instead of 6 or 8+. For this situation, i could have done that and did fine the next round. Reason being is that i'm 1 hp away from Kenki's kill range. Let's say i kill the Nobushi, that puts me at 8 hp. Opponent ends his turn, i end my turn. I take 2 damage, leaving me at 6. His anemo summon expires, but his cryo summon is still up. Kenki uses his burst, i drop to 1 hp, then Aquila triggers put me back at 2. If i was at 7 hp, i would exactly be at Kenki's kill range. By just feeding Bennet a mushroom soup and using the Wharf, i can take initiative and use Lotus or just use a skill to prevent his burst from taking me out

Round 4:

If you notice my dice, i got a terrible dice roll despite having an extra reroll. The opponent has 3 actions: Kenki burst, Kenki normal attack and Nobusi elemental skill, for a total of 12 damage at the end of turn. The strategy for the round is to use my lotus crisp to tank Kenki's burst, use toss up to fix my terrible dice rolls, and tune cards I don't need if Toss-up gives me a dud dice roll(which it did for me), and then smack Kenki twice with my elemental skill. Then end turn. That should put Bennet at exactly 1 hp, which is not even close. If the Nobushi were to do it's burst rather than the elemental skill, i would have swapped to Diluc or Mona and let them die.

For those curious: nobushi deals 5 damage due to melt, putting Bennet at 1 hp, since i end turned first, mushroom would give me an additional 1 hp, putting me at 2, then the cryo summon would hit me for 1, leaving me at 1 hp.
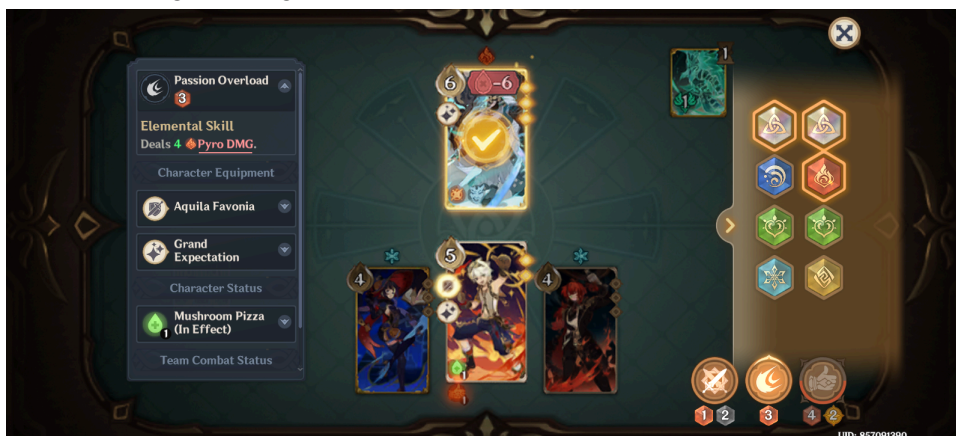
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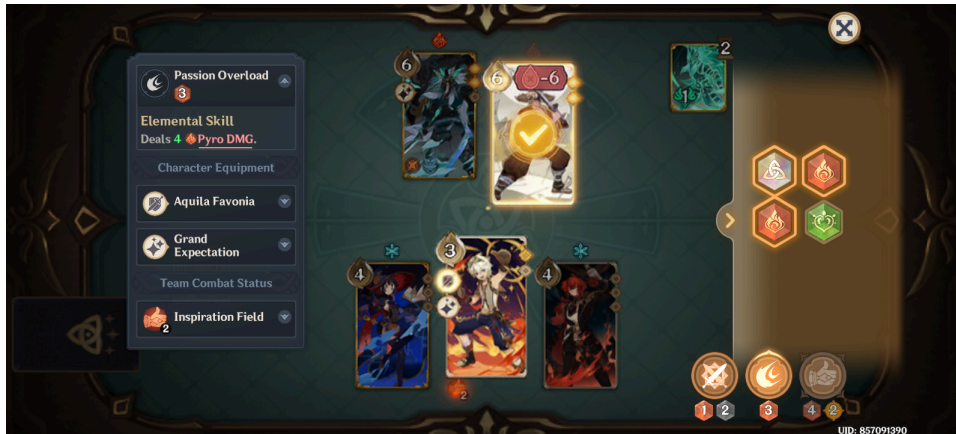
I pretty much have the game at the bag. I don't even need to look at my dice rolls or my opponent's actions, since all i need to do is just to burst with Bennet, Smack the Nobushi, then end turn. If i get bad dice rolls again, i can just tune them using my cards.

Round 6:

Just the killing blow against Kenki

That's the end of the guide. Yes, you can use this deck for pvp, but changing some cards should be considered, and the general strategy is also different in PvP. Yes, you can use this in all the other Serious tavern Showdowns, with a similar strategy, except for the chicken, where you pretty much want to just swap back and forth between Bennet and Mona to keep the Chicken's energy at 0. Thanks for reading.