Page 1: Introduction

Welcome to the Card Counting Challenge 12 - Neon Dynasty Draft

Goal

This is a workshop to test your skills at re-building a game state when players have a question.
Players call you because they have an issue. You have about 10 minutes to find as many relevant elements as possible to resolve the situation.
When you think you have resolved the situation, you will be needed to answer to some questions about this scenario. These questions are meant to evaluate your performance and provide a guide to an efficient methodology in card counting.

Roles

You need two persons: the Judge and the Monitor:
The Judge: You are a Floor Judge.
The Monitor: You will have a list of answers to the questions the Judge might ask to the players.

The situation

A Magic game has been prepared and laid out on the table. This is a match in a **Draft**. The non active player (**NAP**) called you because they believe that their opponent (**AP**) played 2 lands this turn, as she was casting Colossal Skyturtle.
Did she?

The monitor is here to answer the judge's questions, as if they were representing the players. If the answer to a question is "I do not know", it either means that the answer is not relevant, or that there is another way to deduce it.
After having played the workshop, please reset the board state for the next couple of judges, so that everyone can enjoy this workshop.

This document is separated in 4 Pages:

1. Introduction (this page)
2. Monitor's Godbook
3. Post-counting Quiz
4. Board Resetting

To start the workshop, the Monitor will have to take Page 2, reveal the board and then start the chronometer.

Page 2: Monitor's Godbook

If an answer does not appear here, it means that the players do not know the answer//cannot remember.

Who played first?
NAP.
Did a player mulligan?
NAP kept 6 cards. Players do not remember for AP.
What turn is it?
They don't remember.
Did **AP** play a **land** each turn?
She did each time she could.
Did **NAP** play a **land** each turn?
They are not sure.
When was cast **Behold the Unspeakable**?
Last turn.
How was cast **Behold the Unspeakable**?
With a treasure from Prosperous Thief triggering out of Moon-Circuit Hacker's previous attack.
How many counters should be on **Behold the Unspeakable**?
One.
What did **Commune with Spirits** find?
Colossal Skyturtle.
What did **Ecologist's Terrarium** find?
Island.
Was **Mnemonic Sphere** played/Channelled?
No.
How did **Mnemonic Sphere/Island** go to the graveyard?
Discarded with The Modern Age.
How many times did **Moon-Circuit Hacker** deal damage to the opponent?
Once.
Was **Moon-Circuit Hacker/Prosperous Thief** put with Ninjutsu?
Yes/No.
What was bounced for the Ninjutsu of **Moon-Circuit Hacker**?
Circuit Mender.
What was discarded with **The Modern Age**?
Island and Mnemonic Sphere.
What did **Wanderer's Intervention** target?
Prosperous Thief.
How did **Greater Tanuki** die? How did it go to the graveyard?
Channel to find an Island.
How did NAP win 2 **lifes**?
Circuit Mender (in hand).
How did AP win 3 **lifes**?
Azuza's Many Journeys.

If the judge struggles, tell them that figuring out the turn number and how many extra lands arrived on the battlefield should help.
At the end, use page 3 to ask questions and double check the answers.

Page 3: Post-counting Quizz

Main question:

1. Has AP Played an extra land?
No.

Counting questions:

3. Which cards allowed AP to get more lands on the Battlefield?
Azusa's Many Journeys and Greater Tanuki's channel.

2. Which cards did influence the count, and how?

Card	**AP**	**NAP**
The Modern Age		-2
Circuit Mender		-1
Moon-Circuit Hacker		-1
Ecologist's Terrarium	-1	
Commune with Spirits	-1	
Greater Tanuki	-1	

3. What turn is it?
AP's turn 5.

For Starting Player (NAP), the formula is: Turn number = number of cards – starting hand size + 1
5 (14-4) 6

4. Did AP do any mulligan?
Yes, one.

For Drawing Player (NAP), the formula is: Turn number = number of cards – starting hand size
5 (14-3) 6

Page 4: Board Resetting

Zone	NAP	AP
Hand	Circuit Mender Virus Beetle Dokuchi Shadow-Walker Acquisition Octopus	Mirrorshell Crab
Lands	2 Islands (tapped) Swamp (tapped) Dismal Backwater (tapped)	2 Forests (tapped) 2 Plains (tapped) 2 Islands (tapped) Blossoming Sands (tapped)
Battlefield	Behold the Unspeakable Moon-Circuit Hacker Vector Glider (tapped)	Ecologist's Terrarium Likeness of the Seeker Colossal Skyturtle
Graveyard (bottom to top)	Island Mnemonic Sphere Prosperous Thief	Commune with Spirits Greater Tanuki Wanderer's Intervention
Exile		
Library	2 "Library" cards	2 "Library" cards

You can find the proxies to print for the seminar here. You also need 4 "Library cards" (a blank paper with Library written on it is enough).
The life totals are:
AP: 21 - 24 - 22 - 20
NAP: 21 - 23