__Introduction__

i) A deck is normally in between 40(min) -60(max) card.

40 cards- Higher chance to draw the specific cards that is needed
60 cards- Prolong gameplay

ii)The maximum number of copy per card can be put in the deck is 3.

3 of the same kind- Higher chance to draw out the card
2 of the same kind- Medium chance to draw out the card
1 of the same kind- Low chance to draw out the card

Therefore if i think certain card is important to me, i will put 3 of the same , or else 2 or 1 is enough.

Part 1
How do you fine tune your deck after initial construction of deck, during fine-tuning, what type of concept/way do you use for which card to take out and put in

Hmm...before forming a deck. I need to think what concept will I like to play

i) Rush concept- summon lot of general at once and quickly finish what i have to do. Give the opponent almost no chance to counter back.

ii) Burn concept- Burn your opponent castle to dust using direct damage cards.

iii) Defence concept- Strong in defence, let my opponent hard to hit my castle.

iv) Big man turbo concept - using 求才若渴to summon a huge general to attack opponent castle. If the general is being defeat, summon another general and continue to attack until opponent castle burst.

v) Control concept- Using movement card (e.g.长驱直入、假命令、进攻)to control my general or opponent general so that I can defeat it and move to his castle to do damage

vi) Drawing concept- Abuse the ability 韩当and 李典 so that i can draw lot of card in hand and do whatever I wan without fearing lack of hand cards.

Alright! I have form new deck. However new deck have lot of flaws. Hmm... What can I do?
I can either try out my deck during GO weekly session or self-testing it against different deck. If I keep lose over and over, it's time for some tuning.

Example: Drawing (Lala) deck, Junling: 特效 Fraction: 吴(Green)，魏 (Red).

Let me state the advantage of green and red fraction.
- 吴(Green), have the natural to heal more cards than the rest of the fraction (e.g. .修补城墙+ 加速修补城墙)
- 魏(Red), able to ambush and some can kill the opponent general instantly (e.g.程昱, 曹仁, 夏侯渊)

The advantage of this deck is using the ability of 韩当and 李典to draw more cards per drawing phrase. With more cards in my hand, I have more choice (e.g. summoning a general or I can use some event card.).With the natural ability of red and green, I can ambush the opponent general if he is outside my castle plus I have the most recover cards therefore I won't draw cards to death easier.

Some problem that I face while using this deck

Q1) Quite difficult to summon multiple general out in one turn as I have two different friction generals although I can draw multiple cards per turn (e.g... I am able to summon 曹仁(summon cost 4) but I dun have enough cards to summon 孙策(summon cost 4) as both are different friction therefore it can't help each other to reduce summon cost.

Q2) Most of the general intelligence is either 2 or 3. How to prevent tactic to be use on me?

Q3) How to inflict more damage to opponent?

Q4) There is none movement cards in my deck (e.g. I got a few general outside my castle and one of them is either程昱or阚泽with intelligence is 4 while opponent also have a few general but all of them intelligence is below 3outside his castle, How could I move over to kill his general?)

Q5) I do not have much high military attack general. . What could I do to kill or remove opponent high military attack general?

Solution (Tuning)

A1) Input of大乔is one of the ways to aid faster summoning for吴fraction as she act as a permanent 英雄贴 Therefore with the help of this card. I have enough cards to summon a 曹仁and孙策at the same time.

A2) Add 诡计识破to the deck, even through 诡计识破is a cost of 2, however not forgetting I am able 2 draws multiple cards per turn. So is essential to put in the deck. 蚩尤战甲is another opinion. It increases the military attack and intelligence of my general by 1. There4 the chance of being tactic by the opponent will decrease.

A3) Hmm... Since I have no problem summons multiple general at once. Why not input 绕道袭 in my deck. It deal extra damage to opponent castle for every of my general minus opponent of general in my 敌城外.

A4) 实则虚之 is the only movement card that is in red fraction(since my deck is red and green) and it is essential to put inside the deck in order to have some movement.

A5) There is a few opinion like 前后夹攻, 调虎离山, 美人计.

前后夹攻- As what I had mention earlier , after adding 大乔 to my deck. I had a smooth summoning of general. With the intelligence help of every general in my deck. I can easier total up to intelligence to use this card and kill a high military attack general of the opposite.

调虎离山- I can use my small general to exchange for opponent huge general

美人计- Even the higher military attack general (e.g 关羽) can be kill by my tiny general (e.g.夏侯恩) after activate this cards.

Part 2

How to fine-tune your deck for competition. + Play against what deck to fine tune.

Oh no , competition is around the corner. How can I increase the chance of victory ? Oh… I forget I can have 15 side deck which I can make use of it . What cards can I put to my side deck to counter my opponent, but first of all I need 2 know what deck my opponent is using. 俗话说得好: "**知已知彼，百战百胜**". Let see some popular deck player normally use and what cards can I put to my side deck to counter them.

i)Drawing Deck - Hey , is the same deck as mine. With the help of 韩当 and 李典 to draw multiple cards in one turn. It can do alot of "stun" and speed up the summoning of general and use of event cards

Counter :

行刺-the critical card in this deck is 韩当 and 李典. The most effective way to kill them is using 行刺 as both of them have a low military attack, so no more drawing extra cards for opponent for the rest of the games.

ii)Burn Deck

Burn deck is using instant damage card like 放火烧战量, 劫粮草 to deplete opponent castle. Player normal use JunLing : 事件 to reduce the usage cost. They usually combo with 顺手牵羊 to deal double, four or eight times damage as

this card can stack. Player hand normally is huge with the help of 售买宝物+宝物 商人过境and 孤注一掷

Counter :

世事无绝对 To counter顺手牵羊, therefore the damage inflict will reduce.

制造动乱暴乱 To reduce opponent hand size, and may have a chance to take out player critical cards.

英雄末路Since 顺手牵羊is costly card, in order to reduce the cost of it ,player will use 英雄帖 英雄末路can end the opponent turn straight if he use it .

iii)求才deck(Big Man Turbo)

This deck mainly have quite a number of military attack high general, high attack general usually have high casting cost. In order to summon high casting cost general using the least hand size 求才若渴is use . Player usually use junling : 事件to reduce the casting cost of event card.

Counter:

美人计 Reduce opponent general military and intelligence attack to zero, so that he can be kill easier.

调虎离山Opponent huge general will be put back to his deck , therefore no more obstacle.

同归于尽 Kill the Opponent straight, however deal damage to own side. Therefore this consider a double-edge cards. However this card may help me to turn the table , from losing to winning.

制造动乱暴乱 To reduce opponent hand size, and may have a chance to take out player critical cards.

iv) Yellow turban rush deck
This deck mainly have low summon cost and as well as low attack and intelligence power, however when lot of yellow general is summon and move to opponent castle, and, with the boost up attack cards like 黄军起义and the ability of 张角. This deck is formidable. It can deal serious damage in one turn. Player usually use junling : 事件to reduce the casting cost of event card.

Counter:

同归于尽- Can be use to kill the entire Yellow general when they are outside my castle, however deal damage to my castle too.

High intelligence General (e.g. 程昱) + Tactic Cards (e.g. 水淹七军) - The

biggest weakness of yellow general is that most of them have intelligent of 1, so I can kill them with tactic by using high intelligence general.

搶將王-Since is rush, most player will move all the general to the outside of the opponent castle in order to deal heavy damage. When the player announce which general to be the "king", the opponent have to target and kill the" king". All the player generals will perish.

Well.. there is a limit of 15 side deck. So choose the card wisely. Countering of opponent cards may not 100% secure of victory but it will boost up the chances, as most of it is base of luck.

Written by: Gacha (August 2009). In Fine Tuning of Deck

Fine-tuning of deck

Hi, this is Kobe again. If you haven't read my beginner guide on forming a deck, please do so. After all, this is a more advanced guide and you may not understand some terms used here.

Proceed on if you have done so. And this is a reminder that this guide is not about forming new decks and how to play a better game.

If you still recall what is the rule of CDEF:

C omplementary Abilities
D eck Strategy
E conomy of cards
F ine-tune your deck

Fine-tuning a deck is as important as forming a deck. A good warrior becomes better with more training and a more skilled one becomes bad-ass after killing numerous enemies in countless battles. To me, this is the second hardest rule to improve on after forming a deck. You need time, energy, money and brainpower to attain it. Everyone can play the same deck and get different results. Why? Because of fine-tuning of each deck.

Why do you fine-tune your deck? Some can copy your deck list or see what you play and follow accordingly. However, there will be some who do not know why some cards are not included and this explains the different results seen even though both may play the same deck theme.

If you are ready to learn how to fine-tune, I will now impart you the ART of fine tuning.

A cquaint the metagame
R emember the cards
T est and test

1) Acquaint the metagame.

Metagame refers to the mentality of the current playing decks in your region or competition now. Know the popular decks around in the competition and normal gameplay. Some examples are the burnt decks and 求才 decks currently lingering around in the tournament. You only know the metagame by playing in some tourneys or talks to some of the pros about what are the more popular decks around.

Knowing your enemy is half the battle won. Thus, if you know what you are going to meet, you will know how to sideboard or put what cards in your main deck to counter it.

2) Remember the cards

What? Remember all the cards? Yeah I know its crazy, but this is already one of the skills that the top players possess. How do you expect one to form a deck without knowing what cards is available in the play sets?

These people do refer to some cards' abilities now and then but they do know at least 90% of the cards out there. They do it so well that upon you announcing your deck colours, they know what cards are already in your deck. Generals Order has a smaller card base as compared to other TCGs which is an advantage to those who wants to be a competitive player.

I want to cite a pro player on how he even know what card a deck doesn't have from how a player plays his deck/ deploy his army. Player A got 甌泽 and have a green general like 程普 outside his castle.

The opponent moved 夏侯渊 to outside his castle.

Now during Player's A turn, he didn't dig for any cards with his 阚泽. The pro player who is watching the game and is versatile in green cards commented that most likely his deck doesn't have 誓死守城!! The rationale is that if he did put at least one in the deck, he would search for it with his 阚泽 and the opponent's 夏侯渊 after buffing 程普 own ability + 誓死守城

After the game, Player A admitted that he didn't put in 誓死守城 due to lack of space in his deck.

This is the power of knowing all cards, their synergy and the combos.

It's not easy and pros also don't become one overnight. It takes time and a lot of playing to really understand the cards.

3) Test and test

Man, everyone is telling me the same thing but I don't have enough time to attend play sessions. So what can you do? Here are some ways that I can share:

a) Play with yourself.

What? Generals Order is like playing chess and people do play chess with themselves. You form 2 decks and play open hands for both decks. When it is during the turn of one deck, try not to look at your "opponent" hand and play your usual style and vice versa. This way of testing is not really recommended but if you are really tight on time, you can try it.

Always assume the worse case scenario so that you train better.

Advantages:
- Improve deck at your own pace.
- Own time, own target.

- Improve your overall playing style and discard of card choices.

Disadvantages:
- Tend to look at "opponents" hand
- Not all players will play the style of your "opponent"
- May be unrealistic to some players

b) Play with others

Simple as it says. This is what a lot of pro players will advise you to do. They are right. And I truly agree with them.

Advantage:
- Get instant tips on how to improve your deck by the pros.
- improve the versatility in your overall playing style.
- Make new friends and strengthen current ones.
- Know the metagame of current environment.
- Get free cards from pro players sometimes
- Buy/Sell or trade cards with others.

Disadvantages:
- Need time to go for the sessions.
- Require people to play with you.

c) Think theoretically what might happen if you play against other decks.

This can be done by almost anyone. But it is so hard to master. These are some common questions that you might want to ask yourself when you try this method:

- What might happen in certain situations and how do I counter it?
- How do I replace certain cards if I do not have one?
- Will my deck function better with certain cards compared to my current ones?
- Is this really how I want my deck to function?
- Is it really realistic in solving the current problem that I will face in the tournament or normal game play?

With so many questions and little answers for beginners, most sane people will start to go crazy.

That's why we still do play a deck physically either against yourself or with other players.

Advantages:
- Free
- Train your flow of thoughts.
- Own time, own target. Save time.
- Can be done anyway, anytime.

Disadvantages:
- Remember almost all cards in the play sets.
- Know the current metagame.
- Might think too much and your theory still does not work.

So to sum up my mini guide, you just need to remember the ART of fine-tuning.

A cquaint the metagame
R emember the cards
T est and test

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