

Buffy the Vampire Slayer CCG Card Spoilers – Event and Episodes
November 4, 2002 (dgjedi)

Events

Set	#	Name	Text
PP	VDM1	Moment of True Bliss	If Buffy and Angel are in play, gain +1 Destiny Point when this event is used. Buffy gains +1 Charm until the end of the game. Angel gains +1 Butt-Kicking and is considered a Villain instead of a Hero until the end of the game.
PP	P10	Sign of the Apocalypse	Each player gets to draw an extra card when they draw cards during fights, challenges and the Draw Step.
AC	19	PDA	Until the end of the turn this event is played no characters may ascend.
AC	20	Something Weird	For the remainder of the game, all players need 2 extra Destiny Points to win the game.
AC	21	The Plan	When this event is played, all players may look at their Challenge Deck and rearrange it in any order.
AC	61	A Fervant Wish	For the remainder of the game, whenever another card allows exactly one player to draw a card, all of that player's opponents draw a card.
AC	62	Immolation-O-Gram	During the Draw Step, players place their hands face-up on the table except for 2 cards of their choosing. Any further cards drawn this turn are placed face up as well. This effect lasts until the end of the turn.
AC	111	Death	For the remainder of the game, any supporting characters that are defeated in a fight are sent to the Crypt instead of the discard pile.
AC	112	Slayer's Burden	Until the end of the turn this event is played, no characters may Stunt-Double. No characters may Stunt-Double for a Slayer for the remainder of the game and vice-versa.
AC	Pre2	Home Again	When this event is played, starting with you and going clockwise, all players may search their Resource Deck for a character, show it to their opponents, and place it into their hands.
AC	P7	Full Moon	When this event is played, the turn becomes night and cannot be changed to day for the remainder of this turn. For the remainder of the game, players need 1 less Destiny Point to ascend characters.
'99	29	Birthday Tradition	When this event is played, the player that played this event may search her Resource Deck for any item, show it to her opponent, and place it into her hand.
'99	30	Caught in the Crossfire	For the remainder of the game, whenever a player wins a fight, that player may choose to have a Companion or a Minion at the same location be discarded instead of the losing character.
'99	31	Come to the Dark Side	When this event is played, the player of this event chooses a supporting Hero or Companion. That Hero or Companion is now a Villian until that character leaves play.
'99	32	Disciplinary Council	Until the end of the turn that this event is played, if a Slayer starts a fight with a Human, the attacking player loses 1 Destiny Point.

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'99	33	Locker Search	When this event is played, all players show their hands to their opponents and discards all items in their hands.
'99	103	In the Past	For the remainder of the game, players may not gain more than 4 Destiny Points for any challenges with the Pergamum Prophecy or Angel's Curse expansion symbols.
'99	104	Young at Heart	For the remainder of the turn this Event is played, characters do not fatigue during the Challenge/Resolve Stage.
'99	153	Eventful Combat	For the remainder of the game, events may be placed into talent stacks to boost a talent of your choice by 1, just like items and skills.
'99	154	Initiation	For the remainder of the turn this Event is played, players may face 1 Challenge during the Resource Step.
'99	208	Fast Food	If it is day when this event is played, it is now night. During the End Step of the turn this event is played, Vampires may start fights with Humans.
'99	209	Out of Options	For the remainder of the game, if a player has 30 or more cards in his Crypt, not counting locations or challenges, that player immediately loses the game.
'99	257	Day of Ascension	When this event is played, at the beginning of the next Conflict Step, all characters in play are placed in Sunnydale Park. A player cannot pass in that Conflict Step as long as 1 of his characters can start a fight.
'99	Pre4	Freshman Year	When this event is played, no player may face more than 1 challenge during the next Conflict Step.
'99	P9	The Dream	When this event is played, all players gain 1 Destiny Point in a clockwise manner starting with the player of this card.

Episode Cards

Set	#		Effect/Result	Target/Cancel
'99	105	"Bad Girls" Part 1	Effect: Once each turn during the Conflict Step, one of your Slayers can attack while fatigued.	Target: Have 2 Slayers in play and a Slayer defeats a Human in a fight.
'99	106	"Band Candy" Part 1	Effect: No Heroes or Villians can be played by a player who already has 3 or more Heroes or Villians in play.	Target: 2 of your opponent's characters have Candy Bars attached.
'99	107	"Graduation Day" Part 1	Effect: Characters may move to the Fountain Quad from any location.	Target: A total of 4 Heroes and/or Villians controlled by any players are at the Fountain Quad, and Mayor Richard Wilkers III is in play.
'99	108	"Lover's Walk" Part 1	Effect: Willow and Xander gain +1 Charm.	Target: Willow and Xander, but no other characters, defeat a challenge together that has a Charm talent

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				goal.
'99	109	"The Zeppo" Part 1	Effect: Xander's printed talents are doubled when facing a challenge alone.	Target: Xander defeats a challenge alone.
'99	155	"Bad Girls" Part 2	Result: If your slayer defeats a supporting character, place that character in the Crypt.	Cancel: You do not have 2 Slayers at the same location during the End Step.
'99	156	"Band Candy" Part 2	Result: When this card enters play, all characters with Candy Bars attached are placed in Sunnydale Park. They cannot move or start a fight.	Cancel: A character with Candy Bars attached is not in Sunnydale Park.
'99	157	"Graduation Day" Part 2	Result: When facing Ascension of Olivikan or Commencement Ceremonies during the Challenge/Choose Step, choose a talent. Ignore this talent for this challenge.	Cancel: Mayor Richard Wilkens III leaves play.
'99	158	"Lover's Walk" Part 2	Result: When this card enters play, search your Resource Deck for Xander's and/or Willow's next level and ascend them, ignoring the Destiny Requirements.	
'99	159	"The Zeppo" Part 2	Result: Your Xander refreshes at the end of every Resource and Conflict Step.	Cancel: Your Xander did not move during the Movement Step.
'99	210	"The Wish" Part 1	Effect: All characters gain +1 charm while at a School location.	Target: Anyanka has 4 Charm during the Prologue Step and the Symbol of Anyanka is attached.
'99	211	"The Wish" Part 2	Result: Heroes and Companions cannot move during the night.	Cancel: Symbol of Anyanka is not in play.