Beginner Mistakes and How To Avoid Them

Beginning players tend to make some common mistakes when learning to play QuickStrike. Luckily, we're here to help you. Below is a series of typical assumptions that often get rookies into trouble, along with ways to avoid them. Once you have mastered your desire to commit these errors, you will quickly go from a "Beginner Bill" to a seasoned pro.

Beginner Bill says "This game is only about Force and Intercept."

Yes, you must play strikes and yes, big Force can win games. But here's a little secret: QuickStrike is less about power than it is about economy. If your opponent spends a lot of energy in order to score on you, and you spend nothing to stop it, you've won the economic battle. He'll score a point but you'll have a better long-term chance of winning, since he'll have less energy later in the game. You should usually try to reach the end of the game with more energy than your opponent.

Beginner Bill says "Counterattack as soon as you can."

Counterattacking is necessary, but don't just play a strike because you can. Ask yourself a few questions. Does your strike put any pressure on your opponent? How much energy will he replenish? Is the pressure worth it if he's replenishing that much? How much can you afford to take a point right now? If you fall back to a different zone, could you charge it? Is there an ally in a different zone that you would like to use? Always keep these questions in mind as you play, and plan your strategy accordingly. If you do, you'll start seeing more cards…and more wins.

Beginner Bill says "Your cards are in the deck for a reason, so when you flip a card, use it."

It's natural to want to play all of the cards that you flip. After all, you put them in there on purpose. But this kind of thinking can lead to problems with energy management. It's not always smart to play cards every time you flip them, even if they're "power" cards.. You need to consider the energy environment, the score, the zone you're in and what kind of deck your opponent is playing. When you flip a card, you need to keep all these factors in mind, and make your decision based on the state of the game as a whole, not just your card. The more you do that, the better you'll do.

Beginner Bill says "Don't let anyone score on you if you can help it."

I hate to tell you this, but you *will* get scored on. Very few players ever win a QuickStrike game 3-0. The key to winning is to choose when and where you take points. Again, look at the other factors in the game, including the energy situation and how much your opponent will celebrate if he scores. It can be smart to let your opponent score on you before he or she has any allies in play in order to minimize the celebration. If you can afford to fight it off, by all means do so. But don't spend too much energy just to stop a

single point. Remember, it doesn't matter how many points your opponent has at the end of the game, as long as it's less than three.

Beginner Bill says "Plan your deck and your game around one powerful card."

You may have a favorite card or two, but don't plan your whole strategy around them. Decide whether or not you should play a card *when* you flip it, not before. Of course, there are times when you want to keep flipping to bring out that power card, but what if it's in your energy stack, or at the bottom of your deck? What if you pay for so many cards looking for it that you can no longer afford it when it comes up? Avatar is all about playing in the moment. Don't ignore the other cards in your deck just to look for your favorite.

Beginner Bill says "Try to make a combination of cards into an unstoppable strike."

It always feels great when you get the perfect advantage, ally, and strike all working together — and it's not a terrible strategy to attempt . . . *once in a while*. But the best QuickStrike players base their strategy not on their deck, but on how it matches up against their opponent's deck. They can adapt to any situation, and don't spend all of their time (or energy) trying to combine the ideal set of cards. If you don't learn to strike when you can, you'll quickly find yourself at a loss.