

## ERRATA

This section contains the official errata that have been made to individual cards in *KeyForge*. Errata overrides the printed information on the card it applies to.

### Biomatrix Backup (COTA 208)

Should read: "This creature gains, "**Destroyed**: Put this creature into its owner's archives."

## FREQUENTLY ASKED QUESTIONS

This section provides answers to a number of common questions that are asked about the game. These questions are presented in a "Question and Answer" format, with the newest questions at the end.

**My opponent has 14 Æmber in their pool and I have 0 in mine. At the start of my turn I select Shadows as the active house and play the card Bait and Switch (CoTA 267). How many times does Bait and Switch trigger?**

In this situation, Bait and Switch's effect will be triggered 7 times. Each time the effect is triggered it will check if your opponent still has more Æmber than you, and if they do it will trigger again. So after the first time the effect triggers you will have 1 Æmber and your opponent will have 13, the second time you will have 2 Æmber and your opponent will have 12, then 3 and 11, 4 and 10, 5 and 9, 6 and 8, then finally 7 and 7. Once both players have the same amount of Æmber when the effect checks if your opponent has more Æmber than you the effect will see that your opponent does not and the card effect will not trigger again.

**Note:** Repeating an effect does not interact with the Rule of Six (see page 7), as the Rule of Six only applies to playing or using cards, not triggering their effect multiple times.

**It's the first turn of the game and I am going first. I choose house Logos to be the active house and play the card Phase Shift (CoTA 117). Does this allow me to play another card this turn even though the First Turn Rule (see page 5) is in effect?**

Playing Phase Shift will allow you to play another card from your hand this turn, since the First Turn Rule can be modified by card effects.

**It's the first turn of the game and I am going first. I choose house Logos to be the active house and play the card Wild Wormhole (CoTA 125). Can Wild Wormhole's effect be resolved even though the First Turn Rule (see page 5) is in effect?**

Wild Wormhole's effect can be resolved. The First Turn Rule specifies that players cannot play or discard more than one card from their hand. However it does not prohibit cards from being played or discarded from other game areas, such as your deck.

**I have 2 chains and 7 cards in hand when moving to my draw cards step. Will I shed a chain during this step?**

No, you will not shed a chain during this draw cards step. Chains are only shed when a player would draw cards during the draw step and the chains prevent them from doing so (see "Chains" on Page 8). Since you already have 7 cards in your hand, you aren't going to be drawing any cards, and thus don't lose any of your chains.

**I have 2 chains and 5 cards in hand when moving to my draw cards step. Will I shed a chain during this step?**

Yes, you will shed a chain during this step. Chains are only shed when a player would draw cards during the draw step and the chains prevent them from doing so (see "Chains" on Page 8). You only have 5 cards in hand, and normally you would draw a card to refill your hand. However because of the chains you are prevented from drawing that card. Since you would normally have drawn the card and the chain prevented it, you then shed 1 chain.

**I have chosen house Logos to be my active house this turn and start off by playing Library Access (CoTA 115), I then play Wild Wormhole (CoTA 125). In what order do I resolve this combination of effects?**

When you play a Wild Wormhole after playing a Library Access the following happens in this order:

1. You gain 1 Æmber from Wild Wormhole's Æmber bonus.
2. You draw a card from Library Access's effect.
3. You resolve Wild Wormhole's effect and play the top card of your deck.
4. You gain Æmber from any Æmber bonus on the played card.
5. You draw a card from Library Access's effect.
6. You resolve any play effects on the card played from the top of your deck.

**I have the card Pitlord (CoTA 093) in play and my opponent plays the card Restringtonus (CoTA 094) and chooses house Dis. What happens when I try to declare my house on my next turn?**

On your next turn, during the choose a house step, you will be in a position where you must choose house Dis (because of the Pitlord), but also cannot choose house Dis (because of the Restringtonus). Cannot effects have precedence over must effects, thus you cannot choose Dis. (see "Cannot Vs Must" on Page 9.) You may still choose either one of your other houses though.

**I have a Faygin (CoTA 300) in play and my opponent has an Urchin (CoTA 315) in play. I reap with Faygin and with its reap effect I choose my opponent's Urchin. What happens?**

Faygin's effect causes the Urchin to try and go into your hand, however when a card leaves play it always goes to its owner's corresponding out of play zone (See "Leaves Play" on Page 11) unless the card causing it to leave play specifies otherwise. The Urchin is returned to your opponent's hand instead of yours.

**I have 0 Æmber in my Æmber pool and have chosen house Logos to be my active house this turn. I play Wild Wormhole (CoTA 125) and try and play the top card of my deck is Kelifi Dragon (CoTA 037). What happens?**

The Kelifi Dragon is returned to the top of the deck. Kelifi Dragon has a play requirement of needing to have 7 Æmber in your Æmber pool, and since you didn't have any initially (you now have 1 from playing the Wild Wormhole) you don't have enough to be able to play the Kelifi Dragon. Since you can't play the card it is returned to the place you tried to play it from, in this case the top of the deck.

**On my opponent's turn they use their Yxilo Bolter (CoTA 204) to reap and choose to resolve its reap effect on my Bad Penny (CoTA 296). Is the Bad Penny purged or does it end up back in my hand?**

The Bad Penny goes back to your hand. "**Destroyed**:" effects (see "Destroyed" on Page 10) happen immediately before a creature is destroyed, meaning that Bad Penny is back in its owner's hand before the Yxilo Bolter can try to purge it with its reap effect. At that point, any pending effects waiting to resolve on Bad Penny no longer do. This is because Bad Penny is moving to an out-of-play zone in which the identity of cards is hidden from the opponent (see "Leaves Play" on Page 11).

**I have a stunned creature in my battleline, play the card Anger (CoTA 001), and choose to resolve its effect on that stunned creature. What happens?**

If a card (such as Anger in this case) allows you to use a creature and if the creature you are trying to use is stunned, you remove the stun instead of doing anything else. Since Fighting is a type of being used the creature is exhausted and the stun counter is removed.

This will even work if your opponent has no creatures in play, because unstunning replaces the normal "use" (in this case fight) of the card before it begins.

**I have chosen house Logos to be my active house this turn and play a Phase Shift (CoTA 117) then play another copy of Phase Shift. How many non-Logos cards can I play this turn?**

You can play two non-Logos cards this turn. Each copy of Phase Shift that you play allows you to play an additional non-Logos card.

**I have a Stealer of Souls (CoTA 098) in play and my opponent has a Valdr (CoTA 029). I use my Stealer of Souls to fight Valdr and both creatures are destroyed. Does the Stealer of Souls' ability trigger?**

No, the Stealer of Souls' ability will not trigger. In order for the Stealer of Souls ability to trigger it must be in play, so if both the Stealer of Souls and the creature it is fighting die, they die simultaneously and the Stealer of Souls ability cannot trigger (see "Destroyed" on Page 10).

**I play the card Library Access (CoTA 115). Is the card immediately put in the discard pile? Or does it remain in play as long as the effect is active.**

Action cards are immediately put into the discard pile after their effects resolve. In the case of an Action card that has a lasting effect like Library Access, once the effect is established by resolving the card, the card is immediately put into the discard pile and does not remain in play.

**I have a Combat Pheromones (CoTA 180), "John Smyth" (CoTA 195), and Mindwarper (CoTA 196) in play. I sacrifice the Combat Pheromones and reap with the Mindwarper, and then reap with "John Smyth" and use "John Smyth's" reap effect to ready the Mindwarper. Can I use the Mindwarper again?**

Yes, Combat Pheromones is granting permission to use a creature during that turn. If you have an effect that readies one of the Mars cards affected by the Combat Pheromones (Such as "John Smyth"), you will be able to use that card again.

**I play King of the Crag (CoTA 038) while my opponent has a Looter Goblin (CoTA 041) in play. What happens?**

The rules for damage state that "If a creature has as much or more damage on it as it has power, the creature is destroyed and placed on top of its owner's discard pile." When a creature has 0 power, if it has 0 damage on it, it is destroyed.

**My opponent has a Banner of Battle (CoTA 020) in play. Can I play the card Poltergeist (CoTA 069) to destroy the Banner of Battle, even if the artifact can't be used?**

Yes, you can resolve the effect of Poltergeist on any artifact in play even if the artifact cannot be used. You just resolve as much of the card effect as you can (see "Resolve As Much As You Can" on Page 7), and to resolve this situation you just destroy the artifact.

**I have no creatures in play and my opponent has two. Can I play the card Lost in the Woods (CoTA 327) even though I don't have two creatures in play?**

Yes you can. The "Resolve As Much As You Can" rule (see Page 7) says that you resolve as much of a card effect as possible and any part of a card you cannot resolve is ignored. In the context of Lost in the Woods, it means that you shuffle in as many of the creatures as you can. So in the case that your opponent has two or more creatures in their battleline and you have none, you will shuffle in two enemy creatures and no friendly creatures.

**I have an exhausted Bumpsy (CoTA 030) in play and my opponent has no creatures in their battleline. I play the card Anger (CoTA 001) and choose to resolve it on Bumpsy. What happens?**

The Bumpsy will be readied by the effect of Anger, but since there are no enemy creatures in play it cannot be used to fight so it stays ready. The creature can then be used as per the standard rules.

**I control a Spangler Box (CoTA 132) that has purged my own Kelifi Dragon (CoTA 037). The Spangler Box is returned to its owner's hand with Grasping Vines (CoTA 324), but I don't have any Æmber. Do I get my Kelifi Dragon back?**

Yes. The Kelifi Dragon is not being played when it is returned by the Spangler Box, it is being put into play. Being put into play bypasses the normal play restrictions, meaning that the Kelifi Dragon is put back into play no matter how much Æmber you have.

**I play Smaaash (CoTA 046), but each of my opponent's creatures is already stunned. Do I have to resolve the effect against Smaaash itself?**

No. You may still choose to resolve Smaaash's "Play:" effect against one of your opponent's creatures, however you cannot put a stun counter on an already stunned creature so nothing will happen.

**My opponent puts two of my creatures into their archives using the card Sample Collection (CoTA 175). On my next turn I play the card Dysania (CoTA 141). What happens?**

Playing the Dysania will cause each of your opponent's archived cards to be discarded, however since the Sample Collection states that when these creatures leave the archives they are put into their owner's hand instead these cards are returned to your hand. Since these cards were not discarded by Dysania's effect, you will not gain any Æmber from the resolution of that effect.

**I have Shadow Self (CoTA 310) with a Raiding Knight (CoTA 255) as a neighbor. My Raiding Knight is then attacked by a 4 power creature. How much damage does each creature take in this situation?**

In this case, the Shadow Self will take 2 damage, the Raiding Knight will take no damage, and the 4 power creature will take 4 damage and be destroyed. This happens because before the damage can be dealt to the Raiding Knight, two of it is prevented by its armor. Then when the damage is actually being dealt, the damage that would be dealt to the Raiding Knight is dealt to the Shadow Self instead. At the same time as the Shadow Self is being dealt damage, the 4 power creature takes 4 damage from the Raiding Knight's power.