DUEL FOR CARDIA

V1

FAQ

INFLUENCE

- There can be several signets on a card (e.g. due to the ability of the **TREASURER**). If the outcome of the encounter changes, you always move or remove **all** signets that are on the card.
- Do you activate the ability of an already played card if it loses its encounter afterwards? No. You only ever perform phase 2 once per round. → p. 7
- Does an ongoing ability remain active if the card wins its encounter later in the game? Yes. The ongoing token remains on the card, therefore its ability is still in effect. → p. 9
- Can I place several modifiers on one card? Yes.
  If there are negative and positive modifiers on a card, they are offset against each other. → pp. 10, 16
- Do modifiers that I place on my next card already count? Yes. All modifiers count immediately, i.e. already in phase 1 when comparing the influence. → p. 16
- Can influence become negative? Yes. For instance, a card with value 1 that gets a -3 now has -2 total influence. It is not discarded, and you compare the values as usual. → p. 16

SIGNETS

- You have the same number of signets **and** no one can play a card: The game ends in a draw. → p. 12
- If you have at least 5 **and** the same number of signets in phase 3, you continue playing as usual. The game ends when one person has **at least 5 and more** signets than the opponent at the end of the round. → p. 12

PLAY, DRAW AND DISCARD CARDS

- Do I only draw 1 card even though I had to discard cards from my hand? Yes. This means that you may have fewer cards in your hand during the course of the game. → p. 11
- Do I lose if I cannot discard any card(s)? No. → p. 11
- Is the discard pile shuffled? No. If your draw pile is empty, you cannot draw any more cards. → p. 11
- A card played “face up” (e.g. with the ability of the **FORTUNE TELLER**) is still placed and revealed. Effects that involve "reveal" still trigger (e.g. **LIBRARIAN**, **HAUNTED CATACOMBS**).
- "Your card" is a card on played on your side of the playing area (even if it was drawn by your opponent, e.g. wih the **PUPPETEER**)

EFFECT ORDER

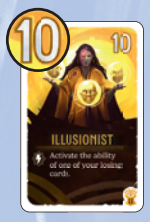
- If **several abilities** are activated in a round: You resolve them one after the other. They are resolved from **closest to current encounter** to last.
- If not stated otherwise, locations are triggered after all abilities are resolved.
- In the unlikely event that both abilities from the same encounter are activated, flip a modifier (or a coin) to determine the order.
- Activated **abilities contradict each other**: In this case, the ability closest to the current encounter overrides the other.

ONGOING TOKEN

- Am I allowed to move an ongoing token to a card with an instant ability? Yes, you may. However, this does not activate any ability.
- Am I allowed to move an ongoing token to a card that already has a ongoing token on it? Yes. However, its ability is not doubled nor is activated again; it simply stays active.

CARD DETAILS

PUPPETEER: The card that your opponent draws from your hand with the **PUPPETEER'S** ability, from now on counts as one of **your** played cards.



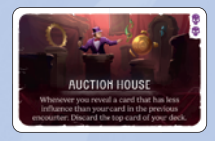
ILLUSIONIST: A card loses its encounter if there is at least 1 signet on the opposing card and no signet on the card itself. You may also chose a card which loses its encounter because your opponent activated the **JUDGE'S** ability.

ENGINEER: You place the modifier on your played card after phase 2. You also do this if the next encounter is a tied.
If your card was discarded (e.g. by the **HIRED BLADE'S** or **PUPPETEER'S** ability), the modifier 'waits' for the next card you play that is still in play after phase 2.

COUNSELOR: If you have both activated the **COUNSELOR'S** ability in the same encounter, they cancel each other out. So neither of you wins or loses the previous encounter.

MECHANICAL DJINN: If your **MECHANICAL DJINN'S** ability is active and you win the next encounter, you win the game in phase 1. Phase 2 doesn't takes place anymore.

FOUNDER'S DAY: If you win 3 successive encounters, you **immediately** win the game **before** any other effects are resolved.



AUCTION HOUSE: If your opponent activates the **PUPPETEER'S** ability, the drawn card does **not** trigger the effect of the **AUCTION HOUSE**.

HAUNTED CATACOMBS: If your opponent activates the **PUPPETEER'S** ability, the drawn card does **not** trigger the effect of the **HAUNTED CATACOMBS**.
It does not matter if you played the card face up, because your opponent activated the **FORTUNE TELLER'S** ability.

LEGEND FOR THE RULEBOOK

- If something is written in *italics*, it is information that is *repeated* and/or is *not yet relevant*. This can also be a *reference* to a rule that has already been explained and is linked to this point.
- When we use '**important**', we are referring to rules that, in our experience, are repeatedly needed and/or asked. You should internalise these in particular.
- Examples should clarify or summarise the rule you have just learned.

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