

## Moonflight FAQs and Errata.

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This is the official Moonflight FAQ and Errata. If you have a question that it doesn't answer please e-mail [gfo1979@outlook.com](mailto:gfo1979@outlook.com), post in the Moonflight facebook group or Board Game Geek forums.

### Errata

On the third note on step 5 of the Reset phase the text reads 'If a Supply Stack is or becomes empty during step 4 the "Turn" occurs.'. It should read 'during step 5' instead.

On step 4 of Jack O' Words and Names AI Pre-Turn side the card text reads "If 'Call', 'Talk' OR 'Teach' in hand spend 1 coin token to Draw 1.". It should read "...spend 2 coin tokens to Draw 1.".

The Kickstarter stretch goal alternative card 'Town Hall/Central Command' on the 'Central Command' end reads -/3, it should read 0/3

### FAQs

#### General

Does trash/discard/set from draw deck mean to blindly trash/discard/set the top card of the deck?

Yes, it does mean to blindly trash/discard/set that many cards from the top of the draw deck. The decks that do this contain cards or belong to Jacks with abilities which can in turn filter and return cards from the positions that they have been moved to by the blind effect (such as Clay and Bone's "Wake the Dead"). Players can choose to play cautiously by not using the blind effect until they have the right combination of returning powers or not using them until they know that no cards they mind being targeted remain in their decks. Alternatively, they can take a calculated risk and trust to luck. You can only search a stack for a specific card if the effect states 'Target card' in stack X (such as on "Wake the Dead").

How do cards like Penthouse with scores on the light side but not the dark side work?

Each deck has a potential score of two points available before the turn. Remember that it is possible for the End to occur before the turn and each deck has a specific and generally high risk method of so doing. Cards only score on the end that is upright when the End is triggered.

If a card says to Trash without further qualifiers, which cards are eligible to be Trashed?

Unless specified when asked to Trash a card a player may Trash any card in their hand or in play in front of them.

Could the rules for Settling be summarized as "Each card has a stability score and if you use the build action, you can place up to that number on each card."?

For most of the Jacks most of the time, yes. However, the Jack of Cot and Hovel and its Deck have a range of effects that play with the Set/Settled rule in a quite specific manner and therefore needs the more complex version since they can Set without using the Build action. Also, we hope to bring out expansions with further cards, Jacks and Decks and by defining Set as separate from Build it allows the chance to create other cards that can use the interaction in interesting ways.

When a card has a Set value of 3 (for example), is that how many cards can be Set to it in total, or just by the Build Act? If a card with Set value 3 has 3 or more cards already Set to it, can I use Build to add more cards?

Set values have only two purposes in the rules, to show that a card can have cards Set to it (ones with – cannot ever have cards set to them) and to show how many cards can be Set to it by a given Build action. So, if a card has a Set value of 3 and already has 3 or more cards set to it you can still Build once per Round to Set 3 cards to it.

Where can you Set cards from?

Unless otherwise specified cards can only be Set from a player's hand.

Are you allowed to look at Settled cards? Are opponents allowed to look at your Settled cards, Discard and Trash Stacks?

Yes.

When you Purchase multiple cards do abilities that trigger from Purchase trigger once per card, or just once?

Cards that trigger when a card is Purchased trigger once per card whether you are Purchasing one card or multiple. Just as the Jack O Clay ability draws one card for each discard whether one or multiple cards are discarded. Note that Shop and Move are not the same as Purchase, you can Shop once to Purchase multiple times.

Can more than one card leave a player's hand during step 5.1?

Yes, so long as only one card goes from a given player's hand to a given market stack any number of cards can leave a player's hand. For example, if a player has three cards of their own suit and two of their opponent's they could move a whole hand of five cards to market stacks in a single step.

When a player Deals, do they decide which Market Stack a card goes to before or after they see the face of the card?

Before. Cards are face down in the Supply Stack and only become face up when they enter the Market Stack, so players must commit a card to a Stack before looking at it.

Does Pass end your actions for the Round?

No. A player may Pass as one action, then choose to Shop, Build, Play etc. at a later point in the Round. Passing only ends the Round if the other player then also passes.

#### Quick Reference Card.

Where it reads "Move all but 1 card in hand to Discard Stack" does this mean that you are forced to keep at least one card if you have at least one in hand?

No, the main rules clarify that players keep up to 1 card in hand, which may then be 0. The Quick Reference card only states that players are forced to discard any other cards rather than specifying the choice that they have with the last card.

#### Cot and Hovel

Cot and Hovel is unable to Trash, how do they trigger the End?

Cot and Hovel is a slightly more advanced deck that requires players to understand the rules for Setting cards in order to use, we recommend that you use Words and Names or Clay and Bone until you are comfortable with the base rules. It is vital to remember with Cot and Hovel that the End is checked for before cards are moved from being set to the Discards. While they can purchase other player's Trash cards, they will generally find that stuffing their Trash into various slums and ghettos to be far more efficient for them.

If the Market Town ability is triggered to allow me to treat my cards as the suit of my choice during my next Act and I then end the round, can I treat my suit as any of my choice during reset step 5.1?

No, Acts are only Shop, Play, Build and Pass. Anything you do during step 5.1 is not an Act, also, in order to end the Round you must Pass, so the next Act that you perform after triggering Market Town would here be Pass. Market Town's main purpose is to allow its controlling player to be able to Purchase multiple cards of their opponent's suit with a Shop action.

When Cot and Hovel decides to Set a card from their Draw Deck with a Build action, can they look at it before deciding if they want to Set another card with the same Build action?

Yes. The Build action is taken, then the player has the choice to Set up to as many cards as their current in play stability. This is then done one card at a time and they can stop at any point that they like. They cannot look at the top card of their Deck before it is Set, but once it is Set they may check it, just as any player may check a Set card.

### Bond and Kind

When you Deal you may Deal +1, does this mean during the Reset, Deal 4 (3+1) or 6 (1+1, 1+1, 1+1)?

It means 4 (3+1). The Deal during the Reset is Deal 3, not 3 cases of Deal 1. The rules state that each Deal must be spread as evenly as possible between Market Stacks, if it was 3 cases of Deal 1 then they could all legally go on one Market Stack.

Return states "Gain as many Coin Tokens as you hold." What does 'hold' mean here?

Hold refers to how many Coin Tokens you have in a pile in front of you, that you control from previously having Gained but not yet spent. It does not refer to Coin Token gaining cards already in hand.

Free Market States "Deal 3", which stack can it Deal from and to? If Bond and Kind uses Market Town to change their suit can they Deal from their Supply Stack to other Market Stacks?

Deal 3 can only be used to allow the character who plays it to Deal from their Supply Stack to their matching Market Stacks. If Bond and Kind were to use Market Town it would change their suit, which means that Deal 3 would allow them to Deal from the Supply Stack of their new chosen suit to its matching Market Stack, it would not allow them to Deal from one Supply Stack to a non-matching Market Stack.

Bond and Kind only has one Trash card, and it's very tough to trigger correctly, how do they trigger the end?

Bond and Kind is a slightly more advanced deck that requires players to understand the rules for the marketplace cards in order to use, we recommend that you use Words and Names or Clay and Bone until you are comfortable with the base rules. While Bond and Kind doesn't have many Trashing cards, they only need to trash their starting deck, since they can return other cards to the market place using step 5.1 of the refresh phrase due to their ability to deal out cards faster than other decks meaning that they can continue to trigger deal outs after the turn and by using card abilities to trigger it directly.

Money Talks moves an entire Market Stack of a player's choice to a Discard Stack of their choice, and so can drop a whole set of Repossessions and Debts into a Discard Stack. This seems very powerful, is that intentional?

Yes. Again, Trashing with Bond and Kind is complex and opponents can react to the presence of Money Talks by burying and preparing for it. While for an unprepared opponent Money Talks can provide a huge lead for Bond and Kind, it is often a mistake to take that to be the end of the game, and with experience plays will level out.

Talking Walks gains a coin when you Move a card. What constitutes a Move and does this mean that so long as Talking Walk is the last card to leave play during the Reset Phase all other cards gain a coin?

A Move is every time a card goes from one zone to another, so Play, Discard, Purchase, Trash etc. are all Moves. Talking Walks causes any card played after it to be worth +1 coin token. Yes, if it is the last card to leave play during the Reset phase all previous cards will cause a coin token to be Gained, usually 4.