



AVARIUM ACADEMY

STUDENT DOSSIER

Year-1 Semester-1

Cards FAQ Version 1.0



Foreword

For every instance when Idols & students don't do as they say.

Often times, the interactions between Idols, students, and schemes that don't always turn out as obvious as the faculty would prefer them to be. This document is to address each of those instances as they are brought to our attention.

Note: Some specific card may not be mentioned because the ruling is covered under "general rules".

FAQ Index

1. General Rules	... 3
2. Idols	... 5
3. Students	... 9
4. Schemes	... 9

1. General Rules

Recruiting

Q: Can an effect (e.g. [Food Poisoning]) be played after my enemy has decided to recruit a student, but before it (that student) enters his/her hallway?

No. The action of recruiting (choosing, paying & putting the student into the hallway) is one singular action and so, cannot be interrupted in between. If you want to play (e.g.) [Food Poisoning], then it must be done before the player states which student he/she/it wants to recruit.

Q: Can a "fresh" student that just entered the class attack?

Yes. Although this is not usually the case, cards like [Eager Student] can attack the same turn they join your class. Similarly, a student's exhaust effect and also be used instantly, and they can also be exhausted to play schemes as well.

Fights

Q: Does supporting an attack counts as an attack? Does this count to the Idol/student's once-a-turn attack limit?

Yes (on both counts). If an Idol/student is part of any attack, regardless of whether he/she/it is a leader or as a supporter, it's part of the attacking party, and thus still counts as having attacked. The Idol/student(s) involved will not be able to attack again for that turn.

Q: When do I put on the attack tokens?

Attack tokens are placed on any Idol/student(s) at the end of the fight after they have attacked (hence, its name).

Q: Do I put them on the supporting students (who are supporting the attack) as well?

Yes. Supporting an attack still counts as an attack, and thus, are required on supporting students.

Q: Can defending Idols/students support more than one fight?

Yes, the limit to attacks only applies to attacking Idols and students. When a player's Idol/student(s) are attacked, a defending player may have any of their other ready Idol and/or student(s) to support the attacked student. (No attack tokens are placed on any defending students as they did not "attack".)

Q: What happens when a leader of a fight is suddenly removed from the fight? (e.g. if the defending leader is sent to the hallway after the fight has started, but before the damage step.)

The fight ends immediately. Without an attacking leader, the fight's supporters would lose their direction; conversely, without a defending leader, the fight's attackers would lose their target.

However, because the fight has already been declared, all attacking Idol/students would still be considered to have attacked for that turn (attack tokens will be placed on all of them), and any effects that involve them fighting (e.g. [Gossip Queen]) will still take place.

Schemes

Q: Who is the target of (e.g.) Passed with Flying Colours?

The player who is playing the scheme. As long as a target is not stated, the player playing the scheme is always the target of the scheme's effect.

Surprises

Q: As the active player, when can I play Surprises in fights I start?

As the attacking player,

After the "Set!" Step: You must first wait until the defending player plays a Surprise first before you can play your own. (The act of "declaring" the attack passes your priority over to the defending player.)

After the "Party Up!" Step: You must play your Surprises first. If the defending player chooses not to play a Surprise, it will immediately proceed to the "Fight!" Step.

After the "Fight!" Step: You must first wait until the defending player plays a Surprise first before you can play your own. (The act of "ending" the Fight action passes your priority over to the defending player.)

Q: As the non-active player, when can I play Surprises in fights others start?

As the attacking player,

After the "Set!" Step: You must play your Surprises first once the attacking player confirms the defending Idol/student. Then, if the attacking player chooses not to play a Surprise, it will immediately proceed to the "Party Up!" Step.

After the "Party Up!" Step: You must first wait until the attacking player plays a Surprise first before you can play your own. (The act of "declaring" your support passes your priority over to the defending player.)

After the "Fight!" Step: You must play your Surprises first once both players send their expelled students to the expel pile. Then, if the attacking player chooses not to play a Surprise, he/she/it will immediately proceed to take his/her/its next action.

2. Idols

[CI15A01] TOUKA, the Iron Judgment

Q: Does expelling Delinquents from effects count to my Win-Con?

No. The Win-Con says that you need to "Attack and Expel" 4 Delinquents in one turn. This also means you the Delinquents you expel has to be the very same Delinquents you attack for your Win-Con to work.

Q: What about supporting Delinquents? Do they count to my Win-Con?

Yes. A supporting student in a fight is still "attacked" by you.

Q: Does expelling a Delinquent Idol count to my Win-Con?

Yes. A Delinquent Idol is still a Delinquent.

Q: Does my ability to "reduce (student cost) by 1" allow me to recruit Students with recruit cost of 4 using [Persuasive Recruitment]?

No. The ability specifically says "students you recruit"; card effects that "put" a card into your hallway do not count as a "recruit".

Q: Can I use [Rage of the Geek] on my students with 2×?

No. Because Touka's attack bonus applies the instant the student joins your class, that student's × would instantly be increased to 3; [Rage of the Geek] would have no chance to ever "see" it as a character with only 2×.

[CI15A02] KITTY, the School Princess

Q: Can I declare KITTY as a helper? What happens then?

Yes, you can. The ability specifically says "the supported Idol or student", so the supported Idol or student will gain the +2×, and you will gain the +1★ at the end of that fight.

[CI15A03] HOJO, the Ardent Lobotomist

Q: Do the students Hojo capture take up space in my class?

No. They are placed "under" Hojo, and therefore are not part of your class.

Q: What happens when Hojo "swaps" out an exhausted student?

The newly "swapped" in student would be considered as it just "joined your class", and would trigger all corresponding effects. Additionally, since all students join your class ready, the newly swapped-out student will join your class ready.

Q: Would this newly "swapped" student be able to attack?

Yes. Like all students that just joined your class, they are fresh and ready to attack.

Q: What happens when Hojo "swaps" out a student that is being attacked or targeted by an effect?

The newly swapped student becomes the new target of the attack or effect. Hojo's ability exchanges the places of the 2 students. It does not change the "space" or the "action" of the students – if it was "attacking" before, it would continue to be "attacking".

[CI15A03] HOJO, the Ardent Lobotomist (cont.)

Q: What happens when I attack and expel [Left Hand of the Council]? Can I still capture her?

Yes. When you attack and expel [Left Hand of the Council], you as the active player takes priority, and so, you check for your capture before your opponent gets to check his ability.

If you succeed, [Left Hand of the Council] would be captured under you, and so, by the time your enemy tries to return her, she would be in your clutches and would have nothing to return. (The same applies for other cards like [Scapegoat].)

Q: In that case, does capturing a student remove its ability from taking effect (e.g. with [Le Forger])?

At this moment, no. Abilities like those on [Le Forger], take place at the same time you try to capture them. The only difference is as the active player, you have to check for your ability first.

In the future, if any abilities were to happen when they “enter the expel pile”, this rule would not apply.

[CI15A04] WOLFGANG, the Maestro of Wrath

Q: What does it mean for me to only be able to recruit from the expel pile?

This means, unlike other players, you cannot choose the students you recruit from the common hallway. Instead, you can only recruit students that are in the expel pile, and may recruit any of them as long as they remain in the expel pile.

Q: Since the timing of my recruitment ability isn't explicitly stated, can I activate it during my enemy's turn?

No. It is still a “recruit” and can only be done during your Plan Phase.

Q: Do students I recruit still enter my hallway?

Yes. It is still a “recruit”.

Q: Does my second ability stop abilities like those on [Le Forger] from taking place?

No. Like in the case of Hojo's capturing ability, abilities like that of [Le Forger] happen when they are “expelled from your class”, and not “when it enters the expel pile”.

Q: What happens when I have a [Scapegoat] in my class when another student is expelled? Can I use the ability of [Scapegoat] to return the other student?

Yes. As the controlling player, you have control over the order in which your abilities take effect. This means, you can use [Scapegoat] before playing out [Wolfgang]'s effect to place the expelled student at the bottom of the school.

[CI15A05] LOVE, the Harem King

Q: When should I use my ability to redirect attacks?

After your enemy declares the target of his/her attack, but before your enemy declares his/her supporting Idol/students.

Q: What happens should (for any reason) Love no longer be supported by a ♀ in the middle of the fight before damage is dealt?

It would change nothing. As [Love]'s ability states that it would gain the additional +4× “for that fight”, he would continue having the additional +4× when dealing fight damage to the enemy(s).

Q: Could [Rage of the Geek] work on Love?

Yes, but only on the condition that it is targeted and taken effect BEFORE a ♀ supports [Love]. Once [Love] has been supported, his × would be increased to (a minimum of) 6 and would no longer be a legal target for [Rage of the Geek].

[CI15A06] CORAL, the Sister of the Coven

Q: When can I use my first ability? Can I use my first ability as I start my first turn?

The first ability must be done before your Start Phase begins. This happens even before you check your Win-Con. So, yes, you can play it as you start your first turn.

Q: When does my second ability take effect?

The second ability takes place at the end of the End Phase. If you had students joined your class (e.g. [Bruu]) that helped you draw cards, they would happen first.

[CI15A07] AMYBA, the Goocy Blue Menace

Q: Does expelling Paragons from effects count to my Win-Con?

No. The Win-Con says that you need to “Attack and Expel” 4 Paragons in one turn. This also means you the Paragons you expel has to be the very same Paragons you attack for your Win-Con to work.

Q: What about supporting Paragons? Do they count to my Win-Con?

Yes. A supporting student in a fight is still “attacked” by you.

Q: Does expelling a Paragon Idol count to my Win-Con?

Yes. A Paragon Idol is still a Paragon.

Q: If I attack alone more than once a turn, does my first ability increase my × again?

Yes. Your first ability lasts until the end of the turn; attack alone once, you'll get +2, attacking alone twice, you'll get +4 (ad infinitum).

Q: Can I pay for my third effect multiple times at once to “stack” the number of attacks I can do a turn?

No. The ability allows you to attack “again”, and not “I gain an extra attack this turn”. This means the effect refreshes the state of AMYBA and is not accumulative.

[CI15A08] RAJ, the Merit Miner

Q: What happens when I use my second ability on a student that has [Roaring Passion] affecting it?

You would gain ☞ equal to that student's \times PLUS whatever increments it has; the ability looks at the "final number" on the student's \times .

Q: Can I target an exhausted student with Raj's second ability? What happens?

Since the student targeted is not a "ready student", the second part of the ability would not be able to "recognize" the student and would not give you any ☞ whatsoever.

[CIP15A01] SHIYOKO, the Spirit of the Card

Q: If the player on my right changes (e.g. the he/she is expelled), would the conditions of my Win-Con change?

Yes. Your Win-Con will then refer to the new player, whereby if he/she wins, you will win too!

Q: What happens if the player on my right wins through his/her Win-Con?

In a multiplayer game, you and that player would both win! In a one-on-one game, however, that would result in a draw.

Q: What happens when a player is expelled from the game? How much ☞ would I gain at the start of my turn?

You would gain ☞ equal to the current number of players still in the game. If you started with 4, you would keep gaining +4 ☞ until one player is expelled, whereby you will then keep gaining +3 ☞ instead.

3. Students

[CS15A06] Strict Monitor

Q: What happens when I remove the attacking leader from a fight?

The fight ends immediately (from that point). Any effect remaining will take place, and attack tokens will be placed on all students in the attacking party that still remains in the class.

[CS15A10-CS15A12] Pitching Pro, The Rogue Star, & The Secret Weapon

Q: Would any of them still have their C bonuses if the support was suddenly removed (e.g. through [Stand in the Hallway])?

Yes. As long as they were supported at some point in that fight, the bonus would be applied, and will last until the end of that fight.

[CS15A15] Gossip Queen

Q: Would I still gain the 1 \star if the fight was suddenly ended (e.g. through [Prefect's Intervention])?

Yes. As long as he was declared for support, you will gain that 1 \star .

[CS15A50] Voodoo Practitioner

Q: Would I be able to "save" her from her ability through the use of (e.g.) [Stand in the Hallway] or [Strict Monitor]?

Yes. You may remove [Voodoo Practitioner] from your class after she has been exhausted but before her ability takes place to save her from her own effect.

[CS15A52] Minizord

Q: How long does its effect last?

Its effect to increase another ☞ 's \times & ☞ lasts until the end of the turn.

4. Schemes & Surprises

[SC15A15] Rediscovered Flyer

Q: Can I use Rediscovered Flyer when I have 3 \star or 4 \star provided that I intend to pay for it using \star ?

No. The requirement must be checked at the point of the scheme being played.

Could not find what you want?

Can't find answers to the question you want?

Pose us any of your ruling questions with a PM to our Facebook @ <https://www.facebook.com/AvariumtheGame/>



© Comic Fiesta 2015.
All rights reserved.