

# WIZARD'S GAMBIT™

## FREQUENTLY ASKED QUESTIONS

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### BASIC PLAY RULES

Some cards refer to a discard pile, where's the discard pile?

Played cards go into a discard pile which can be started near the Component deck. All played cards except Gambits are put into the discard pile as they leave play.

What do I do with the Magical Components on a Spell in the Spell Pool once I claim the Spell?

This is pretty straight forward, simply discard them into the discard pile.

When do I replace a claimed Spell in the Spell Pool with a new one from the Spell deck? Immediately or at the end of the claiming player's turn?

You replace the claimed Spell immediately after being claimed, before any other player action takes place.

If I run out of cards and it's not my turn, do I still draw 5 cards? If yes, does ending my turn mean I lose a turn?

There are several incantations and spells that might force you into a zero card state when it's not your turn. In any of these cases, immediately draw 5 cards, but do not skip your next turn. You just get to refill your hand during while it's not your turn, then take your turn as normal when it's your turn again.

### INCANTATION RULES

If I play *Colbach's Bounty* which allows me to play all cards currently in my hand, what if I use a card like *Prosperity* to draw 5 more cards - can I play those too?

You can only play the cards *currently* in your hand when you play *Colbach's Bounty*. This allows you to play only the remaining cards in your hand at the time *Colbach's Bounty* is played. If you use another Incantation such as *Reward*, or *Treasure Trove*, then those cards are set aside and cannot be played as part of the current hand.

Some interesting cases arise where someone else plays a card like *Prosperity*, where all players get to draw 5 cards. If on the next turn you play *Colbach's Bounty*, starting your turn with 10 cards – you can play all of those cards for an awesome combo!

This brings up another rule to keep in mind – you only discard down to 5 cards at the end of your turn! This makes it possible to start your turn with a lot more than 5 cards.

If I play *Colbach's Bounty*, and I have 2 Gambits in my hand, can I then play 2 Gambit's this turn?

With *Colbach's Bounty* you can play a Gambit card from your hand, thus gaining a free Incantation action during your turn, however the Gambit is still subject to the *Special Gambit Rules* which allow for only 1 Gambit per wizard in play at any time. So if, for example, you had 2 Gambits in your hand when you played *Colbach's Bounty*, you could only play one of them, provided you didn't already have a Gambit in play.



If someone plays *Twisted Fate* do I have to pass my face down Gambit in addition to my hand?

No, the face down Gambit is yours to keep. *Twisted Fate* is intended to mean pass your hand.

## SPELL RULES

If I have *Split Dimension* as my active Spell and I run out of cards which deck do I draw my cards from? The Component deck, or the discard pile, or either/both?

The intent of *Split Dimension* was to let the wizard choose which deck to draw the cards from. For clarification, any time the wizard must draw cards - end of turn draw phase, no Magical Components draw 2 cards, or out of cards draw 5 cards - the wizard first chooses the deck (Component/discard) and draws all cards from that deck.

## GAMBIT RULES

If I have a Gambit in play, can I lay the last Magical Component on a Spell in the Spell Pool? If I do, who claims that Spell given the rule where I can't claim Spells while I have a Gambit in play?

If you have a Gambit in play and don't release it, you cannot play a Magical Component on any other Spell that would also then claim that Spell. If this was your only available play, then you have a choice to either:

- A) End your turn and draw two cards, just like when you don't have the correct Magical Components.
- B) Release your Gambit allowing you to then play the Magical Component desired, thus claiming the Spell

Keep in mind that the choice is yours. There are situations where you might want to choose option A - i.e. you have another wizard's Spell Book locked down by a Gambit that you don't want to release, and for some other reason you also don't want to claim the Spell in the Pool.

Pages 5 and 8 in the rules cover the play mechanics of the Spell Pool and Gambits, but this scenario covers some of the finer points of Wizard's Gambit strategy, which gets into complex overlap of the rules.