

THE NINTH WORLD

A SKILLBUILDING GAME FOR NUMENERA

Frequently Asked Questions

Questions

On the dice, which symbol is “Good,” which symbol is “Bad,” and which is “Neutral”?

The symbol that looks like a “+” is Good; the symbol that looks like a “-” is Bad. The blank side of the die is Neutral.



If I have a cypher or other card that grants a benefit in phase other than increasing a bid, do I have to bid to gain that benefit?

Yes, you must bid at least 1 to play powers in a phase. For example, if your power allows you to discard a cypher instead of gaining a wound, you cannot use this power unless you have bid.

If a card has me make a roll where I can lose valor or bid points, but I have none of those, do I still make the roll?

Yes. Even if you lose valor or points when you have none, you can never go below 0.

Does wilderness scouting force you to mark what you reveal?

Yes, even if doing so has a negative consequence.

If another hero drew a card from the wilderness in the Scout phase, and then later in the turn I am told to mark a card, can I mark that card?

If a power lets you mark a wilderness card outside of the Scout phase, you can mark any card, because they are not sideways.

Does claiming a card complete only one tier of one eligible quest, or one tier of each eligible quest?

Claiming a card only completes one tier of one eligible quest.

Some quests allow you to claim a card when the last tier of the quest has been completed. Are these cards free?

If you get to claim a card because a power lets you and the power does not tell you the cost, you do not have to pay to claim the card.

Some cards allow me to draw discarded skill cards when I claim them. Can I draw the skill cards I used to bid this phase?

You cannot. The timing order for claiming cards is: convert bid points to skill points and mark/claim cards, place any spent cards faceup on your hero, then gain the valor. When you claim a card, you have not yet discarded the skill cards you used to get it, and “when claimed” powers activate immediately before this happens.

How many wilderness cards are out at the start of a solo game?

At the start of a solo game, there will be only one card faceup in the wilderness. You do not draw more cards from the wilderness until the threshold phase, when you will draw one card plus a card for every incomplete quest in the wilderness.

Is there a limit to the number of wilderness cards that can be out in any mode?

There is no limit. In competitive mode, anyone may draw wilderness cards in the Scout phase as long as they have the points to do so. In co-op and solo mode, you will always draw wilderness cards in the threshold phase, no matter how many are already out.

Do I shuffle and rebuild the wilderness and town decks with their discard piles if they are ever exhausted?

Yes, if the wilderness or town deck is ever empty and you need or want to draw from it, rebuild the decks from their discard piles.

In solo mode, I am a hero with three allies. How many players are there? Are my allies also considered heroes? Just one hero (you!). A hero may be an ally, but the allies you gain in solo play are not heroes.

In co-op and solo mode, how does a quest in the wilderness get claimed?

Anyone who has marked the quest can place a quest token to fulfill a tier when they do what is required to fulfill it. Once all the needed quest tokens have been placed, the heroes who marked it may combine bids to pay the cost in the upper left in any Charm phase. After doing so, one of them claims it and then gets the valor in the lower right and any other benefits listed for completing the quest, then discards it.

Prize cards that add skill points don’t specify the phase I can use their powers in. When can I use them?

You can play these powers in any phase, but the skill will not be of the phase indicated unless it’s played in that phase.

For quest tiers with the condition that I discard a cypher to complete it, when can I discard a cypher?

You discard the cypher whenever you wish, as long as it’s not being discarded for another reason. If you have the quest first, you may discard the cypher as soon as you claim it in the Tinker phase. If you have the cypher first, you may discard it when you claim the quest in the Charm phase.

The promo town card Skull Detonator says “At the start of the Tinker phase, shuffle this into the wilderness deck to discard 1 wilderness card.” Won’t you know it’s coming by its different back?

Yes. Promo cards are often Wacky.

Card Fixes

- The quest **Bring Back Pelts** card’s tiers are Charm yellow; the tiers should be Combat red.
- The quest **Barter** says “Discard 1 cypher to complete 1 tier. You may exchange the cypher for a discarded cypher of a lower cost instead.” It should instead say “Discard 1 cypher to complete 1 tier. You may then draw a discarded cypher with a lower cost.”
- The round 6 power on the Beyond Pack region card **The Rysors** says “On departure, remove all marks from wilderness cards and shuffle them into the wilderness deck.” It should instead say “On departure, remove all marks from marked wilderness cards and shuffle them into the wilderness deck.”
- The cypher **Trigger Detonator** says “Claiming this does not complete a tier of a quest.” It should instead say “You cannot discard this to complete a tier of a quest.”