

Gosu X – Clarifications, Errata, & FAQ

ERRORS

The following cards have translation errors in the 1st-print English version of Gosu X.

Ne'ye – Its effect only works when **Ne'ye** is removed from the discard pile. It should read:

- “When a player removes **Ne'ye** from the game from your discard pile, they draw a card.”

Wiindz – It retains its **Echo** effect; instead of “all” cards, it should read:

- “Release a card in this row or column.”

GENERAL RULES

Additional turns – You may not play more than two turns in a row through gaining additional turns. Also, once your opponent has passed, additional turns count as normal turns.

Adjacent – This means orthogonal: Above, below, right, or left, *not* diagonal.

Capture

- **All Level 1 Captured** - If all of a player's troops (Level 1) are captured and they wish to place a new troop, it is considered to be the first card in the row and is free (no discards are required).
- **Ethereal token on a Captured Card** – If a captured card gains Ethereal, it is immediately released.
- **Tokens on a Captured Card** – When a card is captured while it has an Activation, **Bounty** or Kuma token on it, the token is immediately discarded.

Optional/Mandatory Effects – If a card effect says “you may,” then it is optional; otherwise, the effect is mandatory, even if it requires, for example, destroying or capturing one of your cards.

“Same name” – Ignores whatever is between parentheses.

- *For example, all three “Phoenix (XYZ)” cards are considered to have the same name.*

Simultaneity – If an effect causes simultaneous actions (e.g. **Cylak**), the active player (the player playing the card) chooses the order of resolution.

Shuffling – When your deck is empty, only *draw* effects may cause you to shuffle your discard pile into a new deck. Discard effects, reveal effects, etc. may not. For example:

- If you are told to discard 10 cards from your deck, and you have less than 10, stop when you run out of cards in your deck. A shuffle will then be triggered by your next draw.

Swap – Cards swapped by effects such as **Kno'Bo** or **Demon Guardians** do not have to be adjacent, they can be any 2 cards in the same row.

Unable to play effect – You can still play a card if you can't activate the effect (e.g. **Petal Faeries** and no **Bounty** card in play), the effect simply won't take place.

“Wherever it is” – This ability works as soon as the card interacts with your turn's action, for example, it is played, it is revealed, it is discarded, etc. and of course, any interaction when it is already on the board. This allows **Phoenix (Immortal)** to be placed at the level of your choice or for **Shennong** and **All in One** to be discarded to complete **Xi'an's** Byun Hyung Ja mission. Other examples:

- **Bun To** always retrieves **Phoenix (Immortal)** if it is revealed by his effect.
- **Nakshara** can always retrieve **Phoenix (Immortal)** from the discard pile.
- **3 Wishes** automatically retrieves the **Xi'an/Shennong/All in One** cards revealed during its effect.

KEYWORDS

Bounty

- A **Bounty** token placed on a card with **Bounty** does nothing extra.

Echo

- Applies only when the card enters play, not when it's copied.

Secret Shift

- May be used as a regular Shift.
- If a card is used to pay the Shift cost, it cannot also be the card brought into play by that **Secret Shift**. You must nominate a card that is already in your discard pile before paying the Shift cost.

Shift

- When shifting a card, you can't replace it with a copy of it.
- Cards used to pay the cost of a Shift can be targeted by the effects of the card put into play. For example, if you pay 2 to make a shift by discarding 2 x Byun Hyung Ja, and play **Grave Robbers** you can retrieve the 2 cards with the same name that were just discarded.
- When a card with an activation token is Shifted, place the activation token in the spent tokens zone of the board, just like when a card is destroyed or captured.

Veteran

- A **Veteran** without an activation ability may only receive an **x2** token via the abilities of other cards.

✂

- In a card's text, ✂ refers to the number of activation tokens you have unlocked. At the beginning of the game, ✂ is equal to 2, but if you unlock a third activation token, then ✂ becomes 3. This only refers to unlocked activation tokens; all your tokens outside of the locked slots on the board count toward ✂, while those still in your locked slots do not.

UNITS

Aat

- **Aat** never copies the mirror clan, she is always from the **Tomorrow** clan.
- If the mirror card is **All in One**, **Aat** copies the ability and you can place **Aat** for free, even if you have no other **Tomorrow** clan troops in play.
- **Aat** can be placed even in the absence of a mirror card. If a mirror card subsequently comes into play, **Aat** will copy its properties but without resolving its possible arrival effect.
- If an activation token is placed on **Aat** and the mirror card becomes a **Veteran**, flip the activation token to double its military value (or quadruple in the rare case where there are already 2 activation tokens on **Aat**).
- If the mirror card is moved, destroyed, or captured during the resolution of its effect, it is immediately interrupted (the second part of the effect is not resolved, as is a possible **Echo** which is then lost).

Abhilasha

- **Abhilasha** can only copy cards with an effect (white text). Cards without an effect cannot be removed by **Abhilasha**'s effect.

Abunakkashii

- When **Abunakkashii** comes into play, you must choose a feasible effect if possible. You cannot choose to take a corruption token from your opponent if they don't have any and you have the opportunity to give them one, and vice versa.

Alpha (dead)

- If this card is copied, it is the original **Alpha (dead)** that is captured, not the copy.
- **Alpha (dead)** is considered to have the same name as **Alpha (Goan Sul)**.

Arpia and Timer

- If you play **Arpia** and **Timer** is in play (or vice versa), you draw a card immediately and then take another turn.
- If **Timer** is played below **Sha'dow** (gaining **Echo**) and **Arpia** is in play, immediately draw 2 cards then play one extra turn. You cannot gain more than one extra turn at a time.

Arrows of Justice

- All cards with a name matching the chosen card are forbidden to be played until after the Arrows of Justice player's next turn. This includes playing as a Shift, **Secret Shift**, or **Force of Will**.

Bombing Unit

- If **Bombing Unit** is OPEN, it can be sacrificed by its effect.
- If **Bombing Unit** is sacrificed during the first part of its effect, then it will be impossible to resolve the second part of the effect.
- If **Bombing Unit** is played with **Echo**, it can force players to sacrifice up to 4 cards provided that it does not sacrifice itself before the 4th resolution.
- *Reminder: Ethereal does not protect against sacrifice.*

Byun Hyung Ja (Narashima)

- May occasionally be triggered when your deck is not empty, e.g. through **Genious**.

Byun Hyung Ja (Phoenix)

- To trigger **Phoenix**'s Byun Hyung Ja effect, you need to have the 3 cards named **Phoenix**.

Byun Hyung Ja (Xi'an)

- This effect may only be triggered once at the end of a turn, even if a player has ten cards of the same clan in hand.

Fenghuang

- *Tournament Rules* – You must show the selected card to your opponent.

Galmi

- If **Galmi** is in play and you pass, your opponent is always limited to two more turns, even if **Galmi** is removed.
- You may not immediately pass with **Galmi** if you still have unused Activation tokens.
- Ethereal does not prevent a card from being targeted by **Galmi**'s effect.

Genious

- *Standard play* – You may choose a clan that is not present in your discard pile and not shuffle anything.
- *Tournament Rules* – You must choose a clan present in your discard pile.
- *Reminder: Only the player who plays **Genious** draws 2 cards.*

Goan-Sul

- The additional sacrifice only applies if you win the battle with less than a 10-point lead. If you lose the battle, you do not sacrifice an additional card.

Grave Robbers

- You must name a card that is in your discard pile, unless the discard pile is empty.

Justice

- When **Justice** enters play, you flip over one of your 3 immortal tiles to the other side (the one with a permanent effect). The effect now applies only to you, except for the **Narashima** tile, which clearly states "players" and therefore applies to both players.
- **Matching Level 3 in Play** – If a tile is flipped thanks to Justice and the level 3 of the same clan is in play with the same effect, the effects of **Phoenix** and **Goan Sul** stack. Two **Phoenix** effects will grant +2 in military for each card in hand, and two **Goan Sul** effects will require sacrificing 2 additional cards after winning a battle by less than 10 points.

Nio

- **Nio**'s effect is resolved completely and captures the copied card before applying the copied effect.

Nityananda

- During the additional turn, you may perform any action including playing a card from hand, not necessarily from the discard pile.
- **Nityananda**'s effect does not enable you to shift a card from your discard pile, only to play one.

Orgah

- If **Xi'an** is in play or its Immortal tile is active, the affected players remove ALL their Level IIIs from their discard pile, regardless of the clan chosen.

Phoenix (Immortal)

- **Phoenix (Immortal)** can be played in any row, and its military value is then equal to 2, 3, or 5 depending on whether it's in row 1, 2, or 3.
- When in play, it is still considered a level 1, 2, and 3, which means that cards that can affect a level 1, 2, or 3 can affect it, (excluding effects prevented by **Phoenix** being Ethereal).
 - *For example, no matter which row it is in, if it is OPEN, **Bun To** can always move **Phoenix (Immortal)** to the top of your deck.*
- **Phoenix (Immortal)** can only be shifted by a card of the same level as the row in which it is located.
- If **Xi'an**'s effect is active, **Phoenix (Immortal)** is considered as belonging to all 3 clans, wherever it is.
- **Phoenix (Immortal)** does not satisfy multiple requirements for enabling the play of other **Phoenix** clan cards. For example:
 - If **Phoenix (Immortal)** is in row 1 and is your only **Phoenix** clan card in play, you may not play a level 3 **Phoenix** clan card. You need a **Phoenix** unit in the first row and a **Phoenix** hero in the second row.
 - If **Phoenix (Immortal)** is in row 2 and is your only **Phoenix** clan card in play, you still need to discard 2 cards to play a **Phoenix** clan troop into row 1 (if there are troops from other clans in play).

Quae

- The player with the most cards in play sacrifices them one by one until they have the same number as their opponent. Cards not being open does not impact this effect (similar to the *Song for the Dead* phase).

The Red Circle

- The **Force of Will** ability of this card can still be used after passing.
- You can prevent the capture or destruction of a unit that you yourself initiated during your turn (for example with **Nio**, **Alpha (dead)**, **Cylak**, etc).

She Rift

- Allows you to place or move the **Bounty** token on a card. As a result, that card gains the **Bounty** keyword, which means you will draw a card if you destroy or capture it.

Three Wishes

- You may not name a clan that is not in your deck.
- *Note: **All in One**, **Shennong**, and all your level 3 cards (if **Xi'an** is in play) will be automatically added to your hand if revealed.*

Volantis

- If **Volantis** is sacrificed to the first part of its own effect, the second part (discard) still applies.

Xi'an

- Is considered to belong to all three clans in your deck, just like **All-in-one** and **Shennong**.