

# ANDROID

Updated April 6, 2009

The following is the errata and FAQ for Android. As this is the first update everything contained is new. Any future additions will be marked in **red**.

## Android FAQ

### Errata and Clarifications

The specific murder event that occurs on day 1 of week 2 should take place at the start of the day rather than the end of the day.

Q: My rulebook says I should have 12 alibi tokens, but I only have 11. Is this a mistake?

A: *The rulebook is incorrect. It should say there are 11 alibi tokens.*

Q: What are the Chairman Hiro tokens used for?

A: *For now, nothing.*

Louis Blaine

“Be more careful, Blaine.” (dark card)

This card should begin “Play when Louis places a lead, even if it isn’t his turn.”

### Frequently Asked Questions

#### General Questions

#### Cardplay

Are there any duplicate cards in Android?

Yes. Several cards appear twice in their respective decks. This is normal.

Q: Do faceup cards count as part of your hand?

A: *No, faceup cards are not in your hand and do not count against your hand limit.*

Q: Could you explain discarding cards more thoroughly?

A: *Discarded cards go to the bottom of their respective decks face up. If a card is to be drawn, and the top card of the deck is face up, the deck is shuffled and placed face down, then a card is drawn.*

*You may discard cards from your hand to discount or increase the price of dark/light cards when you play them. Other cards may require you to discard cards. You may choose which cards are discarded, unless the effect or ability states otherwise. You cannot, however, simply choose to discard cards for free without reason. If your hand is full and you need to discard a card and you have no other way to discard cards (such as those listed above), then you must spend 1 Time for each card you discard (and this can only be done on your own turn.)*

Q: When you play a fight card, should the affected player be able to know the outcome or should that be kept secret until they have chosen what tactics to use?

A: *The targeted player gets to know the outcomes before choosing tactics.*

Q: Can dark cards be played on a player when it isn’t his turn?

A: *Not normally, no. It is particularly important to remember that you cannot play dark cards in response to events moving detectives, adding evidence, etc.*



*However note that at least one card has been errata'ed to clarify that it can be played outside of its target's turn.*

**Q:** Many Twilight cards whose flavor text involves an NPC have abilities that require the NPC to be alive. However, some cards have flavor text that treats NPCs as if they were alive, but the text below those cards doesn't explicitly say so. Are those cards still legal if the NPC is eliminated?

*A: Unless stated, the NPC does not need to be alive. However, note that you cannot gain any NPC favors belonging to an NPC that has been eliminated, so playing cards for that purpose serves little use except moving your twilight marker.*

**Q:** If you play a card on someone when they move to a location that then moves them to a different location, and the new location is seedy / ritzy, do they get to draw the appropriate dark / light card? And when they do move there, is that a new trigger for someone playing another dark card on them?

*A: Yes, they draw the appropriate card. Yes, that is a new trigger.*

## **Hits**

**Q:** If I have an obsession for a suspect, and all of the other suspects are killed through hits, do I get the obsession pay off?

*A: Yes. A sole surviving suspect is considered to qualify for the obsession bonus.*

## **Leads, Evidence, and Conspiracy Pieces**

**Q:** We ran out of evidence tokens / conspiracy pieces early in the game. Is this normal?

*A: If you find you are running out of both evidence and puzzle pieces very early in the game, double-check the rules for placing leads. Remember that you cannot place a lead in your detective's district. That said, sometimes, based on the group's playing style, evidence or*

*conspiracy pieces will run out before the end of the game. If that happens, just keep playing and don't worry about it. It is extremely rare that both will run out before the end of the game, however.*

## **NPCs**

**Q:** Who is <NPC X>?

*A: All characters mentioned in the game are either a detective, suspect, or NPC. If a name is mentioned that isn't a detective or a suspect, then it is an NPC. The NPCs relating to each detective are described on the back of that detective's sheet, so if you don't recognize a name, check the backs of the detective sheets (including any detectives not being played).*

**Q:** An event involving "Oliver" (an NPC relating to Rachel) has come up. Does it matter whether or not Rachel is in the game concerning this card? What if Oliver is dead by this point in the game?

*A: Events concerning NPC relating to detectives not in play still occur normally. However, events concerning dead NPCs do not occur (simply add them to the event track facedown).*

## **Sacrificing**

**Q:** Could you explain sacrificing more thoroughly?

*A: Sacrifices only happen due to a card effect or ability. A sacrifice must be performed during your turn, but they cost 0 time unless the card or ability states otherwise. A player may sacrifice as many times per turn as he desires, as long as he can play the cost. Finally, sacrificed items (such as favors or evidence) are returned to the pool that they came from.*

*So, for instance, if your plot says that you may sacrifice 2 favors to gain 1 good baggage, then you may discard 2 favors during your turn to gain 1 good baggage without spending any time.*

*Note that in the example above, you could not gain any other benefit from sacrificing those 2*



*favors, even if you had another game effect that you could trigger by sacrificing favors.*

### **Warrants / Restricted Locations**

Q: Can several different players have warrants on the same location at the same time?

*A: Yes. Any number of players may have a warrant on a single location.*

Q: What happens if you move to a restricted location (a.k.a. a location that you can place a warrant on) through means other than normal movement (such as a dropship pass)?

*A: It costs 2 extra time to enter a restricted location if you don't have a warrant on that location. This penalty is applied any time you enter the location voluntarily. If you are forced to enter a restricted location because of a dark card or through some other involuntary means, the time penalty does not apply.*

### **Detective Specific Questions**

#### **Floyd 2X3A7C**

Q: On Floyd's Tech cards, does Simmons have to be alive to play the card at Haas-Bioroid?

*A: No, Simmons only needs to be alive to play Floyd's Tech cards at the NAPD.*

Q: Please explain how Floyd gains good baggage on the "What makes a soul?" plot card.

*A: Location types correspond to the different colors of locations on the map board. On a given turn, if Floyd enters two different-colored locations (red and purple, for instance), he would gain one good baggage. Only different-colored locations matter (so, entering one purple location and four red locations still only nets him one baggage) If he entered four different-colored locations (such as green, red, blue, and yellow) he would gain three good baggage. He may do this each turn while the plot is in play. Finally, the location he starts in each turn doesn't count towards this total.*

#### **Louis Blaine**

Q: "Be more careful, Blaine" (dark card) says "Play when Louis places a lead." Louis generally only places a lead when it is another player's turn, so when can this dark card be played?

*A: It may be played out of turn on Louis.*

#### **Rachel Beckmann**

Q: Is spending cash the same as losing cash?

*A: Yes.*

Q: Can Rachel's money go to zero?

*A: Yes. Simply remove her hero marker from the card, replacing it once she has some money again.*

Q: If Rachel is currently at \$10,000 and a card states she "gains X dollars" does she receive any good baggage if she has her Friend in Need plot in play? If she's at \$0 and a card states she "loses X dollars" does she gain bad baggage?

*A: No in both cases. The money must actually be gained or lost to trigger the baggage effect.*

Q: When "A Friend in Need" is Rachel's plot card, does playing a Dark card on Rachael that causes her to lose money give her 2 bad baggage (1 for the Dark card, and 1 for the loss of money)?

*A: Yes.*

#### **Raymond Flint**

Q: Does flipping Keene to his peaceful side have any game effect?

*A: Other than the normal benefits of reaching that good ending, no. This is included for thematic reasons only.*

### **Optional Variants**

#### **Stronger Getting a Jump**

When a detective visits the scene of the crime and gets a jump on the case, he may place any detective's hero marker on the scene of the crime, not just his own. This way, he may choose another detective to be the first player next turn if he so desires.

### **Weaker Broadcast Square**

If your group is finding Broadcast Square's ability to be too powerful, then you may wish to use this variant. When a player uses Broadcast Square's ability, he does not receive the benefit of the conspiracy piece he is placing (i.e. the shift, favor, or baggage from the front of the piece).

### **More Evidence at Game End**

Some players don't like how much evidence gets discarded at the end of the game. In this variant, the "Strong" file on a suspect never causes evidence with a value of +1 or greater to be discarded, while the "Weak" file on a suspect never causes evidence with a value of -1 or less to be discarded.