

Hello Seekers! You're likely at the heart of the game and a question has come up? Well you're in the right place! This is the one-stop-shop for all your queries about Kinfire Chronicles Night's Fall. I'm Belita, your friendly local trainer. I normally specialize in hand-to-hand combat, but right now you've got questions and I've got answers!

From gameplay mechanics in combat, the shop, deck-building, to any content clarification or general questions – we'll do our best to support you! If you have questions or want to share tidbits of information from your play-through and experience, please comment on our bgg page or send us a message! We're looking forward to hearing about your adventures!

Email us at help@incredibledream.com.

Click [here](#) to go to our BGG page!



1.0 GENERAL

Q. Is there a way to identify the original character cards, item cards, and story cards for when I complete the campaign and need to put everything back in their boxes?

A. Yes. The card numbers on the bottom of the cards (they're quite small) include a code indicating where each card comes from initially. We also have a [full components list](#) available that you can double check as well.

HBA - Asha's Seeker Box

HBF - Feyn's Seeker Box

HBK - Khor's Seeker Box

HBN - Naz's Seeker Box

HBR - Roland's Seeker Box

HBV - Valora's Seeker Box

QVA - Vinna Pack

DL1 - Din'Lux Pack 1

DL2 - Din'Lux Pack 2

DL3 - Din'Lux Pack 3

LV1 - Level-Up Pack 1

LV2 - Level-Up Pack 2

LV3 - Level-Up Pack 3

LV4 - Level-Up Pack 4

CR - Copper

SR - Silver

GD - Gold

A - Amethyst

D - Diamond

E - Emerald

J - Jet

P - Pearl

R - Ruby

S - Sapphire

Q01 through Q21 - Quest 1 through Quest 21

2.0 TOWN EXPLORATION

Q. When instructed to add a shop to the city market, what does that mean?

A. Adding a store to the market just means 'unlocking' the store for the first time, really. You still have to use a city action to visit the store in the future in order to shop there. Any shops in Vinna are no longer accessible once you arrive in Din'Lux.

Q. Do you need to spend kinfire tokens when adding cards with the kinfire icon to your deck?

A. No, kinfire tokens are never spent (unless a card says otherwise). If you have 3 kinfire tokens, for example, you may have up to 3 kinfire icons in your deck.

3.0 COMBAT

3.1 GENERAL COMBAT

Q. How many spaces can you move on your turn?

A. You receive 1 move each turn (meaning you can move 1 space), regardless of how many free actions you play. Only movement boosts and actions that give you extra moves let you move additional spaces on a turn.

Q. Can action cards be played on other Seekers' turns or during an enemy's attack?

A. No. Actions (including free actions) may only be played during your turn. Only boosts can be played outside of your turn. (Except when a card specifically says otherwise).

Q. If the targeted Seeker is not within range of an enemy's melee blast attack (AOE) but there is another Seeker in the enemy's space, is that Seeker affected by the attack?

A. No. If the targeted Seeker is not within range of an enemy's blast attack, no Seekers are affected by the attack.

Q. If an effect allows a Seeker to discard their last action card when it's not their turn, do they immediately discard all remaining cards and refill their hand?

A. Yes, once you're out of action cards, discard the rest of your hand and refill it, then charge your lantern. This is true even if it happens outside of your turn.

Q. Can I use the lantern card right away after I flip it?

A. Yes, as long as you have an action available. Lanterns behave just like another action card in your hand once they are faceup.

Q. If I pass, can I discard a card?

A. Yes, if you pass instead of playing an action card, you may draw or discard 1 card.

3.2 HEALTH

Q. Do you ever reset your health?

A. Yes, at the beginning of each quest, reset your health to your Seeker's starting value.

Q. How do I know my Seeker's starting health?

A. Each Seeker's health dial has 2 numbers that are a different color than the rest. The lower of the two numbers is for games with 3-4 Seekers, and the higher of the two numbers (+5) is for games with 2 Seekers.

Q. If the last remaining enemy and a Seeker are reduced to 0 health at the same time, which is defeated?

A. The Seekers are defeated in that case.

3.2 STATUS EFFECTS

Q. When an enemy ability with a Stun status is triggered, do non-attack effects of the ability (such as refocusing) still resolve?

A. Yes.

Q. When an enemy ability causes another enemy ability to trigger, do status effects on that ability trigger?

A. No. Enemy abilities that are triggered by other abilities ignore status effects.

Q. When an enemy ability with a Stun status is triggered, do non-attack effects with the key words "Before attacking" or "After attacking" still take place?

A. If an enemy doesn't attack, these effects do not trigger. (The enemy will still move, unless they are "trapped.")

Q. If the triggered enemy ability is stunned, do they still move towards their target?

A. Yes.

Q. When a melee or ranged blast attack (AOE) affects an additional Seeker who doesn't have the focus token, do they also take any status effects caused by the attack?

A. Yes, any non-targeted Seekers in the same space as the targeted Seeker during a blast attack also take any status effects caused by the attack.

Q. When you discard your hand, do you discard all status effects?

A. Yes! Sometimes it's worth it to get that last action card out of your hand fast.

Q. When you place new status cards on an enemy ability, and there are already one or more statuses there, do you place the new one on top or can you add it in whatever order you like?

A. New status cards are placed on top of any cards already there. If multiple cards are added at once (such as with Roland's lantern), you choose what order they're added in.

Q. When resolving an enemy action and more than one status card is present, do all of the status cards trigger prior to the enemy's ability?

A. Yes, all the status cards trigger from top to bottom and are then discarded before resolving the enemy's ability.

3.4 BOOSTS

Q. Can boosts be used outside of a Seeker's turn?

A. Yes. Although most boosts apply to another Seeker's action, Block boosts are played in response to an enemy's attack and Chit Redraw boosts are played when a chit is drawn from the bag.

Q. Do the enemies have colored (symbol) attacks just as the Seekers do?

A. Yes! In the beginning most enemies will be attacking with white (no-symbol) attacks, meaning a Block boost of any color (symbol) can be used.

Q. When an enemy's ability causes them to attack twice, can a Seeker play a block boost on each of the attacks?

A. Yes. A Seeker can play 1 block boost for each enemy attack, with each block preventing damage from 1 of the attacks.

3.5 SEEKER-SPECIFIC

Q. The Valora's Bow card states "show that this card is in your hand when making an attack". Does this mean that as long as you have the card in your hand your attacks do +1 damage?

A. Correct. While Valora's Bow is in your hand, your ranged attacks deal +1 damage.

Q. Can Khor's Ability also be used when a player takes damage due to hurt cards?

A. No. It can only be used for attack damage.