

# KEYFORGE

## BREAK-KEY

3-PLAYER  
VARIANT

### GOLDEN RULE

If there is a conflict with a game scenario that is not clarified in these rules, then, decide for what most closely aligns to the value of how that scenario / card would resolve in a standard 1v1 game.

### FIRST TURN:

Starting Hand can be mulliganed in  
TURN ORDER

PLAYER	STARTING HAND	OPENING TURN
<b>First</b>	7 Cards	May play 1 Card
<b>Second</b>	7 Cards	May play 2 Cards
<b>Third</b>	7 Cards	Not Limited

### HOW TO WIN:

- Each player starts with 3 Forged Keys
- When a player would forge a key they instead "Un-forge" 1 key from EACH of their opponents

**BE THE LAST PLAYER REMAINING  
WITH AT LEAST 1 KEY FORGED**

### SETUP

1. Each player starts with a red, yellow, & blue key set to their FORGED SIDES
2. Each player should have a set of DISTINGUISHABLE AEMBER  
(i.e. unique to each player)
3. Each player should have a BOON TOKEN  
(can be any token handy)

### GAMEPLAY

- Play begins with the first player and proceeds clock-wise.
- You can interact with any opponent.
- Generally, the Active Player chooses who to target with cards that reference a singular opponent, and cards with global effects apply to all players.  
(card resolutions to be covered in greater detail)
- All other rules are consistent with standard keyforge, with the Following Adjustments:

## AEMBER ON CARDS

### **CAPTURED:**

- *When you capture Aember from an opponent, place one of that player's aember on your creature*
- *If a creature leaves play with an opponent's Aember on it, that aember goes back to its original owner*

### **EXALTED / SELF-CAPTURED:**

- *If a creature is exalted or captures aember from its own side, that player places one of their own aember on their friendly creature*
- *When your friendly creature leaves play with your own Aember on it;*
  - *On your Turn:* you decide which opponent gains that Aember
  - *On Opponent's Turn:* the Aember goes to the player whose effect removed that creature from play

## BOON TOKEN

*While there are 3+ players; If you complete one of the following actions, place your Boon Token on top of your Deck:*

1. *Knock out an Opponent*
2. *Your Targeted Ability causes the PREVIOUS PLAYER to:*
  - *lose one or more Aember from their pool*
  - *lose one or more Creature/Artifact from play*
3. *You stop an "In-Check" opponent from being able to Forge a key at the start of their turn from your Targeted Ability*

### RESOLVING A BOON

*During your Draw Cards Step, if you have a Boon token on your deck, discard the boon token and DRAW +1 Card that turn*

### PLAYER ELIMINATION:

- *When a player is eliminated all of their cards & Aember are immediately removed from the game*
- *Any aember on the eliminated player's creature follows the "Aember on Cards" section, above.*
- *Any captured Aember belonging to the eliminated player is removed from the game*

## CARD RESOLUTION FAQ

### TERMS TO KNOW:

- **GLOBAL:** an effect that targets ALL players (such as passive abilities)
- **TARGETED:** your effect's target is a Singular Opponent
- **TRIGGERED:** Resolves as part of an Action you take (Not a Passive Ability)

CARD REFERENCE	TARGET OF EFFECT
<b>GLOBAL</b> Ability (referencing all players)	All Players
<b>PASSIVE</b> Ability (always active while the card is in play)	Each Opponent Individually, (Resolving clockwise starting from the Active Player)
<b>EACH</b> Enemy or Opponent	
<b>SINGULAR</b> Player, Enemy, or Opponent	Active Player's Choice of Target
<b>CHOOSE</b> Multiple Players, Enemies, or Opponents	Active Player's Choice of Targets, can be split between all eligible players

### Clarifications:

- If an ability has a prerequisite involving an opponent ("If You Do" abilities, if damage was dealt, if aember stolen, After Fight, "has more than you", etc.) then that ability would affect the opponent that was involved in that prerequisite action.
- Some card's abilities don't reference an opponent (ex: "Play: capture 2 aember"). In these cases the Active Player has their choice of player/target.
- Non-passive abilities based on an unspecified opponent's game state ("For each enemy creature", "If there are more/less enemy creatures" etc.) are resolved against a singular opponent (active player's choice).

## ADDITIONAL NOTES

### CARDS THAT UNFORGE KEYS:

*If a card would instruct a player to Unforge an opponent's key, they instead Re-Forge one of their own. The rest of the card resolves as written.*

### KEY TAXING / SKIPPING FORGE STEP:

*Any abilities that increase a key cost or cause an opponent to skip their Forge a Key step are persistent until the start of their turn. Place Damage Counters on their Archon Card as a reminder of their key cost increase*

HAVE FEEDBACK ON BREAK-KEY?

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