The Strange Gizmos of Doctor Verokter

A solo adventure for Keyforge Version 5.3



As usual, Doctor Verokter plans to take over the world, nothing new under the sun. However, this time he has developed a new plan that could work... And the archons are worried about it.
The Doctor has been commissioned by a corporate group to improve the performance of a standard duck, and he has 40 million credits at his disposal. He's found a way to clone his ducks after feeding them with a high-performance mutation potion. Will you be able to stop the doctor's plans and the dreadful effects of his strange gizmos?

The rules explain who to play in solo mode. For multiplayer, there is a special section at the end of the rules.
It uses most of the rules designed for the previous adventures.
The specific rules for this adventure are listed below.

Components

- 1 **Regular Duck** / **Angry Duck** Token reference card (Recto/Verso)
- 2 Doctor starting cards :
  - 1 **Generator 3000** card
  - 1 **Recycle Droid** card
- 6 Player starting cards :
  - 1 **Sitting Duck** card
  - 1 **Strange Dispenser** card
  - 4 **Serum** cards (blue/red/yellow/black)
- 14 Duck Upgrade Cards
- 14 Proto Cards
- 45 Adventure cards

Game setup

1. Place the **Sitting Duck** card and the **Strange Dispenser** card ready in your artifact area.
2. Place the 4 **Serum** cards under the Strange Dispenser card in any order (slightly shifted allowing the titles to be visible). You can browse them at any time.

3. Shuffle the Proto cards  and create a deck face **up** and put it next to your **Strange Dispenser**.
4. Place the **Generator 3000** card and the **Recycle Droid** card ready in the artifact area of the Doctor.
5. Shuffle the Duck Upgrade cards  and create a deck face **down** and put it next to the **Recycle Droid** card.
6. Draw the **2** first cards from this deck and put them face **up** into a second pile next to it called the Upgrade Pool.
7. For a standard game, place the Duck Token reference card next to the previous deck on the “Regular” Side. For more challenge, put it on the “Angry” side.
8. Shuffle the Adventure cards to form the Doctor's Adventure deck.
9. The Doctor makes 2 tokens. Ready them.
10. The Doctor archives 2 cards.
11. Pick a Keyforge deck of your choice to face the Doctor and set up as usual. Draw 6 cards and you're ready to begin. You play the first turn (without the usual first player's penalty of playing only one card).

Goal of the game

You win at anytime when :

- you unlock the 4 Serum cards
  AND
- you destroy a Duck token in a fight using the **Sitting Duck** card

In the process of creating his Mutant Ducks, the Doctor also created a Serum to destroy them. He did this just in case one of his mutations went wrong. He stashed the 4 parts of this serum into a highly protected dispenser that only a true archon could open, if he gives enough keys and Aembers for it. This Serum is your only chance to stop the never ending cloning of the Ducks and the Doctor's evil plan.

The Doctor wins instantly the game if:

- The Duck card gets 4 upgrade cards attached to it. (5 in hard mode)
  OR
- The Duck Upgrade draw pile is empty and you need to draw one more.

Special Rules

Gizmos

This is a new type of card included in this expansion. It’s not an artifact but it’s working exactly the same way. It’s still not an artifact and it cannot be targeted by a power or ability.

Strange Dispenser

When you should gain an Aember because of a bonus Aember OR by stealing, put these tokens on your Strange Dispenser card and NOT on your pool. These Aembers can only be used to buy Protos. Its Omni ability allows you to put the top card of the dispenser on the bottom of the deck.

The Doctor likes to play with its own rules. The dispenser is supposed to disturb the archon habits. In addition, it's a nice opportunity to test its very last prototypes…

Protos

At any time during your turn you can spend 3 Aembers to get the first Proto card in the dispenser. These Aembers can be spent partly from the dispenser and from your pool. Most of the time, you get a powerful action, but sometimes you can find strange upgrades or creatures. If such a card was to be removed from play, place it immediately face up on the bottom of the Proto's deck.

Duck Tokens & Sitting Duck

If you destroy a Duck Token by fighting with a creature, you get 1 Aember. It's an alternate way of getting Aember and you'll need it.
You got a special Gizmo to help in the matter: the **Sitting Duck**
Its **Omni** ability allows you to fight with any friendly creature.

Serums

The 4 **Serum** cards must be unlocked in order to win the game. When you unlock a **Serum** card, put it under your **Sitting Duck** reference card (slightly shifted allowing the title to be visible).
There are 2 main ways to unlock a **Serum** from the **Strange Dispenser** :

- When you forge a key, you can
    - unlock the **Serum** from the same color still available under the **Strange Dispenser**
      OR
    - unlock the **Black Serum** card.
- Each **Serum** card has got a second way to be unlocked by tinkering the **Strange Dispenser**. As soon as you reach the condition written on the card during your turn, you **can** apply the **tinker** effect of the card to unlock the **Serum**.

The Strange Dispenser is equipped with 2 Slots : the first one is an Aember slot to unlock Protos. The second one is a key slot to unlock Serums. The Doctor didn't think about the other ways you can cheat with the system…

The Doctor’s turn sequence

The doctor's turn follows the same rules as the Keyraken adventure with a few exceptions.

The forging step

Instead of forging keys, the Doctor tries to forge upgrades for his Duck Token card. If the upgrade pool is not empty, the Doctor tries to forge the top visible card of this pile. The forge price is indicated into the  bubble.
The price of the upgrades can be normally affected by cards modifying the key’s price.

Play Cards Step

The Doctor plays one by one each card from its archive. If cards should be archived during the resolution, these cards will be played next turn.

Creatures activation

Each creature AND Doctor's Tokens are activated one at a time from left to right.
Each card in the Doctor’s Battleline follows a priority list that determines its action:

- **First Priority - Fight:** If the creature has the **Prey** keyword, it fights the creature that is described, if able.
- **Second Priority - Action** : If the creature does not have **Prey**, or if it has no valid target to fight, it performs its **Action** ability, if it has one.
- **Third Priority - Reap** : if the creature can do neither of the above, it reaps. Any Aeber gained by reaping is added to the Doctor’s Aember Pool.
- **Fourth Priority - Nothing :** If a creature can do neither of the above, it doesn’t do anything and stays ready. (if for instance an ability stops from reaping).

A Doctor’s creature that doesn't have the **Prey** keyword but has the **skirmish** keyword, it temporarily gains: "**Prey**: the **most** powerful creature".
If a Doctor’s creature is enraged it temporarily gains “**Prey**: the **least** powerful creature”.

Artifacts activation

Each turn, the Doctor first activates his **Generator 3000** which allows him to create new Token(s). Then, the Doctor activates all his artifacts from left to right. And finally he activates his **Recycle Droid** which allows him to archive 2 new cards and refresh the top duck upgrade from the pool.
When such an ability asks the Doctor to create a Token creature, take the first card of their deck and put it into play **face-down** and **exhausted** to its right side. This card is considered as a copy of the Doctor’s reference Token Card. This card is subject to change during the game. When a Token leaves the game, the card is

flipped to its appropriate orientation (front or back) depending on the incoming out-of-play area (deck, hand, discard pile...).

Ready Phase
Ready each card controlled by the Doctor.

Additional rules for the Doctor

Hand of the Doctor
The effects that are applying to the hand of the Doctor are applying to its archives instead. However the Doctor is not affected by the “hand-size” effects or draw phase effects. The Doctor doesn’t have any draw phase…

Duck Upgrade Card
If such a card was to be removed from play, place it immediately face up on the bottom of the Upgrade Pool.

Card impossible to play
If the Doctor cannot play a card, the Doctor's card stays in the archive for the next turn but the other cards in the archive are still played in order.
Example : Ethan Jar

Unforge Keys
If a card asks you to unforge an opponent’s key, the Doctor place back the last upgrade card he forged in one of the 2 dispenser decks on the proto side.
Example : Break Key

If a card refers to the number of keys the doctor has, it is the number of upgrades he has already on its duck card.

Chains
The Doctor cannot take chains, even if an effect requires it.

Add to Archives
If a card should be added to the Doctor’s archives, it is added on top of its archive pile.

Gaining Control of a Duck Token
You can look at the front side of a Doctor's Tokens only if you gain control of it.
If you start a fight with such a Token which is destroyed during the fight, you can also get 1 Aember.

Multiplayer mode
The multiplayer allows you to play cooperatively with 2 or 3 players.

Most rules stays unchanged, here are the few modifications you need to know.

Setup

2 players

Each player chooses a different deck and should sit next to each other.
The 2 decks must have 1 and only 1 house in common !
Every player can Mulligan independently.
They can choose who is the first player afterwards.
The rest of the setup is unchanged.

3 players

First choose a leader, the 2 other players will be the sidekicks.
The leader chooses a deck and then each other sidekicksshould choose a deck that must have 1 and only 1 house in common with the leader's deck. But no house in common with the other sidekick's deck.
Every player can Mulligan independently.
The leader goes first.
The rest of the setup is unchanged.

What is in common or not?

In this adventure, all the players have :

- The same Board
- The same Artifacts & Gizmos
- The same Amber Pool & Forged Keys
- The same Chains counter

In this adventure, all the players have :

- Their own draw pile
- Their own discard
- Their own archives

Shift & Turn Sequence

The players are taking shifts in order. The active player is the player playing his shift, the other ones are the teammates.
A shift is played in 2 steps:

1. First, the player plays the Doctor's turn (except first turn).
2. Then, he's playing his own turn.

During an entire shift, when an effect refers to the player's draw pile, discard pile or archives it's referring to the active player ones.
The teammates' decks, discards and archives are temporarily out of the game.
Be careful to the following situations:

- If a teammate's card should be put in the active discard pile, this card is discarded to the owner's discard instead.

- If a teammate's card should be put in the active player's hand, this card is put to its owner's hand instead.
- If a teammate's card should be put in the active player's archives, this card is put in its owner's archive instead.

Playing a foreign house

During his turn, if a player chooses to activate a house which is not on his identity card, he is allowed to discard up to 2 cards from his hand from any houses. He can activate scrap effects this way if any.

Credits

An adventure created by the AFK (Association Française de Keyforge).

Lead designer : Christophe Raimbault (*Flagadur*)

Graphics: Axel Villard (*Bot0rnot*) & Midjourney

Dev team :

- *Nuarc*
- Lilian Jeambrun (*Alvad*)
- Olivier de Casanove (*Esperluet*)
- Axel Villard (*Bot0rnot*)
- Colin Croville (*Gued*)
- Armand Thiébaud (*Phyr*)
- *Guesn*
- Marc Detaille (*2Taille*)

Translation :

- Colin Croville (*Gued*)
- Lilian Jeambrun (*Alvad*)