

Viewpoint Frequently Asked Questions (FAQs)

Topic	Question	Answer	Sets
AMBUSH	If I AMBUSH a player with a card, do they get to use its ability?	Only if the ability is a persistent effect.	TWD
AMBUSH: <i>Fabulous Flying Fidels</i>	If I have 6 Zombeyes and I play Fabulous Flying Fidels to AMBUSH another player with it, do I lose before the AMBUSH occurs?	Yes, because Fabulous Flying Fidels will give you a total of 8 Zombeyes, which means you'll lose immediately by being overwhelmed by the Zombeye plague.	TWD
CANCEL	Can "cancelling" cards, such as Spectacles, See Into The Future and Persistence of Vision, CANCEL a card that is "copying" a corresponding action? e.g. If I play Mirror Image and use it to "copy" the action on Blind Spot, can a player CANCEL my Mirror Image with their Spectacles?	Yes	VR
CANCEL	A player plays Skewed View and chooses to DESTROY a card in my Field of View and a card in another player's Field of View. If I then REVEAL Persistence of Vision to CANCEL the Skewed View, does the other player's card still get DESTROYED?	No, none of the actions on Skewed View happen if it is cancelled. The same is true for Spectacles cancelling Wild-eyed.	VR
CANCEL: <i>Counterspy</i>	Can I use my Counterspy card to cancel another player's Counterspy cancel action that is being used on me?	Yes, and your original STEAL action and the STEAL action from your Counterspy both happen.	EVE
CANCEL: <i>Observatory</i>	Can I CANCEL Peekaboo! or Two-Way Mirror with Observatory?	Only if those card are being played and not if they are being REVEALED. REVEAL actions can't be CANCELLED by Observatory as it can only cancel cards that are being played.	EVE
CANCEL: <i>Observatory</i>	Can I CANCEL a card that was played into a player's Field of View with Two-Way Mirror's ability using Observatory's ability?	Yes, because the card is being played from the top of the Draw Deck. If it is CANCELLED, Two-Way Mirror's ability to perform the actions on that card can't be used as the card is no longer available to "copy".	EVE
CANCEL: <i>Observatory</i>	Can I CANCEL Hindsight with Observatory?	Yes, even though Hindsight can't be DESTROYED, it can be CANCELLED with Observatory as it is being played.	VR, EVE
CANCEL: <i>Observatory</i>	What happens if 2 or more players try to use Observatory to CANCEL a card at the same time? Whose Observatory is used?	If this happens, the players who are trying to CANCEL the card can obtain unanimous agreement on whose Observatory to use. If they can't, the leftmost player to the player whose card is being CANCELLED is used.	EVE
Card limits	Is there a limit to the number of cards I can have in my Hand, Field of View or Frozen Zone?	No	All
Card limits	Can there be more than one copy of a card on the table at any time?	Yes	All
CONTROL: <i>Shifty Eyes</i>	If two or more players play Shifty Eyes on the same player to CONTROL their next turn, who CONTROLS that turn?	The player who played the first Shifty Eyes will CONTROL the target player's next turn. The player who played the second Shifty Eyes will CONTROL the target player's next turn after that turn and so on. This means that a player who has had Shifty Eyes played on them may be CONTROLLED for several turns in a row.	TWD
Copying actions	What cards allow you to perform the actions on another card (also known as "copying")?	Mirror Image - copies a card in the Viewniverse [Viewpoint Revisioned] Two-Way Mirror - copies a card in the Viewniverse [Eye vs Eye] Rabid Mongrel - copies a card in the Frozen Zone [Prehistoric Park]	VR, EVE, PP

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Copying actions	How does "copying" a card with a persistent effect work?	The "copying" card has all of the non-REVEAL abilities of the card being copied, including persistent effects. Therefore, so long as the card being copied remains in the zone in which it was copied, the persistent effects are considered to be playable on the "copying" card. e.g.(1) Mirror Image copies Shadow; therefore, the player who has Mirror Image in their Field of View can play an extra card each turn whilst Mirror Image remains in their Field of View and Shadow remains in the Viewniverse. e.g.(2) Rabid Mongrel copies Neandeyethal; therefore, the player who has Rabid Mongrel in their Field of View can recruit a mammal each turn whilst Rabid Mongrel remains in their Field of View and Neandeyethal remains in the Frozen Zone.	VR, EVE, PP
Copying actions	What happens if I am using Mirror Image or Two-Way Mirror to "copy" Shadow (or Visionary) and the Shadow (or Visionary) card is removed from the table (i.e. to the Discard Pile or back into a player's Hand)?	Mirror Image or Two-Way Mirror no longer "copies" the Shadow (or Visionary) actions because the Shadow (or Visionary) card is no longer in any player's Field of View.	VR, EVE
Copying actions	Where do I place the Mirror Image or Two-Way Mirror cards when I use them to "copy" another card?	They are placed in your Field of View and you are required to keep track of what card they have copied.	VR, EVE
Copying actions	Does Mirror Image or Two-Way Mirror "copy" the option that is selected with Kaleidoscope?	No, these cards "copy" the Kaleidoscope rules text, including the ability to select one of the three options.	VR, EVE
Copying actions	If I "copy" Telescopic View with Mirror Image or Two-Way Mirror, do I count the "copying" card when determining the number of cards to draw?	No, because the "copying" card doesn't "copy" the name of the card it has "copied". It only "copies" the non-REVEAL actions on the card it has "copied".	VR, EVE
Copying actions	If I "copy" a card that refers to itself in its rules text, do I copy that reference or replace it with the name of the "copying" card?	The referenced name is copied verbatim. e.g. Hindsight states that "Hindsight cannot be DESTROYED." If you copy Hindsight with Mirror Image, because Mirror image copies the text verbatim, Mirror Image can still be DESTROYED.	VR, EVE, PP
Copying actions: <i>Mirror Image</i>	What happens if there are only Mirror Image cards (or no cards at all) on the table when another Mirror Image card is played?	Nothing, there are no practical actions to "copy".	VR
Copying actions: <i>Two-Way Mirror</i>	Can Two-Way Mirror be cancelled if it "copies" a STEAL ability?	Yes, Counterspy can be used to cancel it. In this case, Two-Way Mirror is cancelled and moved to the Discard Pile. However, the card that it is "copying", which is the card that was put into another player's Field of View, is not cancelled and remains in that player's Field of View.	EVE
Copying actions: <i>Two-Way Mirror</i>	My opponent makes me play Eye Catching using Two-Way Mirror. Can I move my opponent's Two-Way Mirror (a "copy" of Eye Catching) to my Field of View so I can move another card to my Field of View using the "copied" Eye Catching?	Yes	EVE
Counting cards: <i>Telescopic View</i>	Do I include the Telescopic View card I just played when counting how many Telescopic View cards are in the VIEWNIVERSE?	Yes	EVE
DEEP FREEZE	When I play my next Viewpoint game with a card that I DEEP FROZE in the previous game, do I get to use its ability in the next game?	Only if the ability is a persistent effect.	PP
DEEP FREEZE: <i>Lab Rat</i>	Can I DEEP FREEZE less than 2 creatures with Lab Rat?	Yes, as it states up to 2.	PP
DEEP FREEZE: <i>Lab Rat</i>	Can Lab Rat DEEP FREEZE itself?	Yes, you can DEEP FREEZE any creature in your Field of View using Lab Rat.	PP

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DESTROY: <i>Dirk and Pedro</i>	Do cards like Seyeamese Twins and Fabulous Flying Fidels count as two Zombeye cards when being DESTROYED by Dirk and Pedro?	No, even though these cards have two Zombeye symbols on them, they each only count as one card. Therefore, Dirk and Pedro could DESTROY one each of these cards and, in effect, be DESTROYING 4 Zombeyes.	TWD
DISCARD	When a player makes me DISCARD a card, do I remove the card from my Hand and/or Field of View?	Your Hand. The DISCARD action only affects cards in your Hand. Cards that remove cards from your Field of View will state this explicitly.	VR
DISCARD	When a player makes me DISCARD a card, who chooses what cards to DISCARD?	You always choose what cards to DISCARD from your Hand.	VR
DISCARD	What do I do if a player makes me DISCARD 3 cards with Blackout but I have less than 3 cards in my Hand?	You DISCARD as many cards as possible. i.e. You DISCARD the remainder of your Hand.	VR
Discard Pile	Can I look at and rearrange the cards in the Discard Pile?	Yes	All
Draw Pile	What happens if the cards in the Draw Pile run out?	You keep playing until a player reaches 100 Viewpoints, all players' Hands are empty or another win condition is satisfied.	All
Draw Pile	What if I play Triclops to DRAW 3 cards but the Draw Pile has less than 3 cards?	You DRAW as many cards as possible. i.e. You DRAW the remainder of the Draw Pile.	All
Draw Pile	Can I look at and rearrange the cards in the Draw Pile?	Not unless a specific card allows you to.	All
Draw Pile	What happens when I REVEAL Two-Way Mirror or play Eye for an Eye or Eye Transplant when there are no cards left in the Draw Pile?	Nothing happens with Two-Way Mirror. However, with Eye for an Eye and Eye Transplant, you may still DESTROY the cards in your Field of View.	EVE
Draw Pile / Discard Pile: <i>Mass Extinction</i>	What happens if I play Mass Extinction and either the Draw Pile and/or Discard Pile are empty when I have to shuffle them together to make a new Draw Pile?	You still shuffle together whatever cards remain in any of the piles and make a new Draw Pile.	PP
Draw Pile / Discard Pile: <i>Mass Extinction</i>	If I DESTROY Spangled Phoenix with Mass Extinction, can I move it from the Discard Pile to my Field of View?	No, you cannot interrupt any of the card's actions once they begin. i.e. Reshuffling happens immediately after the cards are DESTROYED.	PP
Ending the game	Can I score more than 100 Viewpoints in a game?	Yes, and you win that game if you are the first to do so during your turn.	All
Ending the game	What happens if no player has reached 100 Viewpoints but someone has found an infinite loop that stops the game from ending based on all players' having empty Hands?	This could potentially happen with two or more Hindsight cards where a player returns one of the Hindsight cards to their Hand by playing another Hindsight card from their Hand and repeats this every turn. If any player identifies this infinite loop, they may request the player who is using the infinite loop to show their Hand to all players. That player must then show their Hand and then put all of the cards from their Hand into their Field of View without performing an actions on those cards. These cards can't be CANCELLED. The game then ends and all players count their Viewpoints to determine the winner.	All
Ending the game	Can a game end in a tie?	Yes, if the game ends due to no players reaching 100 Viewpoints and all players Hands are empty and one or more players have the same number of Viewpoints at that point.	All
Ending the game: <i>Pookabee!</i>	If I REVEAL Pookabee! and give it to another player so that they have 7 Zombeyes and respond to this REVEAL by doing the same to me, who loses first?	You will because their REVEAL action must be played out (select, respond, act) first because they interrupted your REVEAL action.	TWD

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Ending the game: Zombeye plague	When a player is overwhelmed by the Zombeye plague, what happens to the cards in their Hand, Field of View and Frozen Zone? Also, what happens to any Zombeye tokens on the cards that were in their Field of View?	The cards in their Hand and Field of View are moved to the Discard Pile. The cards in their Frozen Zone remain in their Frozen Zone until the next game. The Zombeye tokens are placed back into the pool of unused tokens.	TWD
Ending the game: Zombeye plague	What does it mean to immediately lose the game when I am overwhelmed by the Zombeye plague?	It means that any actions that you were performing stop and don't happen (even if you were in the middle of those actions) and you can no longer perform any new actions. i.e. You lose immediately and have no further effect on the game.	TWD
Ending the game: Zombeye plague	What happens if there are only two players left in the game and they are both overwhelmed by the Zombeye plague at the same time?	They both lose and no one wins the game. i.e. Everyone is overwhelmed by the Zombeye plague!	TWD
Exchanging Hands: <i>Cross-eyed</i>	Can you exchange an empty Hand with <i>Cross-eyed</i> ?	Yes, the unlucky player will just give all of their cards to the player with none.	VR
Missing Turns: <i>Blindsided</i>	Is it possible to miss multiple turns in a row?	Yes, if players have played more than one <i>Blindsided</i> card and selected you to miss a turn.	VR
Mixing sets: Prehistoric Park	If we play a game with Prehistoric Park and one or more other sets, can players still win the game by having three or more Regent cards in their Field of View?	Yes, this rule is in effect whenever any cards from Prehistoric Park set are used in a game.	PP
Mixing sets: The Winking Dead	If we play a game with The Winking Dead and one or more other sets and the Draw Pile runs out of cards, do the Zombeyes still get reshuffled to make a new Draw Pile?	Yes, this rule is in effect whenever any cards from The Winking Dead set are used in a game.	TWD
Mixing sets: The Winking Dead	If we play a game with The Winking Dead and one or more other sets, can players still be overwhelmed by the Zombeye plague?	Yes, this rule is in effect whenever any cards from The Winking Dead set are used in a game.	TWD
MUTATE	The cards Vivid Peacock, Homo Cyclopeus and Slithering Dactyl states that they can create another creature by MUTATING themselves with 2 other different creatures of the same type. How does this work?	To MUTATE these cards, all of the MUTATING creatures must be different. i.e. None of the three MUTATING creatures can have the same card name.	PP
PASS: <i>Glance Left/Right</i>	Am I allowed to "pass on" the card that was passed to me using the <i>Glance Left/Right</i> action?	Only if it was passed to you using a previous <i>Glance Left/Right</i> action. i.e. You can't pass on a card that was passed to you using the same <i>Glance Left/Right</i> action.	EVE
Persistent effects	What is a persistent effect?	A persistent effect is an ability on a card that can be performed on any subsequent turn(s) after entering the Viewniverse (or another specified zone), whilst it remains in the Viewniverse (or in that specified zone). The wording of persistent effects usually starts with "during" or states that something happens if the card with the persistent effect is in a player's Field of View. e.g.(1) Observatory's ability can be performed during any player's turn, whilst it is in the Viewniverse, to cancel a card being played. e.g.(2) Shadow's ability can be performed during a player's turn, whilst it is in their Viewniverse, to play an extra card. e.g.(3) Winker's ability can be performed during a player's turn, whilst it is in the Discard Pile, to RESURRECT it to that player's Field of View.	All
Persistent effects	When can I use a persistent effect that may only be used during my turn?	At any point after your normal card draw but before the end of your turn.	All

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Persistent effects	If I use a persistent effect during my turn, does that count as my card play?	No	All
Persistent effects	What cards have persistent effects?	Shadow - play an extra card [Viewpoint Revised] Visionary - draw an extra card [Viewpoint Revised] Observatory - cancel a card being played [Eye vs Eye] Second Sight - replace a card [Eye vs Eye] Chirp, Fuzzball and Snappy - mutate to another creature [Prehistoric Park] Gilded Pheasant, Vivid Peacock, Guerrilla Gorilla, Homo Cyclopeus, Destructodile and Slithering Dactyl - mutate to a specific Regent creature [Prehistoric Park] Kesari Raptor, Kral Yeti, Konig Serpent and Neandeyethal [Prehistoric Park] Spangled Phoenix - move it from the Discard Pile to your Field of View [Prehistoric Park] Gravedigger - resurrect a card [The Winking Dead] Grim Reaper - zombify a card [The Winking Dead] Lighthouse Keeper - immunity to the Zombeye plague [The Winking Dead] Winker - resurrect it to your Field of View [The Winking Dead]	All
Persistent effects: <i>Second Sight</i>	Can I use Second Sight to REPLACE a card on the turn that Second Sight is placed into my Field of View?	Yes	EVE
Persistent effects: <i>Spangled Phoenix</i>	If Spangled Phoenix is in the Discard Pile, when can I move it to my Field of View?	Only during your turn. If Spangled Phoenix is in the Discard Pile during another player's turn, that player may move it to their Field of View during their turn.	PP
Persistent effects: <i>Visionary</i>	If I have Visionary in play, when do I draw the extra card?	During your turn, at any point after you play Visionary or any point after your normal card draw if it is already in your Field of View.	VR
Persistent effects: <i>Winker</i>	If Winker is in the Discard Pile, when can I RESURRECT it?	Only during your turn. If Winker is in the Discard Pile during another player's turn, that player may RESURRECT it during their turn.	TWD

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Playing cards/actions	What is the sequence for actioning and responding to cards that are played or REVEALLED?	<p>1) SELECT - When you play or REVEAL a card, you must select the players and cards to be affected by the actions on the card.</p> <p>2) RESPOND - Once the selection is made, any player may then respond to it using any valid action (usually a REVEAL action or Observatory's rules text).</p> <p>3) ACT - After the selection is made and no further cards are played or REVEALLED as a response, if the selection or actions are no longer valid or are only partially valid, all of the remaining valid actions must still be performed.</p> <p>e.g.(1) If you play Evil Eye, you must select the cards to SQUINT and the cards to DESTROY before performing those actions. Players can then respond to those selections by, say, DEEP FREEZING one of the cards you selected to be DESTROYED. Even though one of those cards is no longer a valid selection, you must still SQUINT and DESTROY the remaining cards you selected.</p> <p>e.g.(2) If you play Kaleidoscope, you must select which action you want to perform. If you select to make another player SQUINT, you must select that player. The chosen player may then respond to being selected. If they don't, they must SQUINT.</p> <p>e.g.(3) If you play Green-eyed Monster, you must select which player with more cards in their Hand than you to STEAL cards from. That player may REVEAL Peekaboo! cards to reduce the number of cards in their Hand to equal the number of cards in your Hand. This would then make them an invalid selection. You may then REVEAL your own Peekaboo! cards to reduce your Hand size to be less than theirs, which would make them a valid selection again. If they do nothing else, you may STEAL cards from their Hand.</p>	All
Playing cards/actions	What cards can be used to respond to another action?	The REVEAL cards that CANCEL actions (Persistence of Vision, See Into The Future, Spectacles, Counterspy, Reflective Glare, Eystenst and Hawk), the REVEAL cards that don't CANCEL actions (Peekaboo!, Two-Way Mirror, Chirp, Fuzzball, Lab Rat, Night Vision Goggles, Snappy and Pookabee!) and Observatory.	All
Playing cards/actions: <i>Observatory</i>	How and when can I respond to actions with Observatory?	<p>When a player plays a card they must select what players and cards are affected by the actions on the card. If you have an Observatory in your Field of View, after the selections are made, you may respond to DESTROY your Observatory to CANCEL the card being played. You cannot respond once the actions are taken.</p> <p>e.g. A player plays Evil Eye which makes them SQUINT twice and then DESTROY 2 cards in the Viewniverse. That player must first select what cards are to be SQUINTED and DESTROYED. You may then cancel Evil Eye with your Observatory and then none of the actions (SQUINT and DESTROY) are performed.</p>	EVE

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Playing cards/actions: <i>Unstable Hybrid</i>	Who selects what when using Unstable Hybrid?	You select a player to choose which of the three modes to use. You then choose the players and/or cards to be affected. This all happens in the SELECT step of playing cards/actions.	PP
Protection: <i>Agent π</i>	Can I still play cards that would normally ZOMBIFY cards or AMBUSH players if my opponent has Agent π in their Field of View?	Yes, but these cards do nothing to them.	TWD
Protection: <i>Agent π</i>	If I RESURRECT a non-Zombeye card whilst I have Agent π in my Field of View, do I still need to ZOMBIFY it?	No, your cards can't be ZOMBIFIED when you have Agent π in your Field of View. All other actions associated with RESURRECTING the card still occur.	TWD
RECRUIT	If a card allows me to RECRUIT a card of a specific creature type (Bird, Mammal or Reptile), can I also RECRUIT creatures that have multiple creature types?	Yes	PP
RECRUIT: <i>Doctor Crichton</i>	Does it matter what order I RECRUIT creatures with using Doctor Crichton?	No, they are all effectively RECRUITED at the same time and this action can't be interrupted until all of the selected creatures are RECRUITED.	PP
REPLACE	Can Eye for an Eye REPLACE itself when it is played?	Yes. The same applies for Eye Transplant and Second Sight.	EVE
REPLACE	Can I interrupt a REPLACE action by REVEALLING Two-Way Mirror? How does the timing work?	You can only interrupt each of the new card plays. e.g. A player plays Eye Transplant and DESTROYS 2 of their cards. They then REPLACE the first card by playing a new card from the top of the Draw Pile. The player then selects the players and/or cards to be affected by the newly played card. You may then REVEAL Two-Way Mirror in response to the selections as per the normal sequence for actioning and responding to card plays. Once all actions and responses associated with the first card play have been completed, they then REPLACE the second card by playing another new card from the top of the Draw Pile. After selections are made, you may REVEAL another Two-Way Mirror if you have one.	EVE
REPLACE: <i>Eye Transplant</i>	If I get to REPLACE two cards with Eye Transplant and the first new card allows me to replace another card, do I REPLACE that card before playing the second new card with Eye Transplant?	Yes, playing new cards with the REPLACE ability is done one at a time. i.e. The first new card is played and all actions resulting from the first card play are completed. Then the second new card is played and all actions resulting from the second card play are completed.	EVE
REPLACE: <i>Hindsight</i>	Can I REPLACE Hindsight?	No. Hindsight can't be DESTROYED, which is part of the action of REPLACING a card.	VR, EVE
RESURRECT	When I RESURRECT a card, when does it become a Zombeye?	It becomes a Zombeye as soon as it is played before any selections, responses or actions are made/performed.	TWD
RESURRECT: <i>Grim Reaper</i>	Can I RESURRECT Grim Reaper even though it can't be ZOMBIFIED?	Yes, Grim Reaper is played into your Field of View but isn't ZOMBIFIED.	TWD
Returning to Hand: <i>Hindsight</i>	What happens if I play Hindsight and it is the only card in my Field of View and I am required to return another card to my Hand?	Nothing, Hindsight remains in your Field of View as it must move any other card back to your Hand.	VR
REVEAL	Can I REVEAL and place Two-Way Mirror or Peekaboo! into my Field of View during another player's turn?	Absolutely!	EVE
REVEAL	Does REVEALLING and putting Peekaboo! or Two-Way Mirror into my Field of View count as a card play?	No, it is essentially a free card that you can put into your Field of View at anytime. Furthermore, you may still play both cards as normal without performing the actions listed after the REVEAL symbol.	EVE

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Sharing information	Am I allowed to conceal cards in my Field of View?	No, you cannot intentionally hide what cards are in your Field of View and any player may ask to see the cards in your Field of View.	All
Sharing information	Besides when I play or REVEAL a card, when am I required to show the cards in my Hand to other players?	When a player targets you with a STEAL action and you have to show that player your Hand.	All
Sharing information	Do I have to tell players how many cards I have in my Hand when they ask?	Yes	All
SHRED	If a card allows me to SHRED more than one card, what order do I move the cards from the top of the Draw Pile to the Discard Pile?	Each card is SHREDED from the top of the Draw Pile one at a time.	PP
SQUINT	If I need to SQUINT more than 1 card, in what order do I put the cards face down on the Draw Pile?	In any order you like.	EVE
Starting the game	How do you select which player takes the first turn in each game?	Players can use whatever method they like to determine who takes the first turn in each game. This could include flipping a coin, rolling a die, the player who lost the previous game goes first, who has the best haircut, who most recently ate fish, a dance off, etc.	All
STEAL	When a player STEALS cards from my Hand, is the player supposed to show me the cards they took?	No	VR, EVE, PP
STEAL: <i>Counterspy</i>	I played a card to STEAL a card from my opponent's Hand and started looking for a card to STEAL. My opponent then plays Counterspy to try and cancel the STEAL action. Is this allowed?	No. They can only cancel the STEAL action when you play the card that would allow you to STEAL a card. It is too late to cancel that card when you are already performing the STEAL action. The same applies for all actions that could be cancelled. i.e. If you are already performing the actions after the card play has been allowed to come into effect, that action can't be cancelled.	EVE
STEAL: <i>Counterspy</i>	I use my Counterspy card to cancel another player's STEAL action that would have stolen 2 or more cards from my Hand. How many cards can I STEAL in response?	No matter how many cards would have been stolen from you, you can only STEAL 1 card in response when you use Counterspy to cancel a STEAL action.	EVE
SWAP: <i>Peripheral Vision</i>	When I use the SWAP action, do I get to use the actions on the cards that I swapped into my Field of View?	Only if it is an action that is supposed to occur every turn, such as for the Shadow, Visionary and Second Sight cards. SWAP only exchanges the points and "on table" actions of the card, not the "as played" or REVEAL actions.	VR
SWAP: <i>Peripheral Vision</i>	What happens if I play a card with the SWAP action and all other players have no cards in their Fields of View?	This means there are no valid cards to move to your Field of View and therefore all of your cards remain in your Field of View. That is, you can play a card with the SWAP action but you cannot swap a card when it is played.	VR
Taking extra turns	Is it possible to take multiple turns in a row?	Yes, if you somehow have played one or more See Into The Future, Foresight or Prescient Ceratops cards. Each additional turn happens one after the other.	VR, EVE, PP
Taking extra turns	If I play a card to give me an extra turn, do I take that turn straight away if I have Shadow in my Field of View?	No, you must still finish your turn including any other actions you must make, such as playing an extra card.	VR, EVE, PP
Taking extra turns	My opponent makes me play Foresight (or See Into The Future) using Two-Way Mirror during another player's turn. When do I take the extra turn?	You take the extra turn after you have your next turn (or would miss your next turn or, if you would miss multiple turns in a row, the last turn that you would miss). You do not take your turn straight away. Also, your opponent who revealed Two-Way Mirror would not take their extra turn until after they had their next turn, etc.	EVE

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Zombeyes	What is a Zombeye card?	A Zombeye is any card with one or more Zombeye symbols and/or tokens on it.	TWD
ZOMBIFY	If I play a card that requires me to ZOMBIFY a card and my opponents have no cards that can be ZOMBIFIED but I do, do I then have to ZOMBIFY one of my own cards?	Yes	TWD
ZOMBIFY: <i>Eyelets</i>	Eyelets states that it can be ZOMBIFIED more than once, even if it is already a Zombeye. Does that mean that I can put 3 Zombeye tokens on it using Juggling Jade (or 2 with Hairy Harriette)?	No, both Juggling Jade and Hairy Harriette state that they ZOMBIFY a specific number of cards, which means that they can't ZOMBIFY the same card more than once.	TWD
Zones of play	What are the zones of play?	The zones of play are the areas in the game where cards can be placed, moved to/from or affected during the game. The five zones of play are: Hand, Viewniverse (including players' individual Fields of View), Draw Pile, Discard Pile and Frozen Zone. Cards that start 'outside of the game', such as Regent creatures, are not considered to be in a zone of play until they enter one of the five zones of play through an in game action.	All
Zones of play	If I DEEP FREEZE a Regent and it goes to my FROZEN ZONE, what zone does it start the next game in?	Your Field of View, just as for any other card you DEEP FREEZE. All other Regent creatures that are not in a player's FROZEN ZONE will start the next game 'outside of the game'.	PP