General

If you activate a card and ready it, can you use that card again the same turn?

No. Even if a card somehow becomes readied, it cannot be activated twice on the same turn. For example, if you activate the Pterodactyl, and then ready all your Zords with the Megazord, you could not use the Pterodactyl again that turn.

If you activate a card, return it to hand, and play it again, can you activate it again?

Yes. It is treated as a new card when it is attached the second time.

Can you buy and use Zords when you are on your Teenager side?

Yes, you can both buy (starting with your own) and use them, but you would be unable to use the Zord Bay to ready them until you become a Ranger.

Does the Megazord have the same "Ranger-only" restriction on its ability as the Zord Bay?

No, unlike the Zord Bay, it can be used when still a Teenager if you acquire enough Zords to summon it.

Is using a Block considered "playing" a card?

No. Playing a card is only when you play it from your hand to gain its resources during your turn, not attaching or blocking. For example, Goldar using a Block against an attack does not trigger his Scheming side ability as that is not playing the card. Instead, he would have to play that Block from his hand during his turn and gain its Shards and Energy to benefit from his ability.

If a card instructs you to discard an attached card, can you discard a Master attached to The Lair or a Zord?

If the card just says to discard an attached card, then yes (for example, the battle reward on Pink Ranger in the *Core Set*). If the card specifies the discarded card must be attached to a character, then no.

Can Stuns be destroyed if you play them after you Heal 2+ (such as with Ernie's Juice Bar at the start of your turn)?

Yes. If you play a Stun and have already healed 2 or more, the Stun's effect allows it to be destroyed.

Core Set

Can the Zord Bay be used when you are not on your Ranger side?

No. The Zord Bay ability should have an additional sentence "Use only if your character is a Ranger," as noted on page 17 of the rulebook.

When you attach the 4th card to Rita, does she perform the attack on her Scheming side before flipping to her Empowered side?

Yes. When you attach the card that would flip her, first perform the attack for doing so, and then flip her.

Zeo: Stronger Than Before

Does attaching a Singing Zap or Defector to an opponent's character cause them to flip if it is their last empty slot?

Yes, and they would receive the normal benefits for flipping.

Do I really have to talk in a high-pitched voice after being attacked with Shrink Ray?

Yes. Zordon is watching you. Play by the rules.

Is there supposed to be a Red Battlezord card?

There is not. This is a misprint in the rulebook. There is no Red Battlezord card, nor is the Zeo Megazord double-sided.

Do Zeo Zord 2 and 3 get the -2 Shard discount for your teammate controlling their Zord?

Yes, this is a misprint, and they should receive the discount like all other Zords.

Can Zedd's Vengeance (and similar cards) be used to copy the effect of a Zord with Block?

No. Since Zedd's Vengeance itself does not have Block, you do not have the opportunity to activate it in response to an Attack.

Omega Forever

Can you destroy an enemy's attached card with Targeted Strike? Can you destroy a Zord/Master?

No, you can only destroy your attached cards. However, you can destroy Zords if they are attached to the Zord Bay or Masters if they are attached to your character or The Lair.

Flying Higher

Is the Monster Form Signature item meant to only be attached to the Psycho Rangers' Master slot?

This is a misprint. That edge should read "Psycho Rangers", like other Villains' Master slots. Monster Form can attach to any slot like other Signature items.

Can you Search again if the top card of the main deck is already face up (i.e., you Searched previously and did not buy or battle it)?

Yes, you can Search, but you would not discard the face up card. You would have the option of buying or battling that card.

Shattered Grid

Do the Time Flyer 5 and Mega Black Dragon get the -2 Shard discount for your teammate controlling their Zord?

Yes, this is a misprint, and they should receive the discount like all other Zords.

Solo Mode

Does the A.I. take damage from adversaries in the Grid at the end of its turn?

Yes, unless contradicted by the solo rules, all aspects of a turn function as normal.

What does the A.I. buy if the focus card type is not available and they do not have sufficient Shards to buy a Zord, Master, or Signature Item?

Any card type. They will prioritize card types they can attach, but failing that, just the most expensive card they can afford to buy or battle, favoring closer to the main deck in cases of ties.

Do the Solo cards Flurry of Blows and Overwhelming Barrage require the A.I. to spend energy for the activations?

Yes. They always pay, just as a player does, unless something says they can do it for free (such as the free activation in step 5).

If the A.I. does not have an Energy payment ability, do they get the free activation of an attached card?

Yes. It is not conditional on being able to use an Energy payment ability. If they do not have an Energy payment ability or cannot afford it, they still activate a damaging attack for free (or if none, perform a 3 damage attack).

Does the A.I. ever play their Starters that do not have Shards or Energy?

Yes. They play these during step 3. Their Shard and Energy value is simply 0, but their effects do work.

Does the A.I. use blaster basic cards? How?

Yes, though it is somewhat unlikely they will buy one. When using a Blade Blaster (core set) or Omega Strike (Omega Forever), they will use the destroy effect for damage if you are at less than 10 HP. They will use the destroy effect on Astro Blaster (Flying Higher) if the Solo card has an Energy payment icon and would not otherwise activate their signature item that turn, but they do not perform the optional discard. With Nitro Blaster (RPM), they will use the destroy effect if possible (they play the blaster before their Starters). At no point do they use the destroy effect on Zeo Blaster (Zeo).

How does the A.I. work with the Omega Rangers from Omega Forever?

The foe will gain their coin when they play their Omega Morpher, as normal. They will use it (regardless of which side they are on), during step 5 of the A.I. turn resolution in the solo rules when a Solo card has the energy payment icon. They will use the coin first in this step before activating their energy payment ability (NOTE: this means that a Teenager side foe that uses the coin to flip will then be able to use their Ranger side energy payment ability!). This could be the same turn that the coin is gained, or on a later turn.

When deciding how to place the coin, the Red/Yellow/Black Omega Rangers would simply place it on the highest damage card of the type their coin deals with (Zords, enemy attacks, or Ranger attacks). Blue chooses a card using the same priorities they use when buying or battling a card.

How does the A.I. handle Searching from Flying Higher?

The foe performs their free Search prior to spending Shards in step 4. Their buying priority is modified to prioritize buying a card that would gain or remove a Conquest token first before any other use of Shards.

When does the A.I. use Zordon's ability from Flying Higher?

They will use Zordon's ability if they are ever at 3 or less Energy, or if they are about to spend Energy that would reduce them to 0. They will never intentionally spend down to 0 Energy and lose the game.

How should the A.I. handle Containment and Liberating from S.P.D. To the Rescue?

Villain foes should Liberate if possible, taking precedence over other buying priorities. Ranger foes should always try to Contain with Energy once per turn. In both cases, follow the usual logic: most expensive card that can be afforded, favoring closer to the main deck.

How does the A.I. decide which Zord Bay or Lair to attach Masters and Zords to when playing with two from It's Morphin' Time?

Place the 2 tiles next to each other. Whenever there are an equal number of Zords or Masters attached to both Lairs, the next is attached to the left-most tile. Otherwise, attach the Zord or Master to whichever tile has the fewest.

When does the A.I. use Cyclopsis' energy payment ability to reduce Zord and Master cost?

When a Solo card does **not** feature the energy payment icon, if the discount would allow the A.I. to buy a Zord or Master, it should use it, as Zords and Masters are its highest priority.

How should a Villain A.I. interact with Cyclopsis?

If the Flurry of Blows or Overwhelming Barrage Solo card is drawn for the round, the A.I. will attach two cards to the slots named on those cards on Cyclopsis during step #2, but only if they have cards that have an activation effect (if possible, when attaching a card to the bottom slot, it should deal damage). For example, Flurry of Blows is revealed, so the A.I. attaches cards to the top and bottom slots of Cyclopsis. If they only had 1 card that would apply, they would only attach to the top slot. Then during step #6, in addition to activating the named slots on their own Villain card, activate the two attached cards on Cyclopsis (for free). During step #8, discard the exhausted cards from Cyclopsis to the A.I.'s discard pile.

Lastly, in rounds when the A.I. would activate its Energy Payment ability in step #5, if sufficient Energy remains after using their own ability, they activate the Pilot's Energy Payment ability as well.

How should a Ranger A.I. handle activating and readying Zords with 2 Zord Bays?

When the A.I. activates Zords in step #7, they will activate an amount of Zords on each Zord Bay equal to the maximum current activations on that Zord Bay/Megazord. If it does not have sufficient Energy to activate the max, activate from the left-most Zord Bay first, in ascending order of numbered slots, before doing the same with the right-most Zord Bay. If one Zord Bay's Zords are all exhausted and the A.I. uses its ability to ready Zords, it will still activate Zords on the other Zord Bay as normal. If both Zord Bays' Zords are all exhausted and the A.I. has insufficient Energy to ready both, ready the left-most.

Can Cyclopsis be destroyed in a Solo game?

When the A.I. player is a Ranger, Cyclopsis can be destroyed as normal. When you would place a Damage token, place it on the left edge of Cyclopsis, then each subsequent Damage token is placed on the next edge clockwise.

When the A.I. player is a Villain, Cyclopsis cannot be destroyed, and Damage tokens are not used.