

Gambling

- Every 5 turns, the **Gambling Phase** is initiated.
- Players have the option to choose a card to place in the center that they have collected during the game.

• Keep your chosen card concealed and countdown.

After **5 seconds**, place the chosen card in the center.

- Additional **Score Tokens** are distributed and lost depending on what other players place.

• **Green** animals on the Compatibility Chart give **1 Score Token**, **red** animals cause players to lose 1 Score Token, and **yellow** animals give **2 Score Tokens** if the card exists on the field or causes players to lose **1 Score Token** if it doesn't.

- Follow the chart and match what other players have placed in comparison to the zodiac animal the player has played.

• Example: Player 1 places Rat, while other players play Ox, Tiger, Rabbit, and Horse.

• Player 1 is awarded **0 Score Tokens**. **2 Score Tokens** are gained from Ox and Rabbit, **0 Score Tokens** are gained from Tiger, **1 Score Token** is lost because of Horse, and since Goat does not exist on the field **1 Score Token** is lost.

- Withdraw and keep the card after Gambling Phase has ended.