



Isaac Four Souls Co-op Ruleset

Tabletop Simulator module with custom scripts and cards:
(<https://steamcommunity.com/sharedfiles/filedetails/?id=2263909214>)

Introduction

Welcome to this custom ruleset for The Binding of Isaac: Four Souls and its many vanilla & modded expansions. The new goal of the game: All players must work together to complete the new floors, fighting through hordes of enemies and using item synergies never seen before. Players each start with a soul or in this case a *life* that is added to the soul pool. Should all souls be lost from the pool, the next time a player dies the game is over!

There are also new modes to play in both Vs. or Co-op, new optional Character abilities for more diverse builds, and a mix of the Original Binding of Isaac and Four Souls items. Most importantly just have fun, this is meant to make Isaac Four souls more Cooperative and less back stabby, and breathe life into this amazing game. This rule set changes, and uses, the Standard Four Souls rules which can be found [here](#).

New Rules for Standard Co-op Play

Turn Structure

Coop requires an overhaul of the turn structure from standard Four Souls. There are 3 phases per COOP turn: *Action Phase*, *Combat Phase*, *End Phase*. All players take turns (starting with the Active Player) during each phase until no more actions can/will be completed, which then moves the game to the next phase.

- A “Turn” and “Round” lasts until the end of the End Phase. Whenever an effect mentions “until the end of turn”, it is referring to this.
- You cannot cover a Boss (monsters worth souls) once it is out in an Active slot unless you are forced to cover something and all slots are filled with Boss monsters.
- Curses apply to all players, and should be placed where all players can see them. All are discarded when proceeding to another floor, or through item effects, but not through death.

Action Phase:

- Players perform the Start and Action Phases from the Standard Four Souls rules, but cannot “Declare an Attack” until the Combat Phase. Once all players have finished their Action Phase, move onto the Combat Phase.
- Bartering can only be done during the Action phase.
- Buying from the shop can only be done during the Action phase unless specified otherwise.
- Playing loot without using an item or ability can only be done during this phase as well.

Combat Phase:

- Once all players finish their Actions, the Combat phase begins.
- Playing loot and buying from the shop can only be done through items or effects during the Combat phase.
- All players have a choice to enter Combat at the beginning, but cannot enter or leave without help once this phase has begun. At least one player must enter combat at the beginning.
- Beginning with the Active Player, each player must attack an active monster or the monster deck. After each attack, rotate to the next player for their attack, continuing until the Combat Phase is over.
- The **Room Counter** is the number of monsters that must be defeated before players can choose to move on to the End Phase. This number starts equal to the number of players, but can increase with cards such as [Ambush!](#), which say you *must* attack the monster deck again. This counter resets during the End Phase.

- The **Attack Counter** is the amount of times players can attack the top card of the deck. This number also starts equal to the amount of players, and can increase with cards such as [Champion's Belt](#), which say you **may** attack the monster deck again. Each attack against the deck costs an Attack Counter, regardless of if it was a monster or not. This counter resets during the End Phase.
- Monster slots **Do Not** automatically refill until the beginning of the End Phase.
- Happenings/events revealed by attacking the monster deck affect the player who made the attack.
- Reaching the End Phase requires meeting the Room Counter, having no more active monsters while players cannot make more attacks, or if all players are either dead/out of combat.

End Phase:

- At the start of the End Phase, refill all empty monster slots. Any Happenings/Events revealed affect the Active Player.
- Reset the Attacks and Room counters.
- The final action performed during this phase is to pass the Active Player marker clockwise to the next player.

Changing Floors

If using floors, here are the special rules regarding the floor change mechanics.




- Once a floor's boss is defeated, the current floor is *immediately* completed and ends.
- Any active Curses and Events are ended and discarded.
- The Shop refreshes its current items, placing every item under the bottom of the deck.
- If using the Ad Rapture Room Cards, these are discarded without rewards, and a new card is drawn.
- If using the Ad Rapture Floors, these are also changed and the next card is drawn.
- Finally, the new monster deck floor is created, shuffled, and the next Floor begins!



Lives

Players share lives through the entire game. Each player's death subtracts a life. Follow standard death rules and use souls as lives. When someone dies and there are no souls left the game is over. At the start of the game every player adds 1 life to the pool.

Health


There are new types of hearts that are added to both bring some more Isaac feel or change characters/items. A player can only have 6 maximum health between any of the various heart types.

-  **Normal Hearts** are the standard hearts that Four Souls uses. When something refers to hearts, it usually means these, but a few things could refer to the other health. If you gain red health and have 6 hearts with other types, non-normal hearts at the end of your health are lost.
-  **Soul Hearts** are a new temporary heart that are permanently lost when damage is taken. They are added as the right most heart in line to be hit and as such are always lost first.
-  **Black Hearts** are soul hearts except when lost, every active monster takes 1 damage.

-  **Gold Hearts** are soul hearts except when lost, give 1d6 ¢.
-  **Immortal Hearts** are just soul hearts except when lost, they block any amount of damage.
- If a character starts with non-normal hearts (i.e. Blue Baby, Azazel, ect.) they regain up to their starting number after dying/starting a new floor. If you have max health you do not regain any hearts.

Items, Loot, & Monsters

Items, loot, and some character abilities allow for great synergies, but a lot are more focused on PVP, and as such there is a list of card changes which can be found further down.

- When a card states whenever you gain money, or something similar, it only works for if YOU would gain money, not the pool. (i.e. Counterfeit Penny)
- When a card refers to how many souls you have, it means the souls YOU possess, not the group pool.
- Whenever a card requires you to search the monster deck for a specific card / card type and the current Floor deck does not have (enough of) the required cards search the unused floor cards/bosses for the current floor, then the happening deck if not there, then finally the monster deck discard pile as a last resort.
- When monsters are **discarded**, they are discarded normally unless they are worth Souls. If the monster is worth one soul they are instead put back at on top of the current monster deck. If a Monster is worth two or more souls, they **cannot** be discarded.
- Bosses cannot be attacked, damaged, or killed by effects (i.e. [Tech-X](#)) **outside of the Combat Phase**.
- All monsters not worth a soul in COOP mode (i.e. Non-Boss Monsters), have their health multiplied by two after any modifiers.
- All monsters worth a soul (i.e. Boss Monsters), have their base health multiplied by the current amount of players after modifiers.
- All monsters worth two or more souls (i.e. Mega-Boss Monsters) have their base health multiplied by double the current amount of players after modifiers.
- Any time an effect refers to increasing, decreasing, or when below/equals/above a monster's  (HP), the number is also multiplied by the rules above. (i.e. Larry Jr.'s ability works when he is at 4 health or less remaining during a game with 2 players.)
- Whenever an effect mentions a Familiar it is referring to Cards like the ones in *Shamilo's Custom Familiars Pack*.
- If using the Floor Deck from the **Strange Friends** fanmade expansion and an effect requires changing the Current Floor card, pull from the unused cards of the same floor. If there are none, the effect fails.
- Whenever you are using the Room Deck from the **Ad Rapture** fan expansion and the Floor Deck from the **Strange Friends** expansion together, and a card refers to the "Floor Deck" (e.g. Broken Remote) it now can work on the Room Deck, and vice versa.

Optional Rules

- (Optional) **Chest Items:** At the start of the final floor (5th Floor), draw 4 item cards, each player chooses one, then any remaining are discarded. You wish you had Blank Card + Jera now, don't you?
- (Optional) **Nerfed Isaacs:** Maximum player items (Not Including Eternal-Items) are limited to a maximum 12. Any new items gained after reaching this maximum are discarded. Cursed items **are non-optional** and must replace an item. Can't crash the game this time, or in this case our brains.
- (Optional) **Match Coins:** When playing coin loot cards, you need a matching coin card for coins under 5¢. Matches can be made using a card from another player's hand, and matching only counts as you playing one loot card. This slows down shared money accumulation and creates good teamwork, maybe™.
- (Optional) **Loot Limit:** Everyone has a max hand size for loot cards depending on the number of players. 10 loot cards (1 Player); 8 loot cards (2 Players); 6 loot cards (3 Players); and 4 Loot Cards (4 Players). Loot hoarding just got a whole lot harder!
- (Optional) **Shop Loot:** You can, as your purchase for the turn, buy the top card of the loot deck for 5¢. The shop has expanded! Kind of!
- (Optional) **Separate Lives:** All players have separate lives/souls, if a player would die and has no souls left the game ends and players lose. Whenever a life/soul is gained choose who gains it. Warning: This drastically increases difficulty. You will lose, like a lot.
- (Optional) **Character Items:** Shuffle all extra character eternal items into the treasure deck after starting. This means you can find them during the run ala classic isaac style. A character item found in the deck **is not eternal**, you can still lose them. For that classic Isaac D6 run!
- (Optional) **Hard Mode:** All normal monsters have triple their standard health instead, boss monsters have their base health multiplied by the current amount of players plus one, and mega-bosses have 2 times player count times their health. Finally, all monsters gain a +1 to their dice numbers. Just to make you hate yourself that much more.
- (Optional) **Teams Mode:** 2 vs 2 gameplay where each team fights to hold the most souls at the end of the game. The goal of this mode is to finish the run with the most souls. Each team of 2 players must fight not only the monsters but the other players. This mode is a mixture of Co-op and Four Souls rules. Players do not start with a soul, and must earn them. When curses are drawn, the person who drew the card can choose to give them to their team or the other team. Each team has their own **Attack Counter** and **Room Counter**. When a player dies that team loses a soul, but players no longer lose if all souls are lost. Once the game winning criteria is met, the team with the most souls wins! It's time to duel!

Normal Mode

Main Goal: In order to win the group must defeat all 5 floor bosses without losing all of their souls. Working together is **key**.

- If a Boss Monster (any monster worth souls) is revealed within the first three rounds in a floor, it is placed back into the deck a number of cards equal to 3 + active monster slot count from the top.
- In this mode, when the floor boss (see Floors below) is revealed and placed into an active monster slot, the Attacks counter no longer resets and empty monster slots do not fill in automatically during the End Phase. This means players have limited things they can attack before they must attack the boss.
- If a boss would go back into the monster deck, the floor does not end even if they are defeated before hand.
- If a boss would spawn a new monster the floor does not end until the new monsters are defeated.
- Whenever a floor boss is defeated, players as a group decide who gains the Boss monster as a soul and rewards.

Greed Mode

This changes the game to be more shop and combat based like Greed mode. Standard or COOP rules can be used.

The Improved Shop

- Shop is always expanded via [Shop Upgrade!](#) event card, and should it be drawn, add the effect again.
- The loot deck is also laid out as a shop (with expanded slots). If any coin loot cards are drawn into the shop pool discard them and redraw until all shop items are not coins.
- Any effects that expand the shop also expand the loot shop.
- Loot cards in the shop cost 5¢. Purchasing a loot card still counts against your shop purchases.

Combat Changes

- When a boss is drawn (any monster worth souls), set it aside into a separate pile. After 2 or more bosses have been placed into the pile, it can be attacked.
- When attacked, draw bosses until all active slots are covered. These bosses will stay out until defeated or another player chooses to attack the monster deck, in which case all bosses are discarded.
- The boss pile can be any size, but 2 bosses are required to fight it.

- If a player defeats all active bosses, they may choose one of them to gain rewards and souls from, with the rest being discarded. Leaving combat or dying means the player loses the souls and any bosses not defeated are placed on the bottom of the boss pile.

Co-op Changes

- A counter is needed to keep track of the amount of coins spent/lost. All coins spent/lost during the game are added to this counter and are considered to be on Ultra Greed when he appears.
- Shuffle a number of bosses equal to two times players instead into each floor deck. Greed mode adds a 6th floor to **COOP** mode. The only boss on this floor is [Ultra Greed](#).
- When entering the Combat Phase, the players who enter must fight all active monsters currently out (including piles or stacks) in order to choose to move on to the End Phase instead of the standard rule of meeting enough kills for the Room Counter.
- All active monsters must be defeated before using an Attack Counter to attack the monster deck. When the deck is attacked, draw a number of cards equal to Active Monster slots, and place all monster cards in active slots.
- All rewards (excluding Souls) from monsters are reduced to nothing. Instead each monster defeated before ending the Combat Phase adds +1 to the Room Counter.
- During the End Phase, players as a group gain and split an accumulating amount of ¢ based on the total of the Room Counter. For every counter, gain an extra ¢ from the previous one until the counter reaches zero (i.e. +1¢ for the first counter, then +2¢ for the 2nd, then +3¢ for the 3rd, etc).
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- If all players die/leave combat, all counters earned are lost.
- After a number of bosses equal to two times players have been placed into the Boss pile, the group must fight the Boss deck on the next Combat Phase. These bosses occupy the current active monster slots. They will stay as active monsters until defeated and the normal monster deck cannot be attacked.
- When a number of Bosses equal to players has been defeated, the group can choose to continue to fight the Boss deck until all bosses are defeated or end the floor.
- When ending the floor each player may choose one of the defeated bosses to gain its rewards and souls.

Hush Mode

A timed mode for Coop, where players must reach the 5th floor in a certain amount of rounds and defeat Hush.

- The 5th floor is replaced by [Hush](#).
- Hush has their health multiplied by **three** times the amount of players and Hush cannot be instantly killed by effects.

- Every floor players get a certain amount of rounds, and if players run out of rounds, the next time they start a round they **lose**. The amount of rounds that each floor starts at: 1 Player (10 Rounds), 2 Player (8 Rounds), 3 Player (6 Rounds), and 4 Player (4 Rounds).

Delirium Mode

A mode where players must search the endless hordes of monsters and rooms to find Delirium and defeat him.

- There are no floor decks, and instead play like normal Four Souls (with one large monster deck), and shuffle in [Delirium](#).
- The goal of this is to fight through the monster deck and defeat Delirium.
- Any curses that come out stay out until there are an equal amount to players, then when another is drawn replace the oldest.
- In this mode Delirium has their health multiplied by **three** times the amount of players.
- Finally, should all players die or leave combat while Delirium is in an active slot, place Delirium back into the monster deck and **shuffle it**.

Character Changes

Characters have also been changed, to more fit the Binding of Isaac aesthetic. These changes **ARE OPTIONAL**, but can add a bit of spice to the game. These character changes were made with Co-op in mind, but may be used (*Proceed at your own risk*) in a standard Versus match of Isaac.

Characters now can start with Soul/Black hearts and as such can become more like glass cannons, and some even gain friends! Dante gains Charon, where they must fight enemies to reunite, or The Forgotten gains the Soul to help in sticky situations. Some characters are barely touched as their abilities in the game are lackluster normally. Also some characters do require a counter for their character cards, with some even requiring an *extra* character card such as Jacob & Esau, the tag teaming duo.

There are Character Changes, then Modded Character changes if using Tabletop Simulator and its various fan made expansions. Followed by transformation characters then modded transformation characters.

Isaac: 2 Hearts [Starting: 1 Bomb Loot Card, and 2 Random Loot Cards] You can tap Isaac's character card to reroll one treasure item about to be gained, or to reroll one shop item.

Cain: 2 Hearts [Starting: 1 Random Coin Loot, and 2 Random Loot Cards] You can reroll any non-combat roll you make once per roll, and by tapping Cain's character card you can instead force a reroll on any non-combat roll.

Azazel: 3 Black Hearts, 2 Damage [Starting: The Fool, and 2 Random Loot Cards] When you deal damage, you also deal half of that damage (minimum 0) to a monster on the left or the right of the monster you attacked. Attacking a stack also deals damage to other monsters in the stack, but for each monster below the first reduce the damage dealt by 1.

Samson: 2 Hearts [Starting: Champion Belt, and 2 Random Loot Cards]

- **Modded Samson:** [Starting: 3 Random Loot Cards] Replace Bloodlust with Lusty Blood.

Magdalene: 3 Hearts [Starting: 1 Random Pill, and 2 Random Loot Cards] As Magdalene, all items you control that increase your maximum health, also increase your health by an extra heart.

Lilith: 1 Heart, 2 Black Hearts. Start with Incubus AND Cambion Conception [Starting: 3 Random Loot Cards]

- **Modded Lilith:** 1 Heart, 2 Black Hearts. [Starting: 3 Random Loot Cards] Start with Incubus, [The Blindfold](#) AND one random familiar as an eternal item. As Lilith you cannot attack, instead your familiar(s) attack for you. Any familiars you control as Lilith gain a +1 to attack rolls and -1 to their endurance. Should a familiar take damage you may choose to take the damage instead, saving the familiar from harm. If you have no more familiars alive, you cannot attack and take the damage of one random active monster per attack you would have made.

Lazarus: 2 Hearts, [Starting: 1 Random Pill & 2 Random Loot Cards] When you die as Lazarus you can choose to resurrect as Lazarus Risen permanently transforming into their health/stats/items. This Transformation does **NOT** cost a soul/life.

Keeper: 2 "Coin" Hearts [Starting: 1 Coin Loot Card, 2 Random Loot Cards]. Keeper cannot gain any extra hearts (i.e. soul hearts, normal hearts, etc). As the Keeper, you can only regain health with coins. If YOU would gain 1 coin and are missing health, regain the health instead. Gaining coins can also block damage (1 for 1). If playing with the optional rule: **Go Fish**, as the keeper you are not required to make coin loot card matches.

Judas: 2 Hearts, [Starting: 3 Random Loot Cards] When you die as Judas you can choose to resurrect as Dark Judas permanently transforming into their health/stats/items. This Transformation does **NOT** cost a soul/life.

The Forgotten + The Soul: 2 Hearts (The Forgotten) and 1 Soul Heart (The Soul) [Starting: 3 Random Loot Cards]. As the Forgotten you may tap yourself to flip into The Soul and vice versa. Doing so flips your character card upside down or right side up. (But your character card is still tapped) This action is added to the stack, meaning you can flip before taking damage, happening effects, etc. The forgotten cannot use any non-normal hearts (i.e. Soul hearts, Black Hearts, etc) that you have. Instead as the Forgotten any damage you receive always goes to your normal hearts. If you have no normal health left as the Forgotten you die. The Soul uses your non-normal hearts and not your normal hearts. Instead as the Soul any damage you receive always goes to your non-normal hearts. If you have no non-normal health left as the Soul you die. As the soul you are immune to all happening event damages and death from happening events.

Eve: 2 Hearts, [Starting: 3 Random Loot Cards] Gain +1 Damage while at 1 Heart. If you defeat a boss while at 1 heart remaining you may turn into Whore of Babylon permanently transforming into their health/stats/items.

Eden: (Starts with 1 Heart) Roll 1d3 x 2 for the rest of his health. On a 1 No heart, On a 2 Heart, On a 3 Soul Heart. This is permanent starting health. [Starting: Roll 1d3 x 3 ~ (1): 1 Coin, (2): Bomb, (3): Random Loot Card]. Start With 1 random item. Draw 3 cards then choose one, this item is Eternal.

The Lost: 0 Hearts [Starting: 3 Random Loot Cards] (Any damage not blocked kills the Lost). As the lost you cannot gain any health (Normal or Soul hearts) and should you take damage you die instead. The Lost does count as a soul, and as such when you start as the Lost you start with 2 souls/lives.

Bumbo: 2 Hearts [Starting: 1 Random Loot Card and 2 Random Puzzle Cards] As bumbo you gain a puzzle deck that you can use to buff bumbo or the whole party. You will need a deck of normal playing cards that is shuffled and only used by bumbo. Puzzle cards are added to your hand but do not count as loot cards for hand limits. You can hold 7 puzzle cards, and must discard at the end of your turn if you have more than 7. Clubs are keys, Diamonds are coins, Hearts are hearts, Spades are bombs, face cards are Batteries, and Aces are wilds. In order to play puzzle cards you need at least three of a kind or suit. You can match loot cards to puzzle cards, but each loot card counts as only one match, regardless of effect. (i.e. a nickel counts as one coin, a gold bomb counts as one bomb, a soul heart counts as one heart, a key counts as a key.) **You must play more puzzle cards than loot cards.** Drawing from the deck is a choice, whenever you can loot as Bumbo you may instead draw from the puzzle deck. Playing matches counts as playing a loot card. If you choose to play a type of puzzle card you **must play all** of that type of puzzle card, including wilds, until you have no more or reach 7. You must use Wilds before you use actual loot cards. Once matches are made the cards are discarded. (i.e. you have 4 bombs in your hand and draw a fifth. You decide to play bombs as you play your loot card action, so you must match 5 bombs and discard them all) If you are out of puzzle cards when you draw, reshuffle the discards then draw. For a list of what matches do what, see the Bumbo Puzzle List below.

Blue Baby: 3 Soul Hearts [Starting: 3 Random Loot Cards]. Blue Baby can ONLY gain soul hearts, and any extra normal heart items add permanent soul hearts instead, meaning on the next floor if you have lost those hearts on the previous floor he regains them. Start with Forever Alone AND The Poop.

Apollyon: 2 Hearts [Starting: 3 Random Loot Cards].

Modded Characters

Abel: 1 Heart, 1 Soul Heart, 2 Damage [Starting: 3 Random Loot Cards] As Abel you can only have a maximum of 2 hearts. Normal health will replace his soul heart permanently.

Bethany: 2 Hearts [Starting: 3 Random Loot Cards]. Bethany can only gain normal hearts, and any non-normal hearts gained (i.e. soul hearts, black hearts, etc) are added as a counter to Bethany's character card. You can tap Bethany's Character card to spend these counters on either giving any amount of Bethany's counters to another item that has counters; or Recharge any item for 2 counters. Additionally, anytime someone would take damage, you can subtract up to the damage amount from Bethany's counters to negate the same amount of damage.

Dante + Charon: 2 Hearts (Dante) and 2 Black Hearts ([Charon](#)). [Starting: 1 Coin, 2 Random Loot Cards] Starts with The Divine Comedy AND [Charon \[Familiar\]](#). The Charon Familiar starts tapped and cannot be used until they unite. As Dante, every monster you defeat adds 1 counter to Dante's character card. When Dante has 2 counters, you can switch to Charon by tapping yourself. Charon only carries over Dante's eternal items, loot cards and coins, and the rest of Dante's items are tapped and not in play. As Charon you have +1 to

all rolls. Once Charon has also earned 2 counters you can tap yourself to unite Dante and Charon. This merges any items picked up as Charon, Dante gains any health Charon had, and Charon can no longer be harmed. Instead he turns into an eternal familiar. See the Charon [Familiar] item. While merged, you no longer gain counters for defeating monsters, and Charon shares any passive items, effectively doubling their effects when in combat and he is used to attack. **You cannot fight any boss cards until you unite Dante and Charon.** Once you start a new floor, Dante and Charon split again, Charon starts as normal + any non-normal hearts (i.e. Soul Hearts) Dante has are given to Charon, on top of his 2 Black Hearts, and you must defeat enemies to return them together once again.

Jacob & Esau: 2 Hearts (Jacob) & 2 Soul Hearts (Esau) [Starting: 3 Random Loot Cards]. Choose each turn who uses Birthright. As Jacob and Esau you have 2 character cards which can be tapped, one for Jacob and one for Esau, when attacking you must attack with both. You may choose who attacks first. When you gain an item/trinket you choose which character gets said item. Active items affect both characters, but passive items affect only the one who has the item. Effects that would target one player, such as happening damages or monster effects, target both. When one dies they both die and each loses an item plus the one coin/one loot death penalty.

Mei: 2 Black Hearts [Starting: 3 Random Loot Cards] As Mei, any health (i.e. Soul/Black/Normal/etc) gained become black hearts. Normal health gained becomes permanent black hearts.

Samael: 2 Soul Hearts, 1 Black Heart. [Starting: 3 Random Loot Cards] As Samael every monster you successfully hit adds one counter to his character card. Spending 3 of these counters by tapping yourself, the next attack you make has a +2 to the roll, and should you miss you take no damage. Any counters left on Samael's character card are lost upon changing floors.

Sarah: 2 Hearts [Starting: 3 Random Loot Cards]. Any soul hearts/gold hearts/immortal hearts gain turn into black hearts. When you take damage as Sarah any black hearts you have, absorb all the damage of the first hit then you lose them, if you defeat a monster within the same amount of attacks as black hearts lost you gain your black hearts back minus one. At the end of the floor (or after a boss is defeated) you may trade X number of black hearts for items, where X is the current floor #. (i.e. Sarah has 2 black hearts on Floor 1, she may buy 2 items with them.) (i.e. Sarah has 4 black hearts on Floor 3, she may buy 1 item for 3 hearts leaving her with 1 for the next floor.)

The Guardian: 2 Hearts [Starting: 3 Random Loot Cards] Starts with ScapeGoat AND [Isaac's Heart \[Familiar\]](#). Playing as The Guardian while originally a challenge character in the Binding of Isaac, they are now an easy to play character in Four Souls. This character is recommended for those not looking for a challenge and just want to break the game. As you play the guardian your objective (on top of the standard win) is to protect Isaac's Heart.

Transformation Characters

Transformation characters are **Optional** perks for collecting certain items or completing certain tasks. (i.e. Gaining the guppy soul grants you the Guppy transformation, or dying as Judas allows you to transform into Black Judas) If using transformations, the following characters can **NOT** be selected at the start of the game.

- **Black Judas:** Turn into Black Judas after you die as Judas. You now have 2 Black Hearts, always double your damage, and gain Dark Arts as a non-eternal item.

- **Guppy:** Turn into guppy whenever you receive the guppy soul or three guppy items. Keep all current items/stats/health and gain 1 Soul Heart and Infested as a non-eternal item.
- **Lazarus Risen:** Turn into Lazarus Risen after you die as Lazarus. You now have 1 Heart and the effect of Lazarus' Rags is doubled permanently as a non-eternal item.
- **Whore of Babylon:** Turn into the Whore of Babylon whenever defeat a boss as eve with one Normal health remaining. You now have 1 Heart, 2 Black Hearts, 2 Damage, and you gain Gimpy as a non-eternal item.

Modded Transformations

- **Beelzebub:** Turn into Beelzebub whenever you have 3 fly items. Keep all current items/stats/health and gain 1 Soul Heart and Halo of Flies as a non-eternal item. As Beelzebub Fly based enemies and items cannot harm you. You may also activate any fly based items as if you controlled them.
- **Bob:** Turn into Bob whenever you have 2 Bob items. Keep all current items/stats/health and gain 1 Soul Heart and Bob's Rotten Head as a non-eternal item. Any monster or player that deals damage to you while you are not the active player, takes 1 damage in response.
- **Leviathan:** Turn into Leviathan whenever you have 3 devil items. Keep all current items/stats/health and gain 1 Black Heart and the Pact Item as a non-eternal item.

Bumbo Puzzle List

Bumbo want coin!

For an easier to use puzzle deck see below. This can be easily imported with Tabletop Simulator.

(Deck of Cards: <https://www.dropbox.com/s/r9eh03nhsx3u9iz/bumbo.png?dl=1>)

(Card Backs: <https://www.dropbox.com/s/ijt62bifkrtxv12/bumbo-back.png?d=1>)

Clubs/Keys

Number	Effects
3 Matches	Grants Bumbo 1 extra attack for this turn.
4 Matches	Grants Bumbo 2 extra attacks for this turn.
5 Matches	Choose one or more players: they gain two extra attacks for this turn.
6 Matches	Choose one or more players: they gain three extra attacks, and +1 to all combat rolls for this turn.
7 Matches	Choose one or more players: they gain an unlimited number attacks and +2 to all combat rolls for this turn.

Diamonds/Coins

Number	Effects
3 Matches	Gains Bumbo 1 coin.
4 Matches	Gains Bumbo 3 coins.
5 Matches	Choose one player: they may gain one random coin loot card.
6 Matches	Choose one or more players: they gain 5 coins.
7 Matches	Choose one or more players: they gain one extra shop purchase that is free for this turn.

Hearts/Hearts

Number	Effects
3 Matches	Heals Bumbo for 1 normal heart.
4 Matches	Heals any player for 1 normal heart.
5 Matches	Heals any player for two normal hearts and grants them an extra normal heart for the turn.
6 Matches	Choose one or more players: they heal two of their health and gain one Soul heart.
7 Matches	Choose one or more players: they fully heal, gain 1 extra normal heart for the turn, and gain 2 soul hearts.

Spades/Bombs

Number	Effects
3 Matches	Deal 1 damage to a monster or player.
4 Matches	Deal 2 damage to one monster or player.
5 Matches	Deal 3 damage divided as you choose to any monsters or players.
6 Matches	Deal 3 damage to any amount of active monsters or players.
7 Matches	Kill any amount of active monsters or players.

Face Cards/Batteries

Number	Effects
3 Matches	Recharge 1 of Bumbo's Active Items.
4 Matches	Recharge 1 Active Item or give one item 1 counters.
5 Matches	Recharge up to 2 Active Items or give one item 2 counters.
6 Matches	Recharge up to 3 Items or give one item 3 counters.

7 Matches	Choose any Items: Recharge any Items and their cost to activate is halved, rounded down, for the turn.
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Changed Items

Some items require changes to fit the Co-op feel better, again just like Character Changes these changes **Are Optional**, and are not required to play Co-op. If you feel these changes overcomplicate the game feel free to ignore/remove the cards from play, and just use this as a ban list instead.

There are Treasure/Trinket/Loot/Monster card changes then Modded Treasure/Trinket/Loot/Monster if using Tabletop Simulator and its various fan made expansions.

Treasures/Trinkets

- **Athame** (Take 1 damage; For the rest of the turn when a monster is killed roll: 1 - Gain a black heart OR Deal 2 damage to all monsters or players; 2-6 nothing.)
- **Black Candle** (Discard any curses currently active. When you gain this gain 1 black heart.)
- **Can't Believe It's Not Butter Bean** (Choose One: Cancel the effect of any active item for one turn OR Cancel any monster effect OR Cancel one monster's damage during a combat roll.)
- **Divorce Papers** (All players can give the other players any amount of Coins, Items, or Loot cards.)
- **Donation Machine** (Pay any amount of ¢ to this card. 5¢+: Expand Shop by 1. 10¢+: Loot 2. 15¢+: Expand shop by 1. 20¢+: Loot 2. 30¢+: Loot +1 at the start of your turn. 35¢+: Expand shop by 1. 20¢+: Loot 2. 45¢+: +1 Treasure. 50¢+: Gain a Soul.)
- **Forget Me Now** (Destroy This: All Active Monsters/Events, Room Cards, and Shop items are placed in the bottom of each respective deck, then they are shuffled.)
- **Guppy's Eye** (All decks now have their top card revealed to all players.)
- **Hourglass** (When anyone rolls a 2 for a combat roll, you may reduce an active monster's dice number by 1.)
- **Jawbone** (Steal 3 coins from a player OR Choose a player: their next attack has -1 to the dice roll, but if they deal damage to a monster, they deal damage to all other active monsters.)
- **Magnet** (If any other player would have to discard loot cards (**Not** including death), you may gain them instead.)
- **Mom's Razor** (Whenever you roll 2 above a monster's dice number in combat, deal 2 extra damage to that monster.)
- **Mom's Shovel** (Destroy This: End the current floor you are on, skipping all bosses. This cannot be used to end the final floor.)
- **Monstro's Tooth** (At the start of your turn roll : 1-3 - Choose a random player, that player takes 1 damage; 4-6 - Choose a random active monster, that monster takes 1 damage.)
- **No!** (Cancel any monster effect or one happening event (Non-curse))
- **Steamy Sale** (All shop items are half-off)
- **Tapeworm** (Each time you miss an attack, deal 1 damage to another monster.)
- **Trinity Shield** (Monster effects don't affect you while you are the active player)
- **The Chest** (When destroyed an extra life for the group)

Loot Cards

- **Butter Bean** (Cancel the effect of any active item, loot card, or monster effect.)
- **Dagaz** (Destroy a Curse OR Prevent 1 damage to any player OR Grant one player a Soul Heart.)
- **Get Out of Jail Card** (Choose One: Cancel all active monster effects until the end of turn. OR Stop a player from dying but do not end their turn. OR Destroy and negate all active curses and happening events.)
- **Lost Soul** (An extra life for the group)
- **Judgement Tarot** (Spend a soul, Kill any monster or boss monster, and negate any effects that monster had. *This does not work on mega-bosses.*)
- **Justice** (Choose a player gain loot up to the amount that player has, and + X coins)
- **Joker Card** (Take any one event card in the discard pile and place it on top of the monster deck)
- **The Hierophant** (Prevent up to 2 damage to a player or monster OR Grant one player +2 Soul Hearts)
- **Soul Heart** (Prevent 1 damage dealt to any player OR Grant one player a Soul Heart)
- **The World** (Look at the top 5 cards of any deck, Put 4 on the bottom and play the 5th.)

Monster Deck

Boss Rush (Draw from the unused deck of Boss monsters, you must kill one of those this round)

Curse of Loss (Every time a player dies, the group loses 2 Souls/Lives)

Curse of Bloodlust (You must defeat all face up active monsters currently out (including piles or stacks) or until someone dies. You may also attack the monster deck unlimited times.)

Greedling (Change reward to Loot 1)

We Need to Go Deeper (Put a random (1D6) amount of discarded monsters back on top of the deck)

Modded Changed Items

Mod Treasures/Trinkets

- **120 Volt** [Four Souls Alt] (Each time you deal damage to a monster, roll: 1-2 - Nothing; 3-5 - Deal 1 extra damage to another player or monster; 6 - Deal damage to all active monsters.)
- **Baby-Bender** (At the start of your turn, choose one familiar you control. Add +1 to that familiar's attack rolls until the end of this turn.)
- **Best Friends Forever** [Shamil0's Pack] (Each familiar you control has their damage doubled and -1 to their Endurance number.)
- **Betrayal** [Shamil0's Pack] (Whenever you take damage roll: 1-3 - Deal the same damage you took back at the damage source; 4-6 - Nothing)
- **Blue Baby's Ghost** [AD Rapture] (Each time a monster is killed by another player, you may steal 1¢ or 1 loot from the reward.)
- **Book of Revelations** [Shamil0's Pack] (Choose One: Prevent 1 damage to any player OR Give one player a Soul Heart.)
- **Broken Remote** (At the start of your turn, look at either the top card of the floor deck OR the top card of the room deck, you may put that card at the bottom of that deck.)

- **Cool Bean** [Shamil0's Pack] (Choose one: Freeze a player, skipping any actions they have until the start of your next turn. They are also immune to events and monster effects.; OR Freeze an active monster, reducing their dice number by 1 and nullifying any effects they have until the start of your next turn.)
- **Dad's Key** (Discard a Loot card: Normal Effect OR Draw a new room card from the room deck.)
- **Dead Birds Foot** [Shamil0's Pack] (Each time you deal damage to a non-boss monster roll: on a result of a 3 you may look at the upcoming loot/treasure rewarded. Then you may instead place it on the bottom of the deck.)
- **Heart Ache** [Four Souls Alt] (You may take one damage to heal another player by either 1 Heart OR 1 Soul Heart if that player has no normal hearts.)
- **Lighter** [Four Souls Alt] (At the start of your turn roll: 1-5 - Nothing; 6 - Deal 1 damage to all active monsters)
- **Lilith's Blindfold** [AD Rapture] (At the start of your turn, all familiars you have gain +1 Normal Health until the end of this turn.)
- **Lode Stone** [Four Souls Alt] (Choose a player: For the rest of this turn, whenever that player attacks a monster and deals damage, roll: 1-2 - They gain +1 to combat rolls against that monster for the rest of this turn; 3-6 - nothing)
- **Oculus Rift** [Four Souls Alt] (Choose a player: That player gains +2 and +1 damage to their next combat roll, if that player misses they have -3 to all rolls for the rest of the turn.)
- **Paschal Candle** [Four Souls Alt] (Choose a player: Until the end of their turn, for every 2 monsters that player kills while in combat, they gain +1 to attack rolls.)
- **Schoolbag** [Four Souls Alt] (You may hold up to double the normal amount of loot cards in your hand after the turn ends. You may play an additional loot card on your turn.)
- **Vade Retro Satana** [Four Souls Alt] (The next 2 times a monster effect or event effect activates roll: If the result is 3 or 4 cancel the effect)
- **Spider Butt** [Shamil0's Pack] (Put a counter on this. Remove 3 counters: Deal 1 damage to all faceup active monsters, and -1 to all active monsters dice requirements. (including effects))
- **Venus** [Four Souls Alt] (When you take damage during an attack roll, the next time you miss an attack deal the previous damage you took to another player/monster.)
- **The Wafer** [Shamil0's Pack] (Prevent any damage taken from events, other players, or monster effects)

- **Abel** [AD Rapture] (REMOVED)
- **Brother Bobby** [AD Rapture] (REMOVED)
- **CO-OP Baby** [AD Rapture] (REMOVED)
- **Chocolate Milk** [Shamil0's Pack] (REMOVED)
- **Demon Baby** [AD Rapture] (REMOVED)
- **Fighter Baby** [AD Rapture] (REMOVED)
- **Fishing Rod** [AD Rapture] (REMOVED)
- **Freezer Baby** [AD Rapture] (REMOVED)
- **Guppy's Whiskers** [AD Rapture] (REMOVED)
- **I.O.U.** [AD Rapture] (REMOVED)
- **Infernal Potato** [AD Rapture] (REMOVED)
- **King Baby** [AD Rapture] (REMOVED)
- **Lil' Brim** [AD Rapture] (REMOVED)
- **Lil' Steven** [AD Rapture] (REMOVED)
- **Magic Mushroom** [Shamil0's Pack] (REMOVED)
- **Mongo Baby** [AD Rapture] (REMOVED)
- **Robo Baby** [AD Rapture] (REMOVED)
- **Rotten Baby** [AD Rapture] (REMOVED)
- **Samson's Lock** [Shamil0's Pack] (REMOVED)
- **Sister Maggy** [AD Rapture] (REMOVED)
- **Squid Now** [AD Rapture] (REMOVED)

- **The D8** *[AD Rapture]* (**REMOVED**)

Mod Loot Cards

- **Black Heart** *[Shamil0's Pack]* (Prevent 1 damage to any player. If any damage was prevented by that player, that player deals 1 damage to all active monsters OR Grant one player a Black Heart.)
- **Emergency Contact** *[Four Souls Alt]* (Choose One: Nullify the effect of any non-eternal item in play till the start of your next turn OR Nullify any monster or event effect till the start of your next turn.)
- **Gold Heart** *[Shamil0's Pack]* (Prevent 1 Damage to any player. If any damage was prevented by that player, roll: That player gains ¢ equal to the dice roll OR Grant one player a Gold Heart .)
- **Immortal Heart** *[Four Souls Alt]* (Prevent any damage dealt to any player OR Grant one player an Immortal Heart)
- **Che Guevara** *[Four Souls Alt]* (**REMOVED**)
- **Kitchen Debates** *[Four Souls Alt]* (**REMOVED**)
- **Marshall Plan** *[Four Souls Alt]* (**REMOVED**)
- **“We Will Bury You...”** *[Four Souls Alt]* (**REMOVED**)

Mod Monster Deck

Crawl Space (Choose One: Gain a Treasure OR End the current floor. All players may purchase an unlimited number of times before this. You skip the required boss fight this way.)

The Secret Exit (The next floor will be drawn from the Antibirth Floors deck depending on which floor would be next in order. (i.e. Floor 1 completes and leads to Floor 2 of Antibirth Deck.)

The Floor Decks

- The floor decks are smaller decks of monster cards, which get progressively harder the further you go (i.e. Floors).
- Each monster deck contains a varying amount of monsters, 5 happenings, a boss or mega boss, holy and cursed enemies.
- Happenings are events that include: Chests, Traps, Curses, Events, the 7 Deadly Sin enemies, the Four Horsemen, Krampus, and any other Boss enemies not listed below.
- Upon starting a new floor, remove old floor monster deck and place shop items at the bottom of the Treasure Deck, select the next floor deck, place 5 happenings in the deck, 1 Cursed and 1 Holy monster (or 2 of each on Floor 5) , a random Boss or mega boss, then shuffle it.
- Fill the active monster slots and shop slots to start the floor.
- If any happenings or bosses are revealed when starting the **first floor**, place them at the bottom of the deck and continue this process until all active slots are filled with monsters. **Then, shuffle the deck.**

- If a floor has a Mega Boss, other bosses are shuffled into the monster deck just like normal monsters. The mega boss must be defeated in order to progress or win the game!

Here is a list of Floors, with Four Souls/Expansions/Fan made expansion monster cards. Each expansion is labeled to better understand if you have that card or not. As with all things in this Co-op ruleset this is optional, but recommended. If you do not wish to use Floor Decks but want some ruleset for a Co-op deck see **Delirium Mode** in the optional rules above. Good Luck!

FLOOR 1

Monsters:

- **Ball of Flies** [*Lost Cards*]
- **Big Spider**
- **Bony** [*FS+*]
- **Dart Fly** [*Shamil0's Pack*]
- **Dip**
- **Dukie** [*Shamil0's Pack*]
- **Fatty**
- **Floor Lords** [*Strange Friends!*]
- **Fly**
- **Leech**
- **Gaper** [*KE*]
- **Gush** [*AD Rapture*]
- **Hanger**
- **Hopper**
- **Maggot** [*AD Rapture*]
- **Parabyte** [*KE*]
- **Pooter**
- **Skinny** [*AD Rapture*]
- **Spider**
 - 1 x **Cursed Enemy**
 - 1 x **Holy Enemy**

Bosses:

- **Atlas** [*Lost Cards +*]
- **Brownie** [*Shamil0's Pack*]
- **Blighted Ovum** [*AD Rapture*]
- **Daangle** [*Shamil0's Pack*]
- **Dingle** [*FS+*]
- **Duke of Flies**
- **Fistula**
- **Gemini**
- **Gurdy**
- **The Haunt**
- **Larry Jr.**
- **Mega Fatty**
- **Monstro**
- **Moirra** [*Lost Cards +*]
- **PeePeeDie** [*Lost Cards +*]
- **Pin**
- **Ragman**
- **Steven** [*KE*]
- **Triachnid** [*Shamil0's Pack*]
- **Turdlings** [*Shamil0's Pack*]

FLOOR 2

Monsters:

- **Black Bony**
- **Boil** [KE]
- **Cod Worm**
- **Conjoined Fatty**
- **Crispy** [AD Rapture]
- **Dank Globin**
- **Flaming Hopper** [FS+]
- **Glitched Gaper** [Strange Friends!]
- **Greedling**
- **Hive** [AD Rapture]
- **Keeper Head**
- **Moter** [Shamil0's Pack]
- **Mulligan**
- **Nerve Ending** [FS+]
- **Ragling** [KE]
- **Roundy** [FS+]
- **Leaper**
- **Swarm of Flies**
 - 1 x **Cursed Enemy**
 - 1 x **Holy Enemy**

Bosses:

- **Big Horn** [Shamil0's Pack]
- **The Cage** [KE]
- **C.H.A.D.** [Shamil0's Pack]
- **Chub**
- **Daddy Long Legs**
- **The Frail** [AD Rapture]
- **The Forsaken** [Shamil0's Pack]
- **The Gate** [Shamil0's Pack]
- **Gurglings** [KE]
- **Little Horn**
- **Mask of Infamy**
- **Mega Maw** [Shamil0's Pack]
- **Polycephalus** [KE]
- **Rag Mega** [Shamil0's Pack]
- **The Stain** [Shamil0's Pack]
- **Sisters Vis** [Shamil0's Pack]
- **Widow** [FS+]

FLOOR 3

Monsters:

- Brain
- Cast [*Lost Cards*]
- Charger [*KE*]
- Chubber [*Shamil0's Pack*]
- Clotty
- Death
- Dinga
- Exposed Cast [*Lost Cards*]
- Famine
- Fat Bat
- Globin [*FS+*]
- Grub [*Shamil0's Pack*]
- Host [*Shamil0's Pack*]
- Maw [*AD Rapture*]
- Membrain [*Shamil0's Pack*]
- Pale Fatty
- Pestilence
- Ring of Flies
- Roundworm [*KE*]
- Squirt
- The Botched [*Lost Cards +*]
- War
- Wizoob
- 1 x Cursed Enemy
- 1 x Holy Enemy

Mega Bosses:

- Mom

FLOOR 4

Monsters:

- Deaths Head
- Dople
- Fistuloid [*AD Rapture*]
- Fred [*Shamil0's Pack*]
- Gazing Globin [*AD Rapture*]
- Homunculus [*AD Rapture*]
- Horf
- Knight
- Leper [*AD Rapture*]
- Leper's Flesh [*AD Rapture*]
- Mr. Mine [*AD Rapture*]
- Mom's Hand

- **Rage Creep**
- **Red Maw** [*AD Rapture*]
- **Red Host**
- **Stray**
- **Stone Faced** [*Lost Cards*]
- **Stoney**
- **Stray** [*Lost Cards*]
- **Trite**
- **Tube Worm** [*AD Rapture*]
- 1 x **Cursed Enemy**
- 1 x **Holy Enemy**

Bosses:

- **Adversary** [*Shamil0's Pack*]
- **Blastocyst** [*FS+*]
- **The Bloat**
- **Carrion Queen**
- **Dark One**
- **The Fallen** [*FS+*]
- **Gurdy Jr.**
- **Headless Horseman** [*FS+*]
- **Loki** [*Shamil0's Pack*]
- **The Matriarch** [*Shamil0's Pack*]
- **Monstro II** [*FS+*]
- **Peep**
- **Scolex**

Mega Bosses:

- **Mom's Heart** [*FS+*]
- **It Lives** [*Shamil0's Pack*]

FLOOR 5

Monsters:

- **Begotten** [*KE*]
- **Boom Fly**
- **Evil Twin**
- **Imp**
- **Mom's Dead Hand**
- **Mom's Eye**
- **Mulliboom**
- **Portal**
- **Psy Horf**
- **Soul Sucker** [*AD Rapture*]
- **Sucker** [*FS+*]
- **Swarmer** [*FS+*]
- **Tumor** [*FS+*]
- 2 x **Cursed Enemy**

2 x Holy Enemy

Mega Bosses:

- Isaac!
- It Lives! [*Shamil0's Pack*]
- The Lamb!
- Mom's Heart!
- Satan!
- Seraphim [*AD Rapture*]

FLOOR 6

Monsters:

- Greedling
 - Keeper Head
 - Hangar
 - Greed
 - Ultra Greed
- 2 x Cursed Enemy

Mega Bosses:

- Ultra Greed \$\$\$

Credits

Credit goes to ***EzimEzaac*** for the original Google Doc

(<https://docs.google.com/document/d/1-DV6BhzqYwXLNK8FSztFiguFW2qSJCV4FekwIkiYLdA/edit>)

Credit to ***Morty Mort*** for the Isaac Four Souls - Full Tabletop Simulator mod

(<https://steamcommunity.com/sharedfiles/filedetails/?id=1876386518>)

(Made things a lot easier to look up, and had those sweet modded expansions)

Resources for Co-op

Custom Cards

[Folder with Individual Custom Cards](#)

Tabletop Simulator Mod

[Table made by MortyMort](#)

[My custom Table for CO-OP](#)

[Changed Character Cards](#)

[Changed Mod Character Cards](#)

[Custom Cards for CO-OP](#)

[Custom Cards 2 for CO-OP](#)

[Bumbo Deck](#) | [Bumbo Card Back](#)

[Changed Cards for Co-op](#)

[Changed Loot Cards for CO-OP](#)

[Changed Mod Cards for Co-op](#)