

# SURPRISE

This card can be played at any time, for one of the functions described below, or to cancel a Surprise which another player has just played.

## **Deadly Assassin**

*Out of turn:* Discard a Keeper another player has just played, possibly preventing their victory.



*During your turn:* For each other player, choose any Keeper they have on the table, they must then discard that Keeper.

If a player has no Keepers in play then nothing happens.