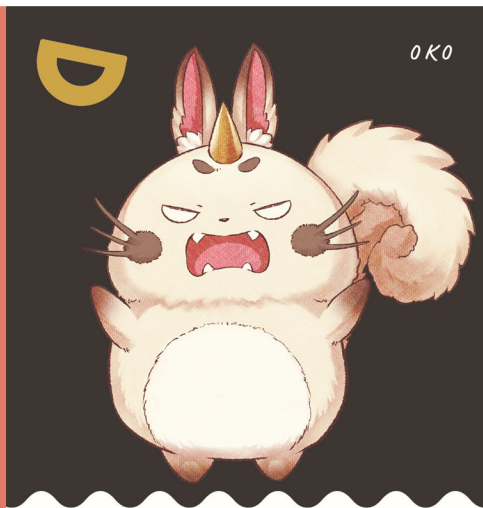




MARU

Gaining Victory Points

For every Red card taken **+10**pts



OKO

Round Ability

Ignores negative points when scoring



NEMU

Gaining Victory Points

For every Green card taken **+10**pts



MARU

Gaining Victory Points

+30pts



OKO

Gaining Victory Points

For every Black card taken **+10**pts



NEMU

Round Ability

Later played cards with the
same value will win
Item > King > Nemu



GURU

One Time Use On Your Turn

Draw **3** cards from the deck
Discard **3** cards from hand



GURU

Gaining Victory Points

For every Blue card taken **+10**pts