

## COLLECTOR

コレクター

7

I'll take that



### Collection Reservation

#### On Your Turn

You may reserve 1 card in play after playing your card

### Collection

#### Trick Victory

Collect all cards when you win a trick

## BERSERKER

バーサーカー

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I'll show you my power



### Pride

#### Setup

Discard all cards in your hand and take the Miria Card and 4 other cards of **your choice** from the Berserker Exclusive Deck into your hand  
Miria cannot be discarded when discarding cards



## HEALER

ヒーラー

9

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#### On Your Turn

You may play 1 additional Blue or Green card

→ Add the values of both cards played (If it is 10, it will lose to the 1 of the same color. If it is 11+, use the ones digit)

→ After you play, draw cards from the deck until you have 5 cards in hand

### Hand of Life

Flush of 3 +20pts

Straight of 3 +30pts

3 of a Kind +40pts

Straight Flush of 3 +50pts

4 of a Kind +70pts

Straight Flush of 5 +90pts

Every 2 unused cards -10pts



May use up to 1 Rare Card per combination

3 Combos

0 wins +80pts

1 win -10pts

2 wins +60pts

3 wins +120pts

4 wins -30pts

5 wins Win the game

0 wins +0pts

1 win +10pts

2 wins +20pts

3 wins +30pts

4 wins +40pts

5 wins Win the game

Each Blue and Green card you take in wins +10pts

## DEVIL

デビル

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I'll be mischievous



### Mischief

#### Setup

After everyone has finished their Character Setup, hand out 1 Devil Card to each other player (they will put it in their hand and discard a different card in hand)

0 wins +20pts

1 win +50pts

2 wins +30pts

3 wins -10pts

4 wins +90pts

5 wins Win the game

Each Devil Card you take in wins +30pts