

► Card Exchange



Gambler's
Poker Exchange

0



Hermit's
Exchange

0

► Purchase Enhancement Cards


20


20


20


20


30

► Purchase Item Cards (Unused cards can be used in future rounds)


10


10


10


20


20


20


20


20


20


30

Players with 10 points or less
get free service



Adventurer's
Curio Shop

Round 1 (Supplemental)

■ Put out the 5 Enhancement Cards







■ Deal out 3 random Item Cards





■ VP Distribution Clockwise Decide via Rock-Paper-Scissors, etc.

	1P	2P	3P	4P	5P
3P	30	40	50	—	—
4P	30	40	40	50	—
5P	30	40	40	40	50

2 Player Rules (Little)

Round 1

- 1 Give each player 100 Points
- 2 Deal 5 cards to each player
- 3 Select 5 Character Cards at Random
Place the 2P Character Cards on top
- 4 Determine 1st Player
Decide via Rock-Paper-Scissors, etc.
- 5 Choose Characters P1→P2
- 6 Setup Characters
- 7 Play Tricks
The player with the lowest ranked
Character Card selects who leads
the first trick
- 8 Gain Victory Points

2 Player Rules (Little)

Round 1

- 1 Deal each player 5 cards
- 2 Prepare Characters and Options
 - Reveal 5 Characters at random
 - Gather the 5 Enhancement Cards
 - Draw 3 random Item Cards from the Item Deck
- 3 Select Characters and Options
 - Distribute starting VP
 - Choose in a **Clockwise** order (2 Laps)
 - ※ Feel free to setup characters in any order
- 4 Play Tricks

The player with the **lowest ranked Character Card** selects who leads the first trick
- 5 Gain Victory Points

Process all points lost, then process points gained

Round 2

- 1 Deal 5 cards to each player
- 2 Select the leftover 5 Character Cards

Keep your the cards from Round 1 and turn them face-down
- 3 Choose Characters P2→P1
- 4 Setup Characters
- 5 Play Tricks (Same as Round 1)
- 6 Gain Victory Points

2 Player Rules (Little)

Round 2

- 1 Deal each player 5 cards
- 2 Prepare Characters and Options
 - Flip your Character from Round 1 face-down
 - Reveal the 5 remaining Characters
 - Gather the 5 Enhancement Cards
 - Draw **additional** item cards until there are 5 in the market
- 3 Select Characters and Options
 - Choose in **ascending order** starting from the player with the least VP (2 Laps). Ties are broken by who chose the lowest ranked Character last round
- 4 Play Tricks (Same as Round 1)
- 5 Gain Victory Points

Round 3

- 1 Deal 5 cards to each player
- 2 Select the 6 Character Cards that haven't been chosen yet

Flip your previous Character cards face-up
- 3 Gather the 8 Summoned Beast Cards
- 4 Select Characters
 - The player with less VP chooses first
(If there's a tie, the player with the least total Character Ranking goes first)
 - If you've formed a Summoning Mark, gain that Beast Card
 - Unused Characters are flipped over
- 5 Setup Characters
- 6 Play Tricks

The player with the least total Character Ranking chooses who goes first
(If there's a tie, the character with the smallest rank has priority)
- 7 Gain Victory Points

End

Round 3

- 1 Deal each player 5 cards**
- 2 Prepare Characters and Options**
 - Each player returns 1 Character Card face-down. From the returned and unchosen characters, Turn 5 of them face-up
 - Gather the 5 Enhancement Cards
 - Reveal Item Cards until 5 have been revealed
 - Gather the 8 Summoned Beast Cards
- 3 Select Characters and Options**
 - Choose in ascending order starting from the player with the least VP (2 Laps)
 - If you've formed a Summoning Mark, gain that Beast Card
- 4 Play Tricks**
 - The player with the least total Character Ranking chooses who goes first
 - (If there's a tie, the character with the smallest rank has priority)
- 5 Gain Victory Points**
- 6 Determine the Winner**

2 Player Rules (Little)

Round 4 (Final)

- 1 Deal 5 cards to each player**
- 2 Gather the 4 unused Character Cards**
- 3 Return any Summoned Beast cards in your hands. Gather the 8 Summoned Beast Cards**
- 4 Choose a Character for your opponent**
 - Each player chooses 1 Character Card and gives it to their opponent face-down. Turn the received card face-up
 - Flip the other Characters in your hand
- 5 Select Characters**
 - The player with less VP chooses first
 - If you've formed a Summoning Mark, gain that Beast Card
- 6 Setup Characters**
- 7 Play Tricks (Same as Round 3)**
- 8 Gain Victory Points**

Preparation

Add the King's Rare Card to your hand and discard another card

King's Dominance

Win with cards played after the first King > Nemu

Mischief

Preparation

Add 1 Devil Card to your hand and discard 1 card. Once the opponent is done preparing their character, Give 1 Devil Card to your opponent. That player must discard 1 card from their hand.

0 wins	+0pts
1 wins	+20pts
2 wins	+50pts

3 wins	+80pts
4 wins	+100pts
5 wins	+50pts

0 wins	+50pts
1 wins	+10pts
2 wins	+20pts

3 wins	+60pts
4 wins	+90pts
5 wins	+140pts

Each Devil Card -30pts

Hand of Life

On your turn

You can play one extra Blue or Green Card
→ Add these numbers together
(If the total is ≥ 11, only use the ones digit)

Draw from the deck until you have 5 cards in hand

Pride

Preparation

Choose 4 Berserker Cards and the Miria Card and take this as your hand

0 wins	+0pts
1 wins	+10pts
2 wins	+20pts

3 wins	+30pts
4 wins	+20pts
5 wins	+10pts

Each Blue or Green Card +10pts

0 wins	+80pts
1 wins	-10pts
2 wins	+30pts

3 wins	+50pts
4 wins	+80pts
5 wins	-50pts

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

Clumsy Hand

On your turn

Before you play, draw 1 card from the deck and discard 1 card

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win

lose

White Flag defeats Rare

+80pts

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

0 wins	+50pts
1 wins	-10pts
2 wins	-30pts

3 wins	+70pts
4 wins	+50pts
5 wins	+20pts

Rare cards are Wild
Can use 1 per combination

3 Combos

<p>Spirit of Red</p> <p>Red has the same strength as Black. If a White Flag is in play, this ability is nullified. You can't hold Black Cards in hand.</p> <p>Preparation Discard all Black Cards in hand, and redraw that many cards from the deck.</p>	<p>Kakumei</p> <p>On your turn You can declare Kakumei (once per round)</p>
<p>0 wins +60pts</p> <p>1 wins +20pts</p> <p>2 wins -40pts</p> <p>3 wins +100pts</p> <p>4 wins +40pts</p> <p>5 wins +60pts</p>	<p>During Kakumei</p> <p>Win with a Black Card +80pts</p> <p>Win with a Red/Green/Blue Card +50pts</p> <p>Win with a White Flag +30pts</p>
<p>Shadow Cloning</p> <p>On your turn After playing 1 card from your hand, You may play another card face-down (Draw an extra card from the deck) → After all players have played their cards, either flip your extra card face-up or discard it → During the 5th trick, you can use the top card of the deck as your face-down card.</p> <p>※When played as the second card, Devil Cards cannot be discarded and are always faceup</p>	<p>Preparation</p> <p>Gamble</p> <p>1 You may discard X cards and draw X cards, once</p> <p>2 Predict your number of wins</p>
<p>0 wins +70pts</p> <p>1 wins -20pts</p> <p>2 wins +70pts</p> <p>3 wins -20pts</p> <p>4 wins -50pts</p> <p>5 wins +70pts</p>	<p>0 bid +90pts</p> <p>1 bid +40pts</p> <p>2 bid +90pts</p> <p>3 bid +120pts</p> <p>4 bid +150pts</p> <p>5 bid +200pts</p>