


These are to be used with the Tarot sized character cards when playing 3-5 players.
Please refer to the 'Two Player Character Cards' file for the pasteups for the smaller Mini European sized cards.

Steps:

Print them on regular printer paper, cut each card out, sleeve the character cards, slide card into the sleeve.

OR

Print them on sticker paper, cut each card out, stick them directly to the character card.



King's Privilege

The Final Battle

Setup
Add the King Rare card to hand then discard a card of your choice

Next Round
You will select a character first, but you may not select the King

Last Round
You acquire double points (Example: 3 wins = 160 pts)

0 wins +0pts	3 wins +80pts
1 win +20pts	4 wins +120pts
2 wins +50pts	5 wins Win the game

Setup

Gamble

1 +20pts

2 You may discard any number of cards and draw back up, twice

3 Bid how many wins you think you will get this round

4 50pts You can bet up to 50 pts that you'll make your bid

Last Round 100pts You can bet up to 100 pts

0 bid +30pts	4 bid Win the game
1 bid +60pts	5 wins Win the game
2 bid +90pts	Bid Made +BET pts
3 bid +150pts	Bid Missed -BET pts

Kakumei (Revolution)

Readiness for Battle

On Your Turn
You may declare Kakumei (once in a round) by placing the Kakumei Token on your card
If your only win in a round is during the Kakumei trick then it counts as 0 wins (gain Black Crown)

Last Round +30pts
Get 30 pts for every win (including a Kakumei win)

During Kakumei
If you win with:

Any Black card	Win the game
7 / 8 / 9 card	+100pts
4 / 5 / 6 card	+80pts
1 / 2 / 3 card	+50pts
White Flag	+30pts

Dexterous Hand

On Your Turn
Before playing a card from hand each trick, you may draw a card from the draw deck then discard a card in hand

White Flag beats Rare +30pts

Last Round +100pts

0 wins +50pts	3 wins +70pts
1 win -10pts	4 wins +100pts
2 wins -30pts	5 wins Win the game



Fierce Uplifting

Setup
Discard all cards in hand then take the Berserker Card and 4 other randomly picked cards from the Berserker Exclusive Deck into your hand (leaving 2 Berserker Exclusive cards undealt)

Last Round
Win the game if you get 0 wins
In the last round, if you spend a Black Crown you can discard 1 or 2 cards, but you cannot discard the Berserker Card

0 wins -30pts	3 wins +50pts
1 win -10pts	4 wins +80pts
2 wins +30pts	5 wins -50pts

Initial Equipment

Using Items

Level Up

Setup Choose 1 starting Blue Item and 1 starting Red item

On Your Turn
You can use one Item per turn and after using it, draw a new Item

Trick Victory
The trick pile you win becomes a slot for a new Item
Draw a new Item from the Item deck and place it on top of the trick pile

0 wins +20pts	3 wins +40pts
1 win +10pts	4 wins +60pts
2 wins +20pts	5 wins Win the game
Unused Items +XX pts	

Collector's Reservation

Collection

On Your Turn
You may reserve 1 card in play after playing your card

Trick Victory
Collect all cards when you win

Flush of 3 +20pts	Straight Flush of 5 +100pts
Straight of 3 +30pts	Straight Flush of 9 Win the game
3 of a Kind +40pts	Every 2 unused cards -10pts
Straight Flush of 3 +50pts	 May use up to 1 Rare card per combination 3 Combos
4 of a Kind +80pts	

Giving Tasks

Rule Avoidance

Setup
Give each other player a Task card

On Your Turn
You may play any card from your hand and then place a Color Tile on it to match the lead suit

NORMAL +10pts	HARD +20pts
All tasks completed	+10pts
Take a Black card	+10pts
Only 1 win	+20pts
2+ wins without taking R/B/G cards	Win the game