

Two Player Character Cards



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

The Final Battle

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 +50pts

Setup

Gamble

- +20pts
- You may discard X cards and draw X cards, twice
- Bid how many wins you think you will get this round
- 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 +90pts	4 bid +150pts
1 bid +60pts	5 wins +200pts
2 bid +90pts	Bid Made +BETpts
3 bid +120pts	Bid Missed -BETpts

Kakumei (Revolution)

On Your Turn
You may declare Kakumei (twice in a round) by placing the Kakumei Token on your card

Last Round
Wins are no longer negative points (including Kakumei) +10pts

Readiness for Battle

During Kakumei	Black card win	+80pts
	R/B/G card win	+50pts
	White Flag win	+30pts
Normally	Every Win	-10pts

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

Dexterous 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 +50pts



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

Fierce Uplifting

Last Round
Win the game if you get 0 or 1 wins

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

Initial Equipment

Setup Choose 1 starting Blue Item and 1 starting Red Item

Using Items
You can use 1 Item per turn and after using it, draw a new Item

Level Up

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

0 wins +20pts	3 wins +40pts
1 win +10pts	4 wins +60pts
2 wins +20pts	5 wins +0pts
Unused Items +XXpts	

Collector's Reservation

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

Collection

Trick Victory
Collect all cards when you win

Flush of 3 +20pts	Straight Flush of 5 +100pts
Straight of 3 +30pts	Every 2 unused cards -10pts
3 of a Kind +40pts	
Straight Flush of 3 +50pts	
4 of a Kind +80pts	

May use up to 1 Rare card per combination **3 Combos**

Giving Tasks

Setup
Give each other player a Task card

Rule Avoidance

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 +30pts	HARD +40pts
All tasks completed	+20pts
Take a Black card	+20pts
Only 1 win	+20pts
2+ wins without taking R/B/G cards	+50pts