



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

Setup

Gamble

1 +20 pts

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

Last Round 100 pts You can bet up to 100 pts

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

Kakumei (Revolution)

On Your Turn

Readiness for Battle

Last Round

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)

Get 30 pts for every win (including a Kakumei win)

+30 pts

During Kakumei
If you win with:

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

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

+30 pts

Last Round +100 pts

win > lose

0 wins +50 pts	3 wins +70 pts
1 win -10 pts	4 wins +100 pts
2 wins -30 pts	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 -30 pts	3 wins +50 pts
1 win -10 pts	4 wins +80 pts
2 wins +30 pts	5 wins -50 pts

Initial Equipment

Setup Choose 1 starting Blue Item and 1 starting Red item

Using Items

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

Level Up
Draw a new Item from the Item deck and place it on top of the trick pile

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

Unused Items +XX pts

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 +20 pts	Straight Flush of 5 +100 pts
Straight of 3 +30 pts	Straight Flush of 9 Win the game
3 of a Kind +40 pts	Every 2 unused cards -10 pts
Straight Flush of 3 +50 pts	
4 of a Kind +80 pts	



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