

# KING

キング

1A

The royal road is the right road



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  
1 win +20 pts  
2 wins +50 pts

3 wins +80 pts  
4 wins +120 pts  
5 wins Win the game

# HERMIT

ハーミット

4A

Evil ways are also ways



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

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

3 wins +70 pts  
4 wins +100 pts  
5 wins Win the game

# GAMBLER

ギャンブラー

2A

It's not luck, it's guidance



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  
1 bid +60 pts  
2 bid +90 pts  
3 bid +150 pts

4 bid Win the game  
5 wins Win the game  
Bid Made +BET pts  
Bid Missed -BET pts

# BERSERKER

バーサーカー

5A

ROOOAR!!



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

Fierce Uplifting



Fierce Uplifting

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

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

# RESISTANCE

レジスタンス

3A

Opportunity always comes



Kakumei (Revolution)

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)

Readiness for Battle

Last Round

+30 pts

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 +100 pts  
4 / 5 / 6 card +80 pts  
1 / 2 / 3 card +50 pts  
White Flag +30 pts

# ADVENTURER

アドベンチャー

3B

Don't let luck be your friend



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

Level Up

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 +20 pts  
1 win +10 pts  
2 wins +20 pts

3 wins +40 pts  
4 wins +60 pts  
5 wins Win the game

Unused Items +XX pts