

 **Setup** Add the Black 7 to your hand and discard a different card of your choice
→ Create the trap deck and activate 1 card each trick

On Your Turn
Once per round, you may use the Tactical Card to ignore the must follow rule

Trick Victory
Acquire all pooled victory points

Strategize

| | |
|---|----------------------------|
| 0 wins + Rare or 50 pts | 3 wins + 50 pts |
| 1 win + Black 7 or 30 pts | 4 wins + 80 pts |
| 2 wins - 50 pts | 5 wins Win the game |

Alchemy

Setup Randomly draw 6 cards from the Alchemist Deck

On Your Turn
Play 3 cards (always becomes lead color) then draw 3 cards
Hand limit of 6 cards
Total the value of the 3 cards played (11+, use the 1s digit)
• If you have a card of the lead color in your hand you must play at least 1 of them
• When you lead, declare what the lead color is (even Black)

Elements
Acquired Elements are immediately placed in the magic circle

| | |
|--|--------------------|
| α Same number as lead (total value) | + 1 Element |
| β 3 of a kind (3 cards with same number) | + 1 Element |
| γ Flush (3 cards with same color) | + 1 Element |
| δ Straight (3 cards with values in a row) | + 1 Element |
| ε Win the trick | + 1 Element |

Art of Theft

Setup Give each other player a notice or invitation
Choose 0 or ±1 (place the Chip)

On Your Turn You may exchange 1 card with your partner
If the exchange fails, discard it and take 1 card from the deck

Trick Victory Reselect 0 or ±1 OR **Flip the Chip**

| | |
|---|----------------------------|
| 0 wins + 0 pts  | 3 wins - 50 pts |
| 1 win - 20 pts  | 4 wins + 100 pts |
| 2 wins + P50 pts | 5 wins Win the game |

Spirit of Red

Setup Discard all Black cards in hand and redraw that many from the deck

Trick Victory Take 1 Red card from play (not your own) into your hand then discard another card


Red is as strong as Black If there is a White Flag in play, the effect is invalid

| | |
|------------------------|----------------------------|
| 0 wins + 0 pts | 3 wins + 120 pts |
| 1 win + 30 pts | 4 wins Win the game |
| 2 wins + 80 pts | 5 wins - 100 pts |

Summon

On Your Turn
After summoning to the rear (up to 2), you can command (any number of times), then you may summon to the front

Setup Acquire initial 5MP **Trick Victory** Acquire 1MP



| | |
|------------------------|----------------------------|
| 0 wins - 20 pts | 3 wins + 70 pts |
| 1 win + 20 pts | 4 wins + 100 pts |
| 2 wins + 40 pts | 5 wins Win the game |

Time Travel

Setup Secretly predict who will win the Crown and Black Crown

Rewind **On Your Turn**
• Return all cards currently in play
• Draw 2 cards, discard 2 cards
• Choose the lead player

Change the past **Trick Victory** **Not on the 5th trick**
Take all cards from the trick into your hand, pass 1 card to each other player, finally choose the lead player

Last Round Predict the Crown winners publicly **Win the game**

Predict Crown + **50 pts** Predict Black Crown + **50 pts**

Shadow Cloning

On Your Turn
After playing 1 card from hand, you may play another card face down (draw 1 card from the deck)
→ After all cards have been played, choose to flip over your face down card or discard it
→ For the 5th trick, look at 1 card from the deck to play face down

| | |
|--|----------------------------|
| 0 wins + 70 pts  | 3 wins - 20 pts |
| 1 win - 20 pts | 4 wins + 140 pts |
| 2 wins + 70 pts   | 5 wins Win the game |