

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.

Strategize

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

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

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)

Setup Randomly draw 6 cards from the Alchemist Deck

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 + 50 pts	5 wins Win the game

Spirit of Red

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

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

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