

Two Player Character Cards

There is no Alchemist 2P card because all it says is to use the 2P side of the Magic Circle 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 50pts	3 wins +50pts
1 win + Black 7 or 30pts	4 wins +80pts
2 wins -50pts	5 wins +30pts

Summon

Setup Acquire initial 5MP

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



0 wins -20pts	3 wins +70pts
1 win +20pts	4 wins +100pts
2 wins +40pts	5 wins +50pts

Time Travel

Rewind

Change the past

On Your Turn

- Return all cards currently in play
- Draw 2 cards, discard 2 cards
- Choose the lead player

Trick Victory Not on the 5th trick

Take all cards from the trick into your hand, pass 1 card to the other player, finally choose the lead player

0 wins +100pts	Every win -10pts
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Art of Theft

Setup Give the other player the 30pts notice
Choose -1 or +1 (place the Chip)

On Your Turn Place 1 card from your hand face down, take 1 card from the other player's hand, finally put your face down card into the other player's hand

Trick Victory Reselect -1 or +1

0 wins +0pts	3 wins +40pts
1 win +0pts	4 wins +0pts
2 wins +20pts	5 wins +0pts

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 +70pts	3 wins -20pts
1 win -20pts	4 wins -50pts
2 wins +70pts	5 wins +70pts

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 You may take 1 Red card from play (not your own) into your hand then discard a card

0 wins +60pts	3 wins +100pts
1 win +20pts	4 wins +40pts
2 wins -40pts	5 wins +0pts