

 **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 Tricks + Rare or 50 Points	3 Tricks + 50 Points
1 Trick + Black or 30 Points	4 Tricks + 80 Points
2 Tricks - 50 Points	5 Tricks Win the game

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)

Alchemy

Acquisition of Elements
Immediately placed in the magic circle

 Same number as lead (total value)	+ 1 Element
 3 of a kind (3 cards with same number)	+ 1 Element
 Flush (3 cards with same color)	+ 1 Element
 Straight (3 cards with values in a row)	+ 1 Element
 Win the trick	+ 1 Element

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

Aesthetics of Stealing **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 poker chip

0 Tricks + 0 Points 	3 Tricks - 50 Points
1 Trick - 20 Points 	4 Tricks + 100 Points
2 Tricks + 50 Points	5 Tricks Win the game






The Secret of Red **Setup** Red is as strong as black If there is a White Flag in play, the effect is invalid
Discard all Black cards in hand and redraw that many from the deck

Trick Victory Take 1 Red card from play into your hand then discard another card

0 Tricks + 0 Points	3 Tricks + 120 Points
1 Trick + 30 Points	4 Tricks Win the game
2 Tricks + 80 Points	5 Tricks - 100 Points

On Your Turn
After summoning to the rearguard (up to 2), you can order (any number of times), then you may summon to the avant-garde

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

0 Tricks - 20 Points	3 Tricks + 70 Points
1 Trick + 20 Points	4 Tricks + 100 Points
2 Tricks + 40 Points	5 Tricks Win the game

Time Travel **Setup** Secretly predict who will win the Gold Crown and Black Crown

Rewind **On Your Turn**

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




Alter 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 Gold Crown + 50 Points **Predict Black Crown + 50 Points**

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

The Art of the Alter Ego

0 Tricks + 70 Points 	3 Tricks - 20 Points
1 Trick - 20 Points	4 Tricks + 140 Points
2 Tricks + 70 Points  	5 Tricks Win the game