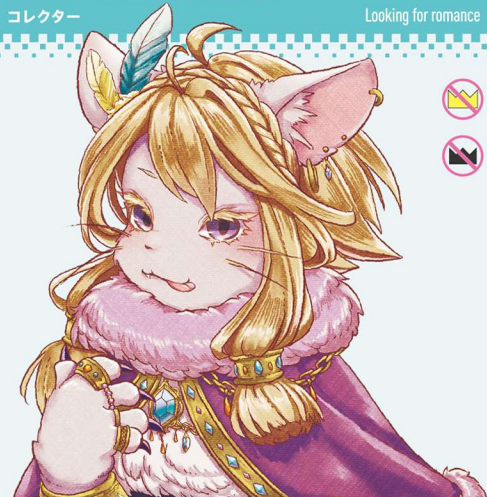


# COLLECTOR

4B

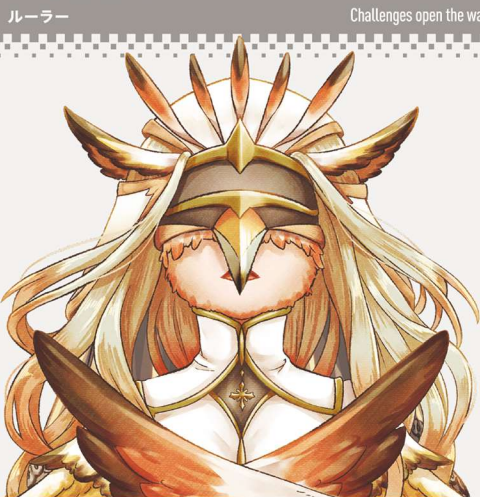
Looking for romance



# RULER

5B

Challenges open the way



# STRATEGIST

1C

To see the big picture



## Collector's Reservation

### On Your Turn

You may reserve 1 card in play after playing your card

## Collection

### Trick Victory

Collect all cards when you win

## Giving Tasks

### Setup

Give each other player a Task card

## Rule Avoidance

### On Your Turn

You may play any card from your hand and then place a Color Tile on it to match the lead suit



### 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

Flush of 3	+20pts	Straight Flush of 5	+100pts
Straight of 3	+30pts	Straight Flush of 9	Win the game
3 of a Kind	+40pts	Every 2 unused cards	-10pts
Straight Flush of 3	+50pts		
4 of a Kind	+80pts		



May use up to 1 Rare card per combination

3 Combos

## NORMAL +10pts

## HARD +20pts

All tasks completed +10pts  
Take a Black card +10pts  
Only 1 win +20pts  
2+ wins without taking R/B/G cards Win the game

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

# SUMMONER

2C

Come order, come chaos



# ALCHEMIST

3C

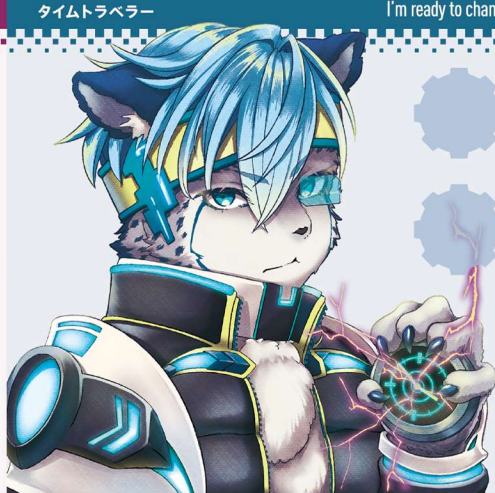
Because the law is the truth



# TIME TRAVELER

4C

I'm ready to change...



## 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 -20pts
1 win +20pts
2 wins +40pts

3 wins +70pts
4 wins +100pts
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

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

## Time Travel

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

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 +50pts

Predict Black Crown +50pts