

Setup



Add the King Rare Card to hand and discard a card of your choice from hand.

King's Privilege

Next Round

You can select a character first, but you may not select the King.

The Final Battle

Last Round

You acquire double victory points. Ex) 3 tricks won = 160 points

0 Tricks	+0 Points
1 Trick	+20 Points
2 Tricks	+50 Points
3 Tricks	+80 Points
4 Tricks	+120 Points
5	Win the game

Setup



Gamble

- 1 +20 Points
- 2 You may discard any number of cards and draw back up, twice.
- 3 Bid how many tricks you think you will win this round.
- 4 50 Points You can bet up to 50 points that you'll make your bid.
- 5 Last Round 100 Points You can bet up to 100 points.

0 Bid	+30 Points
1 Bid	+60 Points
2 Bid	+90 Points
3 Bid	+150 Points
4 Bid	Win the game
5 Tricks	Win the game
Bid Made	+BET Points
Bid Missed	-BET Points

Kakumei (Revolution)

On Your Turn

You may declare Kakumei (once in a round) on your turn by placing the Kakumei Token on your card.
If your only trick won in a round is during a Kakumei trick then it counts as 0 tricks (gain black crown).

Readiness for Battle

Last Round

+30 Points
Get 30 points for every trick you win (including the Kakumei trick) in the last round.

Any Black Card	Win the game
7 / 8 / 9 Card	+100 Points
4 / 5 / 6 Card	+80 Points
1 / 2 / 3 Card	+50 Points
White Flag	+30 Points

During Kakumei
If you win with:

Dexterous Hand

On Your Turn

Before playing a card from hand each trick, you may draw a card from the draw deck, and discard a card in hand.

White Flag beats Rare
win > **lose**

0 Tricks	+50 Points
1 Tricks	-10 Points
2 Tricks	-30 Points
3 Tricks	+70 Points
4 Tricks	+100 Points
5 Tricks	Win the game
Last Round	+100 Points

Setup



Discard all cards in your hand and take the Berserker Card and 4 other randomly picked cards from the Berserker Exclusive Deck into your hand.

Last Round

Win the game if you take 0 tricks.
In the last round, if you spend a Black Crown to discard cards you can discard any number of cards, except for the Berserker Card.

0 Tricks	-30 Points
1 Tricks	-10 Points
2 Tricks	+30 Points
3 Tricks	+50 Points
4 Tricks	+80 Points
5 Tricks	-50 Points

Initial Equipment

Setup

Choose one starting Blue Item and one starting Red Item.

Using Items

On Your Turn

You can use one item per turn. After using it, draw a new Item Card.

Level Up

Trick Victory

The trick pile you win becomes a slot for a new Equipment Card. Draw a new Item Card from the Item Card deck and place it on top of the pile.

0 Tricks	+20 Points
1 Tricks	+10 Points
2 Tricks	+20 Points
3 Tricks	+40 Points
4 Tricks	+60 Points
5 Tricks	Win the game
Items	+XX Points

Collector's Reservation

On Your Turn

You may reserve one card in play after playing your card.

Collection

Trick Victory

Collect all cards when you win a trick.

Flush 3	+20 Points
Straight 3	+30 Points
3 of a Kind	+40 Points
Straight Flush 3	+50 Points
4 of a Kind	+80 Points
Straight Flush 5	+100 Points
Straight Flush 9	Win the game
Every Two Unused Cards	-10 Points
May use up to 1 Rare Card per combination	
3 Combos	

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.

NORMAL	+10 Points
HARD	+20 Points
Complete all of the Tasks	+10 Points
Take a Black Card	+10 Points
Only 1 Trick taken	+20 Points
2+ Tricks taken without R/B/G Cards	Win the game