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

**Setup**  
**Gamble**

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

**Last Round** **100 Points** You can bet up to 100 points.

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

During Kakumei If you win with:	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


**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.

 >   
win lose

White Flag beats Rare **+30 Points**  
**Last Round** **+100 Points**

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

 **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.

**Fierce Uplifting**

**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	3 Tricks +50 Points
1 Trick -10 Points	4 Tricks +80 Points
2 Tricks +30 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	3 Tricks +40 Points
1 Trick +10 Points	4 Tricks +60 Points
2 Tricks +20 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 Flush 5 +100 Points
Straight 3 +30 Points	Straight Flush 9 Win the game
3 of a Kind +40 Points	Every Two Unused Cards -10 Points
Straight Flush 3 +50 Points	
4 of a Kind +80 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

<b>NORMAL</b> +10 Points	<b>HARD</b> +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