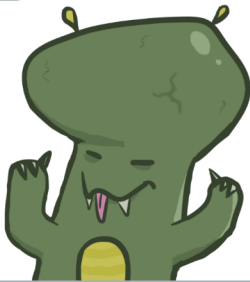


x1 Big Brain Bert



Pick a number from 0 to 5.

Reveal the top card of the deck, if it has the same cost – keep it.

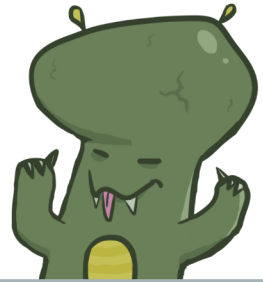
x1 Big Brain Bert



Pick a number from 0 to 5.

Reveal the top card of the deck, if it has the same cost – keep it.

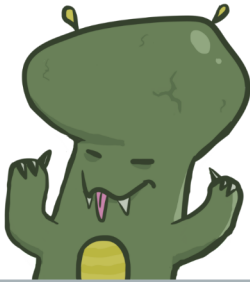
x1 Big Brain Bert



Pick a number from 0 to 5.

Reveal the top card of the deck, if it has the same cost – keep it.

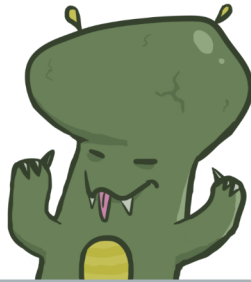
x1 Big Brain Bert



Pick a number from 0 to 5.

Reveal the top card of the deck, if it has the same cost – keep it.

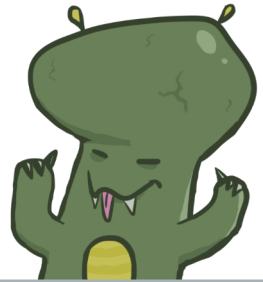
x1 Big Brain Bert



Pick a number from 0 to 5.

Reveal the top card of the deck, if it has the same cost – keep it.

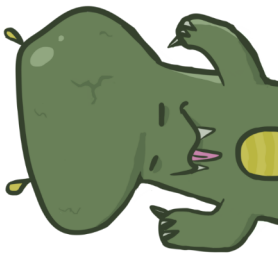
x1 Big Brain Bert



Pick a number from 0 to 5.

Reveal the top card of the deck, if it has the same cost – keep it.

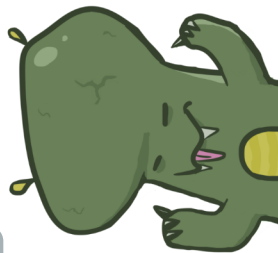
x1 Big Brain Bert



Pick a number from 0 to 5.

Reveal the top card of the deck, if it has the same cost – keep it.

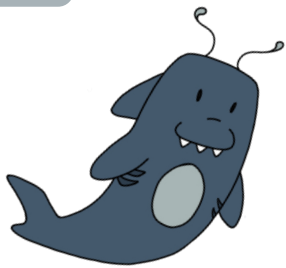
x1 Big Brain Bert



Pick a number from 0 to 5.

Reveal the top card of the deck, if it has the same cost – keep it.

 x1 Sharkbert

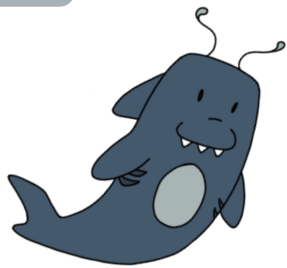


Pick a player!

They have to either
discard one random
card

or lose  2 coins

 x1 Sharkbert

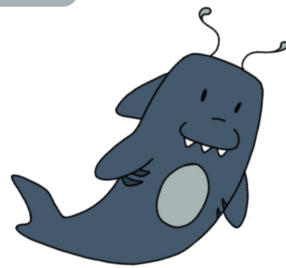


Pick a player!

They have to either
discard one random
card

or lose  2 coins

 x1 Sharkbert

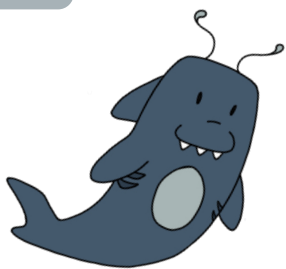


Pick a player!

They have to either
discard one random
card

or lose  2 coins

 x1 Sharkbert

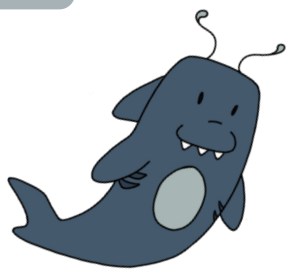


Pick a player!

They have to either
discard one random
card

or lose  2 coins

 x1 Sharkbert

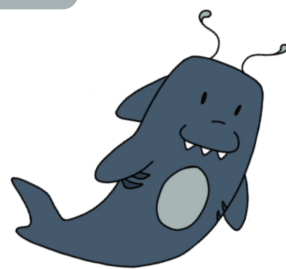


Pick a player!

They have to either
discard one random
card

or lose  2 coins

 x1 Sharkbert



Pick a player!

They have to either
discard one random
card

or lose  2 coins

 x1 Sharkbert



Pick a player!

They have to either
discard one random
card

or lose  2 coins

 x1 Sharkbert



Pick a player!

They have to either
discard one random
card

or lose  2 coins

 x1 Bertxodia



This card has no effect on its own. If you have 4 other **Bertxodia** cards when played – *you win the game!*

 x1 Bertxodia



This card has no effect on its own. If you have 4 other **Bertxodia** cards when played – *you win the game!*

 x1 Bertxodia



This card has no effect on its own. If you have 4 other **Bertxodia** cards when played – *you win the game!*

 x1 Bertxodia



This card has no effect on its own. If you have 4 other **Bertxodia** cards when played – *you win the game!*

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This card has no effect on its own. If you have 4 other **Bertxodia** cards when played – *you win the game!*

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This card has no effect on its own. If you have 4 other **Bertxodia** cards when played – *you win the game!*

 x1 Bertxodia



This card has no effect on its own. If you have 4 other **Bertxodia** cards when played – *you win the game!*

 x1 Bertxodia



This card has no effect on its own. If you have 4 other **Bertxodia** cards when played – *you win the game!*

 x1 Pixelbert



Remove a card from
the shop,
then refill it.

 x1 Pixelbert



Remove a card from
the shop,
then refill it.

 x1 Pixelbert



Remove a card from
the shop,
then refill it.

 x1 Pixelbert



Remove a card from
the shop,
then refill it.

 x1 Pixelbert



Remove a card from
the shop,
then refill it.

 x1 Pixelbert



Remove a card from
the shop,
then refill it.

 x1 Pixelbert



Remove a card from
the shop,
then refill it.

 x1 Pixelbert



Remove a card from
the shop,
then refill it.

1 x2 Hackerbert



Remove
up to 3 cards from
the shop,
then refill it.

1 x2 Hackerbert



Remove
up to 3 cards from
the shop,
then refill it.

1 x2 Hackerbert



Remove
up to 3 cards from
the shop,
then refill it.

1 x2 Hackerbert



Remove
up to 3 cards from
the shop,
then refill it.

1 x2 Hackerbert



Remove
up to 3 cards from
the shop,
then refill it.

1 x2 Hackerbert



Remove
up to 3 cards from
the shop,
then refill it.

1 x2 Bertender



Reveal and
immediatly play the
top card of the deck
2 times in a row.

1 x2 Bertender



Reveal and
immediatly play the
top card of the deck
2 times in a row.

1 x2 Bertender



Reveal and
immediatly play the
top card of the deck
2 times in a row.

1 x2 Bertender



Reveal and
immediatly play the
top card of the deck
2 times in a row.

1 x2 Bertender



Reveal and
immediatly play the
top card of the deck
2 times in a row.

1 x2 Bertender



Reveal and
immediatly play the
top card of the deck
2 times in a row.

Gamebert

1 x2



Draw 1 card from
the Deck.

Gamebert

1 x2



Draw 1 card from
the Deck.

x2 Gamebert



Draw 1 card from the Deck.

x2 Gamebert



Draw 1 card from the Deck.

x2 Gamebert



Draw 1 card from the Deck.

x2 Gamebert



Draw 1 card from the Deck.

x2 Sneakybert



Take 1 random card from another player's hand.

x2 Sneakybert



Take 1 random card from another player's hand.

x2 Sneakybert



Take 1 random card from another player's hand.

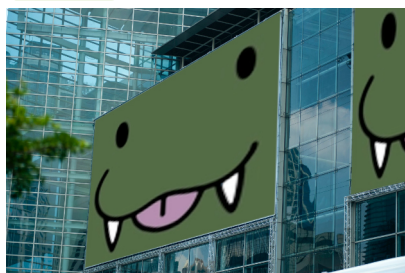
x2 Sneakybert



Take 1 random card from another player's hand.

1 x2

Billbert



Gain 1 +2 coins.

You can also discard any cards in your hand and receive 2 gold for each card.

1 x2

Billbert

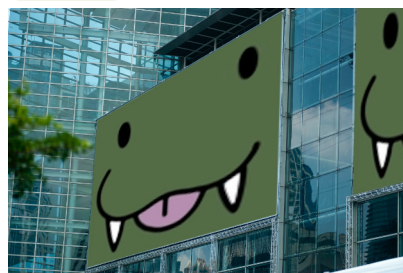


Gain 1 +2 coins.

You can also discard any cards in your hand and receive 2 gold for each card.

1 x2

Billbert

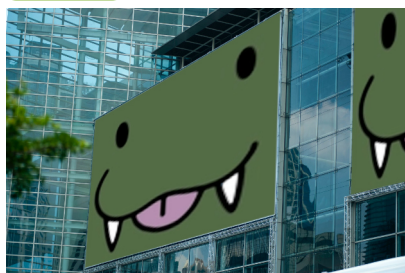


Gain 1 +2 coins.

You can also discard any cards in your hand and receive 2 gold for each card.

1 x2

Billbert



Gain 1 +2 coins.

You can also discard any cards in your hand and receive 2 gold for each card.

1 x2

Billbert

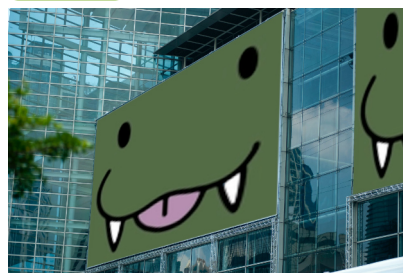


Gain 1 +2 coins.

You can also discard any cards in your hand and receive 2 gold for each card.

1 x2

Billbert



Gain 1 +2 coins.

You can also discard any cards in your hand and receive 2 gold for each card.

1 x2 Sneakybert



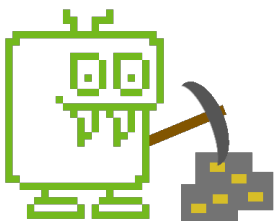
Take 1 random card from another player's hand.

1 x2 Sneakybert



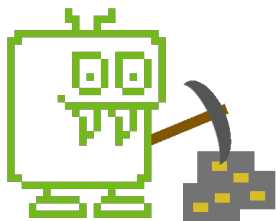
Take 1 random card from another player's hand.

P **I** x2 Minebert



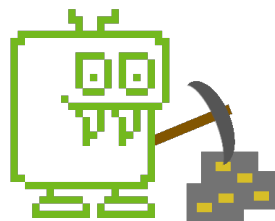
Place 5 **I** on the card.
At the start of your turn take 1 **I** from Minebert, discard when there are no more coins on it

P **I** x2 Minebert



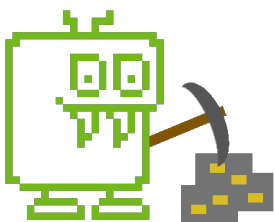
Place 5 **I** on the card.
At the start of your turn take 1 **I** from Minebert, discard when there are no more coins on it

P **I** x2 Minebert



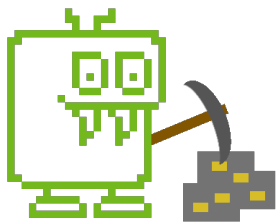
Place 5 **I** on the card.
At the start of your turn take 1 **I** from Minebert, discard when there are no more coins on it

P **I** x2 Minebert



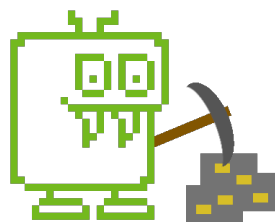
Place 5 **I** on the card.
At the start of your turn take 1 **I** from Minebert, discard when there are no more coins on it

P **I** x2 Minebert



Place 5 **I** on the card.
At the start of your turn take 1 **I** from Minebert, discard when there are no more coins on it

P **I** x2 Minebert



Place 5 **I** on the card.
At the start of your turn take 1 **I** from Minebert, discard when there are no more coins on it

I x3 Angrybert



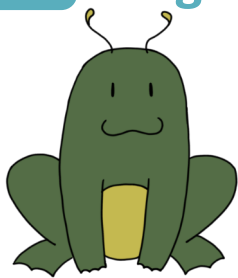
Discard 1 passive card
in front of you.
Gain half its cost
(rounded up).

I x3 Angrybert



Discard 1 passive card
in front of you.
Gain half its cost
(rounded up).

P **1** x3 **Frogbert**



Pick a player to place the card *in front of*. **At the start of your turn** - skip turn and discard this card.

1 x3 **Scambert**



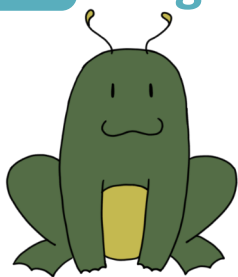
Take **1** 2 Coins from another player.

1 x3 **Scambert**



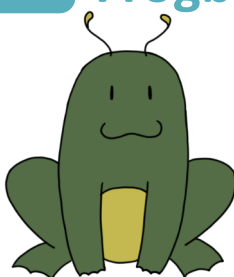
Take **1** 2 Coins from another player.

P **1** x3 **Frogbert**



Pick a player to place the card *in front of*. **At the start of your turn** - skip turn and discard this card.

P **1** x3 **Frogbert**



Pick a player to place the card *in front of*. **At the start of your turn** - skip turn and discard this card.

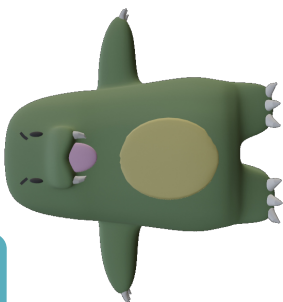
1 x3 **Angrybert**



Discard 1 passive card *in front of* you. Gain half its cost (rounded up).

T-Bert

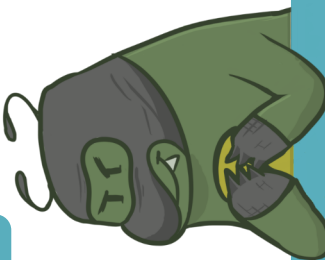
1 x3



Take a passive card *in front of* a player of your choice, Place it in front of yourself.

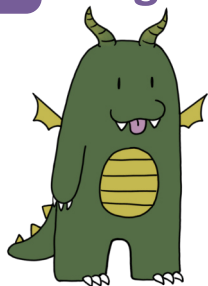
Scambert

1 x3



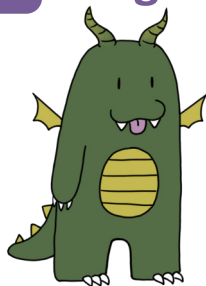
Take **1** 2 Coins from another player.

🟡x4 Dragonbert



Choose a player!
They have to either
discard 2 random
cards
or lose 🟡 4 coins.

🟡x4 Dragonbert



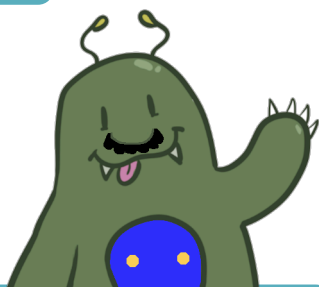
Choose a player!
They have to either
discard 2 random
cards
or lose 🟡 4 coins.

🟡x1 Evilbert



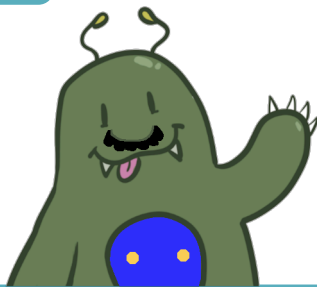
Discard all passive
cards.
Gain 🟡 +1 coin for
each of the discarded
cards.

🟡x3 Plumbert



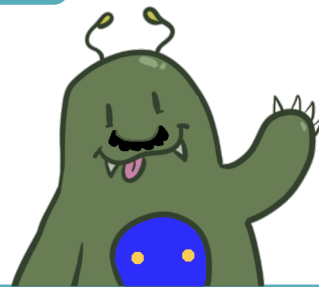
Search the discard
pile for 1 card, add it
to your hand and pay
half its cost
(rounded up)

🟡x3 Plumbert



Search the discard
pile for 1 card, add it
to your hand and pay
half its cost
(rounded up)

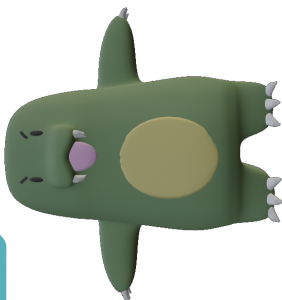
🟡x3 Plumbert



Search the discard
pile for 1 card, add it
to your hand and pay
half its cost
(rounded up)

T-Bert

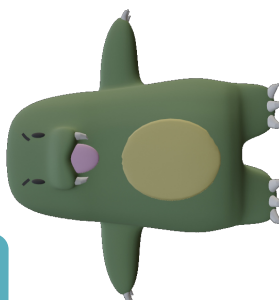
🟡x3



Take a passive card
in front of a player of
your choice,
Place it in front of
yourself.

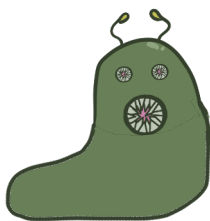
T-Bert

🟡x3



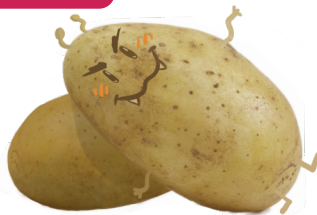
Take a passive card
in front of a player of
your choice,
Place it in front of
yourself.

P **1** x5 **Leechbert**



Any time other players buy a card, you get +1 **1** coin.

P **1** x0 **Hot Bert-ato**



At the end of your turn

lose -1 **1** coin and discard the top card of the deck, if cost was 0 – then discard *Hot Bert-ato* and lose 5 **1** coins else move this card to another player.

1 x1 **Evilbert**



Discard all passive cards in play.

Gain **1** +1 coin for each of the discarded cards.

P **1** x5 **Dagobert**



If you have at least **1** -20 coins while this card is in front of you, the game ends and you win!

P **1** x5 **Susbert**



If you are eliminated while this card is *in front of you*, the game ends instantly and you win!

P **1** x5 **Stonksbert**



At the start of your turn, either add 1 **1** to this card, or gain coins equal to the amount of coins on Stonksbert.

Starts with 1 **1**

1 x4 **Birthdaybert**



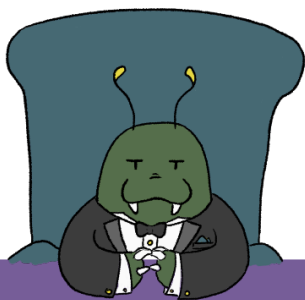
Take a random card from each player, keep 1 and discard the rest.

1 x4 **Birthdaybert**



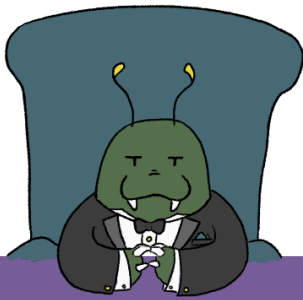
Take a random card from each player, keep 1 and discard the rest.

P **I** x4 **Bossbert**



At the end of your turn choose a player, give them **I** 1 coin and draw a random card from their hand.

P **I** x4 **Bossbert**



At the end of your turn choose a player, give them **I** 1 coin and draw a random card from their hand.

P **I** x5 **Santabert**



Draw as many cards as there are players. Keep 1, Distribute the rest.

I x0 **Splashbert**



Gamebert used his secret special attack... but *nothing* happened.

I x0 **Splashbert**



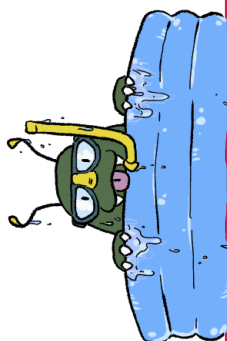
Gamebert used his secret special attack... but *nothing* happened.

I x0 **Splashbert**



Gamebert used his secret special attack... but *nothing* happened.

I x0 **Splashbert**



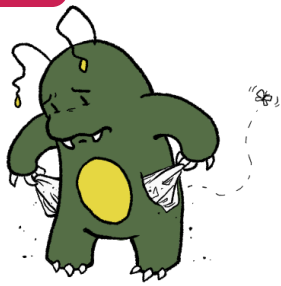
Gamebert used his secret special attack... but *nothing* happened.

I x0 **Splashbert**



Gamebert used his secret special attack... but *nothing* happened.

P 1 x5 **Sadbert**



Gamebert has to pay rent.

Lose 1 -2 coins.

P 1 x5 **Sadbert**



Gamebert has to pay rent.

Lose 1 -2 coins.

P 1 x5 **Sadbert**



Gamebert has to pay rent.

Lose 1 -2 coins.

P 1 x5 **Sadbert**



Gamebert has to pay rent.

Lose 1 -2 coins.

P 1 x5 **Sadbert**



Gamebert has to pay rent.

Lose 1 -2 coins.

1 x0 **Marxbert**

If you are below
3 1 coins – gain +3 1
coins.

Otherwise:
lose -3 1 coins.

1 x0 **Marxbert**

If you are below
3 1 coins – gain +3 1
coins.
Otherwise:
lose -3 1 coins.

1 x0 **Marxbert**

If you are below
3 1 coins – gain +3 1
coins.
Otherwise:
lose -3 1 coins.

1x0

Lovebert



If both lovebirds are
the last players
standing, they win
together!

1x0

Lovebert



If both lovebirds are
the last players
standing, they win
together!