

Tarot Card Game

Rules and Objectives:

- Objective of the game is to have the most point at the end of the game.
- All players have unlimited card limit for their hand and can only have a maximum of 7 cards in their point pile.
- To score players must place a card with a numerical value on the top left corner to their point pile facedown. Whatever is the number of that card is the number of points you obtain during the end of the game if it remains face down. Some cards have abilities on how to score differently flipped or unflipped.
- Any action cards that are flipped their points are negated and remain in their point pile until either of the following happens:
 - 1) They are unflipped back.
 - 2) They are discarded by being expunged or other card effects.Reverse Card Effects are the only cards that have an effect when they are flipped and revealed.
- Game ends when two of the following happens
 - 1) The card [The World] has been played
 - 2) If a player isn't able to obtain a card from the Draw Deck because there is no more cards then the game ends.
- When playing an action card it must be of the same suit, the same card name, or one point above or below of the score point on top of the discard pile. (example: The top of the discard pile is #5 Hierophant suit of swords. I can play any card with the sword suit, another hierophant, or #4 The Emperor/# 6 The Lovers). If there are no suits on top of the discard pile any action or instant card can be played. Any no suit card can be played despite whatever is on top of the discard pile.
- The 4 minor suits are: The Wand, The Sword, The Chalice, and The Coin
- If multiple people are discarding cards to the discard pile it must be of the turn order of where the game is going with the player who placed the discard card to discard first.
- If any event there is a tie for first in the final score it is whoever has the most cards in their point pile, followed by whoever has the same suit, and finally whoever had the least cards in their hand the would be determined as the winner.

How to start and the play order:

- To start the game all players are dealt 5 cards from the Draw Deck and the players decide who shall go first and go to the next player clockwise.

- The play order will be:

1. Draw Card

2. Pick one mandatory action:

- a) Place a card face down on your point pile .

- b) Flip another player's card in their point pile.

- c) Discard one card from your hand and remove as all flipped cards in your point pile.

3. You may play an [♣] action card if able as long as it's legal.

4. End your turn.

Card types and Suits:

[R] = Reverse cards can only be played in the player's point pile and their effects can only be activated when flipped. They have a base point value unflipped and are identified by the Giant R in either top corners of the card.

[♦] = Instant cards can be played at any time.

[♣] = Can only be played during your turn on the field.

The 4 minor suits are: The Wand, The Sword, The Chalice, and The Coin

MAJOR TAROT CARDS AND EFFECT

0 The Fool

Effect: Look the first 5 cards from draw pile for one card and put one in your hand. Place the rest in the bottom of the deck. [♣]

1 The Magician

Effect: Draw +2 [♣]

Reverse Card: Yourself draw 4 cards when flipped. [R]

2 The High Priestess

Effect: You may flip up to two cards on any point pile. [♣]

Reverse cards: Player who reveals this card discards highest point card and you may expunge any face up cards. [R]

3 The Empress

Effect: You trade 1 card with the player on the right. [♣]

Reverse Card: If flipped adjacent cards to this have double points if they are unflipped during scoring. [R]

4 The Emperor

Effect: Name 1 card from target opponent's point pile. Targeted player must forfeit any cards (revealed or not) that has been named. [♣]

Reverse Card: Whoever revealed this card must briefly show their point pile to all players. (No effects are activated revealed like this). [R]

5 The Hierophant

Effect: Discard 1 card all player discards 2 aside yourself. [♣]

Reverse Card: If this card is flipped. If you have all 5 cards named Hierophants flipped or unflipped in your point pile you gain 80 bonus points when adding your final score. [R]

6 The Lovers

Effect: You and target player draw 2 cards [♣]

Reverse Card: When revealed owner of card chooses 2 target players and make them discard 2 cards from their hand. [R]

7 The Chariot

Effect: Reverse turn order. [♣]

Reverse Card: When flipped it becomes your turn. [R]

8 Strength

Effect: Negate an effect of a card. [♦]

9 The Hermit

Effect: Target player must reveal their hand to you. [♣]

Reverse Effect: When flipped any cards adjacent to this card are flipped face up or down. [R]

10 Wheel of Fortune (No suit)

Effect: Play an additional card [♣]

Reverse Card: If you flip this card if any of your remaining 5 unflipped cards have point value that are of any sequence lower than 10 (ex: 12345, or 2345, 56789, 678910) then you gain 100 bonus points on your final score. [R]

11 Justice

Effect: You can flip or unflip any card in target player's point pile.[♦]

12 The Hanged Man

Effect: Give one card to target player. You can put down two cards on the score pile. [♣]

Reverse Card: Player who reveals this card must give the person with the lowest card count in their point pile the highest point card from their hand. [R]

13 Death

Effect: You take one card from the discard pile. [♣]

Reverse Card: Player who revealed this card must flip 2 cards from their point pile. No card effects revealed by this card apply. [R]

14 Temperance

Effect: All players draw one card. [♣]

Reverse Effect: When revealed, all players must flip one card from their point pile. Card effects still activate due to this card. [R]

15 The Devil

Effect: You draw 6 cards, discard 6 cards, discard 6 cards from point pile. [♣]

Reverse Card: Player who revealed this card must discard 6 card points from the point pile. [R]

16 The Tower

Effect: Skip the next player's turn [♣]

Reverse Card: When revealed all players flip their unflipped and unflip their flip cards. [R]

17 The Star

Effect: Steal one card from a target player's point pile and place to one of your own empty point pile slots. [♣]

Reverse Card: Player who revealed this card must flip their highest point card in the point pile or give their highest point card in their hand to the card owner's hand. [R]

18 The Moon

Effect: Target player must swap hands with you. [♣]

Reverse Card: All players highest point card from their hand must be placed on bottom of the draw deck then shuffle. [R]

19 The Sun (special effect)

Effect: Specifies new target: Yourself, Target Player (caster of this card choose), or All Players (Any words with underline is affected by this card) . [♦]

20 Judgement

Effect: All players must discard their hand and draw 2 cards. [♣]

Reverse Card: All players must discard all their cards in the point pile and their hand is the new point pile. [R]

21 The World

Effect: The game ends. Can only be played any player has 3 or more cards in their point pile. [♣]

Standard Deck

- The Fool x4 no suits
- The Magician x4 (One for each suit) x1 Reverse Card
- The High Priestess x4 (One for each suit) x1 Reverse Card
- The Empress x4 (One for each suit) x1 Reverse Card
- The Emperor x4 (One for each suit) x1 Reverse Card
- The Hierophant x4 (One for each suit) x1 Reverse Card
- The Lovers x4 (One for each suit) x1 Reverse Card
- The Chariot x4 (One for each suit) x1 Reverse Card
- Strength x5 (No suits)
- The Hermit x4 (One for each suit) x1 Reverse Card
- Wheel of Fortune x4 (One for each suit) x1 Reverse Card
- Justice x5 (No suits)
- The Hanged Man x4 (One for each suit) x1 Reverse Card
- Death x4 (One for each suit) x1 Reverse Card
- Temperance x4 (One for each suit) x1 Reverse Card
- The Devil x4 (One for each suit) x1 Reverse Card
- The Tower x4 (One for each suit) x1 Reverse Card
- The Star x4 (One for each suit) x1 Reverse Card
- The Moon x4 (One for each suit) x1 Reverse Card
- The Sun x5 (No suits)
- Judgement x4 (One for each suit) x1 Reverse Card
- The World x4 (No suits)

Total: 108 cards

