TAROT CARDS (BY NUMERAL, CONTINUED)

IX. The Hermit - Look at the top 10 cards of the treasure deck. Put 8 on the bottom of the deck and 2 back on top in any order.

X. Wheel of Fortune - Roll:

- 1: Gain 2¢.
 2: Take 4 damage.
 3: Loot 6.
 4: Lose 8¢.
 5: Gain 10¢.
 6: Gain +2 treasure.

may attack two additional times. XI. Strength - A player gains +2 attack till the end of turn and

may put those cards on the bottom of their decks, then loot 4 **XII. The Hanged Man -** Look at the top card of all decks. You

XIII. Death - Doubling has no effect.

XIV. The Tower - Roll:

- 1-2: All players take 2 damage.3-4: All monsters take 2 damage5-6: All players take 4 damage.

XV. The Devil - Doubling has no effect.

XVI. Temperance - Choose one:

Take 2 damage: gain 8¢. Take 4 damage: gain 16¢.

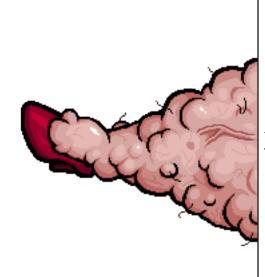
XVII. The Stars - Gain +2 treasure

XVIII. The Moon - Look at the top 10 cards of the loot deck. Put 8 on the bottom of the deck and 2 back on top in any order.

this one. Put this card on the bottom of the loot deck. XIX. The Sun - If it is your turn, gain two additional turns after

for the most souls. That player discards two soul cards they **xx. Judgement -** Choose the player with the most souls or tied

XXI. The World - Look at all player's hands, then loot 4







PLAYER 3 DRAFT

Play the game as normal. this process, alternating who picks first until both players have taken 2 items each in addition to their starting eternal item. going second chooses one out of the 2 remaining items. The 3rd item is placed at the bottom of the treasure deck. Repeat player going first chooses one of the 3 items, then the player places them face up on the table so both players can see. The that player takes the top 3 cards of the treasure deck and Setup the game as normal. Once a player is chosen to go first

たいけん いってい BARTERISO

don't have to keep your promises and you can't trade souls. Loot cards and Items can be traded as well as ¢. Bartering with items cannot be done while dead or during an attack. You still

SAULS ARE

During your action phase, you have an additional action: Soul Purchase - You can discard a soul card to gain 5¢, draw 1 loot card, and gain the top card of the starting item deck. Starting items that aren't being used are shuffled into a deck

CASINO ZODE

card or starting item card to denote this copy. Portable Slot Machine. Use an unused character Everybody starts with an Eternal copy of



SELECTABLE CHARACTERS

out two characters to choose from to each player. Pick your character! Select from all available characters, or deal

REWARDS TOR EVERYONE

the active player gets double the reward When a monster dies all non-active players get the reward, but

SUPER DORS

Whenever a player gains a soul, every other player gains 5¢ and the shop is expanded by 1.

ZINIONS. DIE FIRST

monster. You can't attack a Boss monsters while there is an active Basic