

Playing Conditions

4 Players

2 Humans

1 Troll, X = 80

1 Spirit, Y = 20

To pass, 4 credits or more

5 Players

2 Humans

1 Troll, X = 90

1 Spirit, Y = 25

1 Joker

To pass, 5 credits or more

6 Players

3 Humans

1 Troll, X = 120

1 Spirit, Y = 40

1 Joker

To pass, 7 credits or more

7 Players

4 Humans

1 Troll, X = 150

1 Spirit, Y = 50

1 Joker

To pass, 9 credits or more

8 Players

5 Humans

1 Troll, X = 180

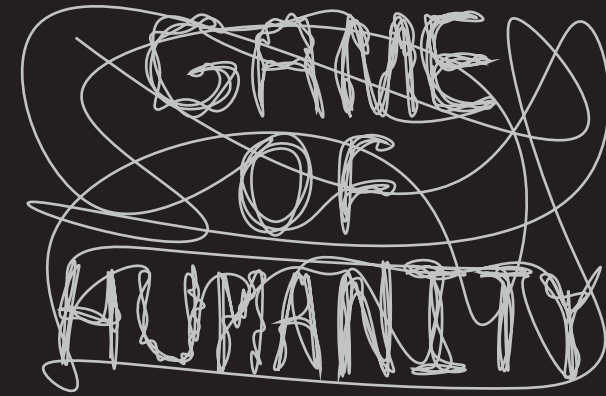
1 Spirit, Y = 60

1 Joker

To pass, 11 credits or more

Isolate people close to winning...

Imagine what other's players plan to do, counter it, and win...



Instructions

For 4-8 Players

Age 6+

Contents

One cardbox/game board

8 character cards

32 ability cards (8 of each)

253 number cards (23 of each)

13 invert cards

12 round markers

40 point markers

Set up

1. Each player randomly draws a character card. (refer to the character chart)

2. Each player is given one of each ability card and draws three number cards.

3. Examine the win conditions of each character and play according to your role.

Game operations

1. Players can discuss the card that they will play and use their ability cards.

2. Every player will play one card to the common pool and put one card in their bank.

3. If the total of the common pool equals or exceeds X, the amount is doubled and divided among all players.

4. This can be recorded with the point markers on the game board.

5. If the round succeeds by equaling or exceeding X, this will mean that this round has passed. If it doesn't, it means the round has failed.

6. This will be recorded with the round markers.

7. Each player draws two cards after the turn has passed.

8. Keep playing until the game ends with one's win condition.

Character types

Humans (H)

Win Condition: Pass 5 times in a row. All humans must have positive credit at the end.



Troll (T)

Win Condition: Overall credits exceeds X credits. If there are three fails in row, overall credits to win must be double X credits.



Joker (J)

Win Condition: Order of P-F-P-F-P-F or win by ability. Ability: Add or subtract another person's credits by total credit/ten



Spirit(S)

Win Condition: Fail 5 times in a row and total final credit doesn't exceed Y credits.



Ability Cards

Ability cards are played before the number cards are played.

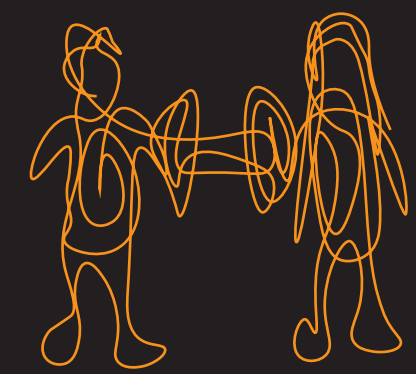
Time Warp

Ability: Play one extra handcard this turn. Draw a total of 3 cards next turn.



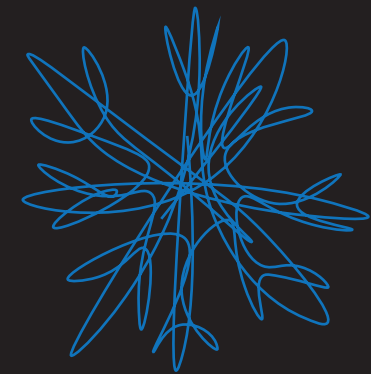
Swap

Ability: Swap handcards with another player



Freeze

Ability: Freeze someone from playing their handcard(s) or freeze the outcome of the round



Nullify

Ability: Cancel the effect of any ability card including other player's nullify.

