

Card Reference

- 11** **Monarch:** When you lead this, if your opponent has a card of this suit, they must play either the 1 of this suit or their highest ranked card of this suit.
- 9** **Witch:** When determining the winner of a trick with only one 9, treat the 9 as if it were in the trump suit.
- 7** **Treasure:** The winner of the trick receives 1 point for each 7 in the trick.
- 5** **Woodcutter:** When you play this, draw 1 card. Then discard any 1 card to the bottom of the deck (face down).
- 3** **Fox:** When you play this, you may exchange the decree card with a card from your hand.
- 1** **Swan:** If you play this and lose the trick, you lead the next trick.

Scoring Reference

Find Treasure

After each trick, the winner receives 1 point for each 7 (Treasure) in the trick.

Win Tricks

After each complete round, the players each earn points based on how many tricks they won in the round:

Tricks	Points	Description
0-3	6	Humble
4	1	Defeated
5	2	
6	3	
7-9	6	Victorious
10-13	0	Greedy