

SILVER™

COIN CARDS



REFERENCE GUIDE



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REGISTER

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Prior to scoring at the end of each round, each faceup Register allows you to give one other card in your village to the player of your choice. The recipient of the card receives it the same way it was at the end of the game (faceup or facedown), so regifting a faceup card with an endgame scoring ability makes that ability active for the receiving player. You may not give the Register you activate to any player, and you may not use this ability if this card is the only card in your village. If you have a second Register, you may use one faceup Register to give the other Register to another player; if that player is after you in turn order, they may use the Register ability.

1 CON ARTIST 1

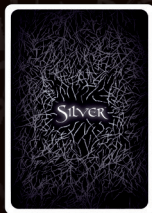
If you have a faceup Con Artist in your village, you may turn him facedown and take an additional turn immediately. You may call as a result of the new turn you've gained, or draw a card as usual.

If you gain a faceup Con Artist (or turn a facedown Con Artist in your village faceup) during your turn you may turn him facedown at the end of the current turn and then take an additional turn. You may only use the ability of a single Con Artist once before another player takes a turn. If you use a Con Artist ability and then he returns faceup during the additional turn, you can't use his ability again until all other players have had at least one turn.

If another player calls, you may use your faceup Con Artist to take an additional turn (or turns if you have multiple Con Artist) at the end of what would normally be your last turn.

2 CURATOR 2

For each faceup Curator in your village, you may do one of the following: rotate one of the cards in your village 90°, or discard one of the cards in your village that is already 90° (that card is no longer 90° when discarded). You may use this ability on the Curator himself. You may rotate a card back to its regular orientation.



One of these cards may be discarded or rotated back to its vertical orientation

OR

One of these cards may be rotated 90°

You may use the Curator ability at any time during your turn, as long as the Curator is faceup in your village at that time. You may use the Curator to discard a card before you draw, allowing you to draw the card you just discarded from the top of the discard pile. You may use the Curator ability in the middle of your turn, such as after you've drawn a card, but before you've discarded another card (even if you've looked at a facedown card you are about to discard). You may use the Curator ability at the end of your turn, after you have discarded a card. You may use the Curator ability in the middle of an exchange you've activated, such as the Village Idiot ability, to give a player a rotated (or unrotated) card.

If a 90° card is exchanged with another player, the card stays at 90° (relative to the cards in that player's village), even if the player does not have a faceup Curator. Cards placed in the discard pile do not retain their 90° rotation.

It is possible to run out of cards using the Curator. If you begin a turn with no cards, you must either draw a card from the deck and use its ability or discard it, or call for a vote. Other players may not exchange cards with you when you have no cards, but they may give you a card by using an ability like the Gremlin (from *Silver Bullet*).

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PIXIE

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If a Pixie is faceup in your village, you may turn it over facedown, and then flip any other card in any village over (faceup to facedown or facedown to faceup).

If you happen to turn another Pixie in your village faceup, you may turn the new Pixie facedown and turn another card faceup, etc. You may not use the same Pixie more than once on your turn (though if you take another turn through the use of the Con Artist, you may use a Pixie again on that additional turn).

4**BLOB****4**

If you have a faceup Blob in your village, you may use the ability of the top card of the discard pile if it is a  card instead of drawing a card or calling. If you have two faceup Blob cards, you may choose to activate the top or 2nd discard. Having a third Blob allows you to activate the top, 2nd, or 3rd discard, etc.

The Blob action takes the place of your normal action this turn; you may not draw a card or call when you use the Blob ability, and you may not use the Blob ability if you have already drawn a card or called for a vote.

5**APPRENTICE TANNER****5**

When you use this card's ability, place the Apprentice Tanner faceup at either end of your village, then flip over 1 other card in any village. You do not discard a card when you keep the Apprentice Tanner faceup as a result of using its ability.

6**HUNTRESS****6**

When you use this ability, first turn one faceup card in any village facedown, and then turn another, different card in any village faceup. You may not turn the card you just turned facedown back faceup.

If there are no faceup cards in any village you may not use this ability.

7**NOSTRO****7**

When you use this ability, view all of the facedown cards in any village.

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ASSASSIN

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When you use this ability, you may discard 1 faceup card from any village and place it on the bottom of the discard pile, keeping it faceup there. After using the Assassin's ability, the targeted village will have 1 fewer card than it had at the beginning of your turn.

It is possible to run out of cards using the Assassin. If you begin a turn with no cards, you must either draw a card from the draw deck and use its ability or discard it, or you may call for a vote. Other players may not switch cards with you when you have no cards, but they may give you a card using an ability like the Gremlin (from *Silver Bullet*).

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PSYCHIC


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You may view up to 3 cards, in any village(s). You may view cards from different villages.

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NOSFERATU

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Instead of taking the top card of the discard pile to put in your village, you may take any one of the top 3 cards. Alternatively, you may use the  ability of any of the top 3 cards on the discard pile. If you do use a card's ability, it keeps its position in the discard pile. (Do not put it on top of the pile or on the Nosferatu you just played.) If any of the 3 choices is facedown, you may not use its ability, though you may still take it and put it in your village facedown.

If you take a card, you must then exchange a card (or a matching set of cards) from your village. Place the Nosferatu card on the discard pile first, then put the exchanged card(s) on top of it.

If you activate another Nosferatu card with this ability, you may activate or take any of the 3 discards immediately below the discarded Nosferatu card you are activating. You may continue "burrowing" into the discard pile for additional Nosferatu cards.

You may take the top card of the discard pile (not the Golem you are activating) and switch it with any other card in any village. Then place the card you took from the village on the bottom of the discard pile in the same orientation (faceup or facedown). If the card is facedown, no one sees what that card is.

Cards that let you look through the discard pile may not view or use the ability of facedown cards, though a facedown card may be taken to exchange with a card from your village by using the Nosferatu card (you may not view that facedown card).

You may move 1 card from each village to its neighboring village in a clockwise or counterclockwise direction, keeping the orientation of the cards faceup or facedown.



In the example above, you could move a facedown 10 to the player on your right, move that player's faceup 4 to the player across from you, move that player's facedown card to the player on your left, and take that player's faceup 0 and place it where your facedown 10 originally was. All players keep the same number of cards that they started with.

If a player (including yourself) does not have any cards, or if all of their cards are protected, skip that player when moving cards.



In the example above, the player across from you has no cards. In this case, you might give your facedown 10 to the player on your right, give that player's facedown card to the player on your left, and take that player's faceup 0 and place it where your facedown 10 originally was. You wouldn't want to give the Blob to the player on your left, because then they could use its ability on their turn to use the discarded Village Idiot to move the cards back to their original position (or worse).

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WOLFMAN

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If you have a faceup Wolfman at scoring, and the sum of all your other cards is less than 13, you score 0 points. If the sum of all your other cards is equal to or greater than 13, you score the sum of all your cards, including the Wolfman. If the only card you have is a faceup Wolfman, your score is 0.

If you have two faceup Wolfmen, add the other Wolfman's 13 to your sum to determine your total.

COMBINING DECKS

You can combine Silver decks to customize your games. Replace all of the cards of one number from one deck with all of the cards of that same number from another deck. You can combine any combination of numbers, and any number of decks this way!

Just make sure you always have two 0s, two 13s, and four each of cards 1–12.

A fun way to combine decks is to let the losers of the last game each replace a number of their choice before the next game.

OTHER SILVER GAMES

Silver and *Silver Bullet* are currently available at beziergames.com or any place that sells quality boardgames.

