

SILVER™

AMULET CARDS



REFERENCE GUIDE



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VILLAGER

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If both Villagers are faceup in players' villages, the round ends immediately and scoring takes place.

If a Villager is faceup on the discard pile or next to the deck (because of the Squire), when another Villager is faceup in a player's village, the game continues until both Villagers are faceup in players' villages.

For each Squire that is faceup in any player's village, a card from the top of the deck should be faceup next to the deck after each player's turn. For instance, if three Squires are faceup in any players' villages, there will be three faceup cards next to the deck. Place them at a right angle to the deck so it's clear that they are not discards.



On your turn, you may choose one of the faceup cards next to the deck instead of a normal draw from the deck (although these cards stay faceup if you put them in your village). At the end of each turn, replenish any missing cards.

If some or all Squires are removed from villages, cards next to the deck remain, but only the appropriate number are replenished, based on the number of faceup Squires in villages.

If the deck has fewer cards than faceup Squires, use as many as are available.

You may not view the top card of the deck before deciding to use a card next to the deck.

If the deck is depleted, continue play until all faceup draw cards are depleted as well.

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EMPATH

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For each Empath faceup in your village, you may view one of your facedown cards at any time during your turn (even if you gained or flipped the Empath this turn).

3

BODYGUARD

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If a Bodyguard is faceup in your village, you may place it partially on top of any other card in your village at any time during your turn. On your turn, you may move the Bodyguard from one card to another, or remove it from a card.



No one but you may move the Bodyguard or the card it is guarding, and no one but you may view the guarded card. You may discard a Bodyguard that is guarding, and you may discard the protected card. If the Bodyguard is not guarding a card, it is not protected.

If the Bodyguard is used to protect a faceup card, be sure not to cover the number of the protected card, so other players may see what card you are protecting.

4

RASCAL

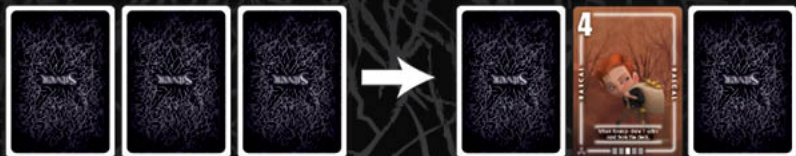
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When drawing cards from the deck, you may draw one additional card for each faceup Rascal in your village. For instance, if you have two faceup Rascals in your village, you may draw three cards on your turn.

If you do, you must choose one card to play, keep, or discard. Then place any other cards you drew back on top of the deck facedown in the same order as they were drawn.

5**EXPOSER****5**

Turn one of the facedown cards in your village faceup.

**6****REVEALER****6**

Turn any facedown card in any village faceup.

7**BEHOLDER****7**

Secretly view two of your facedown cards. Keep them facedown afterward.

8**APPRENTICE SEER****8**

Secretly view one other player's facedown card. Return it facedown afterward.

9**SEER****9**

View any facedown card. Return it facedown afterward.

10**MASTER****10**

Look through the discard pile. You may exchange any card there with one or more cards in your village (following normal exchange rules). Place the card you exchanged faceup in your village. Place the Master you played on the discard pile and then any discarded cards faceup on top of it.

If you don't find a card you want to exchange, you may end your turn with the Master on top of the discard pile, with no additional card exchanged.

11**WITCH****11**

View the top card of the deck and exchange it facedown with any card in another player's village or with one or more cards in your village (following normal exchange rules). Place the Witch you played on the discard pile and then any discarded cards faceup on top of it.

12**ROBBER****12**

Steal a card from another player's village and replace it with one you choose from your village. You may then view your new card secretly. The cards that were switched remain either faceup or facedown, as they were before you moved them.

A player who receives a facedown card may not look at it at the time you replace it.

The Doppelgänger matches any other card in your village when you want to discard multiple cards.

You can exchange a Doppelgänger in your village that is matched with up to four other matching cards in your village. When exchanging Doppelgängers along with other cards, the Doppelgängers are always discarded below the other cards you are discarding on the discard pile.

If you have two Doppelgängers, both match any other card. You may also exchange a single Doppelgänger or a pair of Doppelgängers. You may use the Doppelgänger to match a card you have not viewed yet (though you run the risk of discarding a low value card if you do so).

The Doppelgänger's ability *cannot* be used when drawn and immediately discarded. It is used only while it is already in your village to match other cards that are also already in your village. There are only two Doppelgängers in the deck.

If you end the round with a Doppelgänger in your village, it is worth 13 points.

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THE NEW CLASSICS

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Also available as a
standalone deck or
to mix and match
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