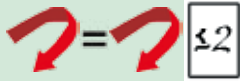


Scandaroon - Play Aid

Abilities



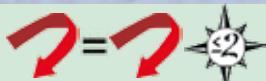
Discard this card from play to discard any single Turban card in play.



Discard this card from play to discard any single card in play of current value 2 or less.



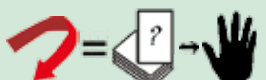
Discard this card from play to discard any single card in play.



Discard this card from play to discard **all** cards in play of current value 2 or less



Discard this card from play to draw 1 card from the deck.



Discard this card from play to draw 1 card from the deck; keep this card. Draw another card and reveal it. If it shows the current trump suit, keep it too. If not, discard it.



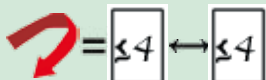
May be played into any player's scoring row. Will prevent further cards being played into that row until discarded. To discard this card from play, you must also discard a card from your hand.



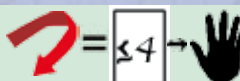
Discard this card from play to take any other discarded Crescent card into your hand.



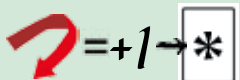
Discard this card from play to take any other discarded card into your hand.



Discard this card from play to swap the position of any two cards in play. Both cards must have a current value 4 or less.



Discard this card from play to put any single card in play with a current value of 4 or less into your hand.



Discard this card from play to give any other single card in play + 1 to its current value until the end of the round.



Discard this card from play to change the trump suit for this round to Crosses.

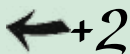
Scandaroon - Play Aid

Effects:

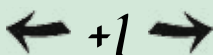
These cards bestow an effect on one or more other cards all the time they are in play.



Add 3 to the current value of the card on the right.



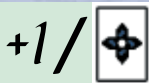
Add 2 to the current value of the card on the left.



Add 1 to the current values of the card on the left and the card on the right.



The card on the left cannot be discarded. This means it cannot be used for its ability if it has one or targetted with a discard ability.



This card's current value is +1 for each card of its suit in play, including itself.

Action Piece



Add 4 to your score pile. Place Action Piece on score pile.



Replace cards in hand. Choose up to 3 cards from hand; discard them; draw that number of cards. Remove Action Piece from the game.



Protect a card in play. Choose a card in any scoring row and place the Action Piece on it. This card can no longer be affected by abilities, nor discarded in order to use its own ability (if any). Its value can be changed by effects or doubled if it is a trump. At the end of the round, remove Action Piece from the game.



Steal a card in play. Choose a card in any scoring row with a face value equal to or less than the discarded card and take it into hand. Remove Action Piece from the game.

No Suit

Play any one of the four Action Piece effects.

There is only one card in the pack with no suit!