

A  
C  
E

A



**FIREFIGHTER**

Move the top card of each opponent's graveyard to your graveyard in any order.

A  
C  
E

A



**WAIT STAFF**

Play the top card of your graveyard as a treasure then bury any treasure from play.

A  
C  
E

A



**CROSSING GUARD**

Bury any 1 treasure from play, moving it into your graveyard.

2

2



**PLUNGER**

While this is at the top of your graveyard, you only need 13 or more points to win.

2

2



**PLUNGER**

While this is at the top of your graveyard, you only need 13 or more points to win.

2

2



**PLUNGER**

While this is at the top of your graveyard, you only need 13 or more points to win.

3

3



**HANDSAW**

While this is at the top of your graveyard, draw a card at the end of each of your turns.

3

3



**HANDSAW**

While this is at the top of your graveyard, draw a card at the end of each of your turns.

3

3



**HANDSAW**

While this is at the top of your graveyard, draw a card at the end of each of your turns.



4



**BLOWTORCH**

Worth +2 points for each card in your graveyard.



4



**BLOWTORCH**

Worth +2 points for each card in your graveyard.



4



**BLOWTORCH**

Worth +2 points for each card in your graveyard.



5



**WRENCH**

When this enters your graveyard, you may bury any 1 treasure from play.



5



**WRENCH**

When this enters your graveyard, you may bury any 1 treasure from play.



5



**WRENCH**

When this enters your graveyard, you may bury any 1 treasure from play.



6



**JUMP ROPE**

Draw a card, bury a card from your hand, then play a card.

6



**JUMP ROPE**

Draw a card, bury a card from your hand, then play a card.

6



**JUMP ROPE**

Draw a card, bury a card from your hand, then play a card.



7



**CLEAVER**

Bury the top 2 cards of the deck, moving them to your graveyard in any order.

7



**CLEAVER**

Bury the top 2 cards of the deck, moving them to your graveyard in any order.

7



**CLEAVER**

Bury the top 2 cards of the deck, moving them to your graveyard in any order.

8



**PHONE**

Each opponent shuffles their graveyard. Then, you may move the top card from 1 opponent's graveyard to the pit.

8



**PHONE**

Each opponent shuffles their graveyard. Then, you may move the top card from 1 opponent's graveyard to the pit.

8



**PHONE**

Each opponent shuffles their graveyard. Then, you may move the top card from 1 opponent's graveyard to the pit.

9



**BOXING GLOVES**

Bury 2 cards from your hand in any order.

9



**BOXING GLOVES**

Bury 2 cards from your hand in any order.

9



**BOXING GLOVES**

Bury 2 cards from your hand in any order.

10



**BAG OF LOOT**

When this enters your graveyard, move it to the bottom.



10



**BAG OF LOOT**

When this enters your graveyard, move it to the bottom.



10



**BAG OF LOOT**

When this enters your graveyard, move it to the bottom.



JACK



**BOWLER**

Play the top two cards of your graveyard as treasures, then bury 1 of your treasures from play.

JACK



**BOWLER**

Play the top 2 cards of your graveyard as treasures, then bury 1 of your treasures from play.

JACK



**BOWLER**

Play the top 2 cards of your graveyard as treasures, then bury 1 of your treasures from play.

QUEEN



**CAFETERIA WORKER**

Draw 2 cards then play the top card of your graveyard as a treasure.

QUEEN



**CAFETERIA WORKER**

Draw 2 cards then play the top card of your graveyard as a treasure.

QUEEN



**CAFETERIA WORKER**

Draw 2 cards then play the top card of your graveyard as a treasure.



KING

K



**CLEANER**

Draw 3 cards.  
Bury 1 card from your hand.

KING

K



**CLEANER**

Draw 3 cards.  
Bury 1 card from your hand.

KING

K



**CLEANER**

Draw 3 cards.  
Bury 1 card from your hand.

JOKER

J



**ELECTRICITY**

Discard up to 2 treasures from play,  
moving them into the pit.

JOKER

J



**ELECTRICITY**

Discard up to 2 treasures from play,  
moving them into the pit.

JOKER

J



**ELECTRICITY**

Discard up to 2 treasures from play,  
moving them into the pit.

?



**GUITAR**

Play this card as a treasure. It  
is worth twice as much as the  
top card of your graveyard.

?



**GUITAR**

Play this card as a treasure. It  
is worth twice as much as the  
top card of your graveyard.

?



**GUITAR**

Play this card as a treasure. It  
is worth twice as much as the  
top card of your graveyard.