

THE *OUTER* POWERS

An *IMPERIAL* Expansion

For this rules and modes to work, please read *IMPERIAL*, which is available at nicolasbarcelos.itch.io or nevadastudioteam.com!

The suits can have different abilities if you wish so, you can add them and play with both abilities on a suit or only pick and choose those that you like:

♦ **Diamonds** can buy a card that has been discarded already.

♣ **Clubs** can steal an enemy card, if you steal a turned card, you activate its abilities. If you steal a standing card, you add its points to your Point Counter.

♥ **Hearts** can activate a second time an ability from another target card. It doesn't turn the target card, only replicates its ability. You must choose different targets to the ability.

♠ **Spades** can make you choose an opponent hand to switch it with you.

SPECIAL JOKER RULE: CAN USE ANY ABILITY FROM ANY SUIT, BUT IT COUNT ONLY AS 1 POINT.

THE NEW WAYS OF *IMPERIAL*

TEAM BATTLE!

Players: **4** (or more)

Two teams of even numbers. The points are counted as if were **only two players**, so each team has only one Point Counter, the team shares ALL their cards together, so mix and match combos with your team to achieve the Ultimate Win!

IMPERIAL INVERTED

Players: **2 to 4** (or more)

You win by having the LESS points than anyone else! Other than that, the game runs normally. So, make sure to double the enemy's cards and destroy yours! If more than one player ends with 0 points, the player with more cards on the table wins!

FOG OF WAR

Players: **2 to 4** (or more)

In this mode, all cards that are put "up" on the table must be put upside down, so that **your opponents don't know the total of your points, and you don't know theirs!** When all cards are put on the table, the players reveal their points, thus finding the winner! If a card is put on the table turned and then it gets unturned by an ability, the card doesn't need to be turned upside down, since the players already know their cost.

NEVADA

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