### Turn Options

- Use the power of a territory; all of your pieces occupying it are minions.
- Discard a hand card and use its power; all of your pieces on the board are minions.
- Orient one of your pieces.
- Discard any or none of the cards from your hand and draw until you have 6.

<table>
<thead>
<tr>
<th>Card</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Cup</strong></td>
<td>Create a small piece in target space (without exceeding three piece limit); or create a 1-point territory from your hand into the wasteland (but not under enemy).</td>
</tr>
<tr>
<td><strong>Sword</strong></td>
<td>Shrink target piece or territory by up to 1, 2, or 3 pips, according to minion size. If not destroyed, replace piece with smaller one from stash, or discard territory and replace from hand. (May not change enemy territory.)</td>
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<tr>
<td><strong>Disc</strong></td>
<td>Grow target piece or territory. Switch piece with next larger size from stash, or discard territory and replace it with 1 point higher card from hand. May not change enemy territory.</td>
</tr>
<tr>
<td><strong>Rod</strong></td>
<td>Move minion or push target piece or territory, up to 1, 2, or 3 spaces according to minion size. Abide by 3-piece limit. May not move or push into void; may not push enemy territory.</td>
</tr>
</tbody>
</table>

### Fool
Twice, draw a card and use it.

### Magician
Use as cup, rod, disc, or sword.

### High Priestess
Twice, discard and draw.

### Empress
Orient minion. Use as cup, ignoring 3 piece limit.

### Emperor
Orient minion. Use as rod, ignoring 3 piece limit.

### Hierophant
Change enemy piece to your color.

### Lovers
Use as a rod and then as a cup.

### Chariot
Twice, use as a rod.

### Strength
Twice, use as a disc.

### Hermit
Move minion or target to any empty space.

### Wheel of Fortune
Use as a cup; if creating territory, may draw it randomly.

### Justice
Trade hands with the target player. Use as a sword.

### Hanged Man
Use as a rod. Trade hands with the target player.

### Death
Twice, use as a sword.

### Temperance
Twice as cup.

### Devil
Three times, reorient minion or target.

### Tower
Orient minion. Use as a sword, but any changed territory may come from the discards.

### Star
Orient minion. Use as a disc, but any changed territory may come from the discards.

### Moon
Use as a rod and then as a sword.

### Sun
Use as a cup and then as a disc.

### Judgement
Draw cards from the discard pile: 1, 2, or 3 cards according to the minion size.

### World
Mimics any current major arcana territory.