

# SOULS

## WINNING THE GAME

Any card with the soul symbol can turn into a *soul card*. The soul symbol says how many souls that soul card is worth.



The first player to have 4 souls wins the game.



## BONUS SOULS

Once you have a better understanding of the game's mechanics, you are encouraged to add the *bonus souls* to your games. These bonus cards are not added to any deck, but instead lay face up next to the game in view of all the players.



These souls, once gained, act like any other soul card. Bonus souls can only be gained once per game; if these soul cards are ever discarded, they are placed face down next to the game and cannot be gained again.



### Soul of Greed

The first player to have 25¢ or more instantly gains the *Soul of Greed*.



### Soul of Gluttony

The first player to have 10 or more loot cards in their hand instantly gains the *Soul of Gluttony*.



### Soul of Guppy

The first player to have 2 or more Guppy items in their possession instantly gains the *Soul of Guppy*.

## GUPPY ITEMS



## OTHER SOULS

There are a number of souls to be gained that aren't boss souls or bonus souls.



### The Lost

The Lost starts the game with 1 soul. This soul can't be destroyed, stolen, or lost in any other way.



### The Bone

Resolving the final paid effect on The Bone will turn it into a soul card. If it is ever discarded after becoming a soul card, it is lost for good similar to a bonus soul.



### Pandora's Box

Resolving the activated effect on Pandora's Box with a 6 for the roll turns it into a soul.



### The Chest

If you own The Chest and it is destroyed (including by the death penalty), it turns into a soul card for you instead of going to the discard pile.



### Lost Soul

You play Lost Soul like any other loot card. When it resolves, it becomes a soul card and you gain it.



### Holy Chest

If Holy Chest resolves with a 6 for the roll, it turns into a soul for whoever played it (almost always the active player).

