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## FOREWORD

Hello, my name is Jon (@jonzo11). My goal was to create a comprehensive ruleset for The Binding of Isaac: Four Souls. I researched questions that people asked Ed about the game on Twitter. Those questions often pointed to specific rules that were omitted from the rule sheet included with the game. I built out this ruleset following a logic that conformed to Ed's answers. I hope that my research and logic stay true. As of this version, Ed is still clarifying rules; if you notice something that you don't think is right or know of something I've missed, message me on Twitter and I'll look into it for a future version.



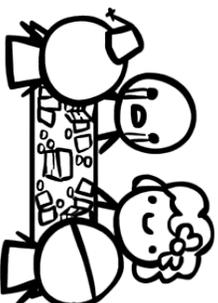
It's clear that Magic: the Gathering serves as a source of inspiration for Four Souls. Ed has stated that certain rules work just like they do in Magic. As such, Magic's comprehensive rules were used as a guiding principle for particularly murky areas of the rules.

Thanks for looking! I hope this document serves you well.

-Jon

## COMPONENTS

		
11 Character Cards	4 Character Cards	4 Character Cards
10 Starting Items	4 Starting Items	4 Starting Items
104 Loot Cards	20 Loot Cards	30 Loot Cards
105 Treasure Cards	20 Treasure Cards	30 Treasure Cards
107 Monster Cards	20 Monster Cards	30 Monster Cards
3 Bonus Souls		
100 Pennies		
1 D6 and 1 D8		



## GAME OVERVIEW

Players take turns playing loot cards and using items to kill monsters in order to gain more loot, items, and souls. The first player to have 4 souls is the winner. Cooperation, bartering, and betrayal are all strongly encouraged.

## GAME SETUP

Shuffle the treasure, loot, and monster decks. Put out 100c. Place 2 treasure cards face up next to the treasure deck. These are the current shop items.

Place 2 monster cards face up next to the monster deck. Each occupies a monster slot and both are active monsters (the topmost monster card of a monster slot). Place any non-monster cards revealed during setup on the bottom of the monster deck.

If you are playing with the bonus souls, place them face up next to the play area (see Souls).

Shuffle the character deck and deal out one character card and their starting item to all players.

All players start with their character card deactivated (turned sideways) and their starting item recharged (turned upright).

All players start with 3 loot cards and 3c.

Cain plays first. If Cain is not in play, then the saddest person plays first.



## BASIC LAYOUT

