



**ADVENTURES OF A
CLASSROOM EXORCIST!**

Full Color set of Arcana included
to play with a standard deck
of playing cards!

A solitaire Tarot Card game of making connections and finding demons.

ADVENTURES OF A CLASSROOM EXORCIST

DESIGNED BY:

STEVEN DICEMAN

AND

IAN RICHARD

A NOTE FROM STEVEN DICEMAN

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We want to continue to create games that can engage and entertain, but we can only do that with your support.

-Steven Diceman

INTRODUCTION

In this game you take on the role of a teenage exorcist. You had transferred to this school when you learned of a demon possessing one of the students. As you arrive, you can sense the demon within but cannot pinpoint the exact student.

During the following school year it's your job to make as many allies as you can, identify your foe and drive out the demon. But remember, the demon will be turning your classmates against you too.

Understanding The Tarot Cards:

Major Arcana (Students): The fool represents your exorcist. The other 21 cards represent the other students in your classroom.

Minor Arcana (Actions): The suit represents a type of activity while the value represents the effectiveness of it. It represents the main gameplay and the challenges between you and the demon.

Using Standard Playing Cards:

This rulebook contains a set of full color Major Arcana that can be printed out and used to represent the students. *Note: In this set there are two fools, one male and one female. This allows you to play as either fool, but the second card should be set aside and not added to the classmate deck.*

The minor arcana can be played by using a standard deck of playing cards. The suits are as follows:

SWORDS = CLUBS

CUPS = HEARTS

COINS = DIAMONDS

WANDS = CLUBS

The rest of the rules play exactly as normal.

Setting up the Class Roster

You will need to print off the "Class Roster" and "Relationship Chart" By cutting along the dotted lines on each sheet, you will create a strip where the "Relationship Chart" can slide INTO the class roster.

As the demon is revealed, you can use the slider to easily identify the relationships different characters have with a specific demon at a glance.

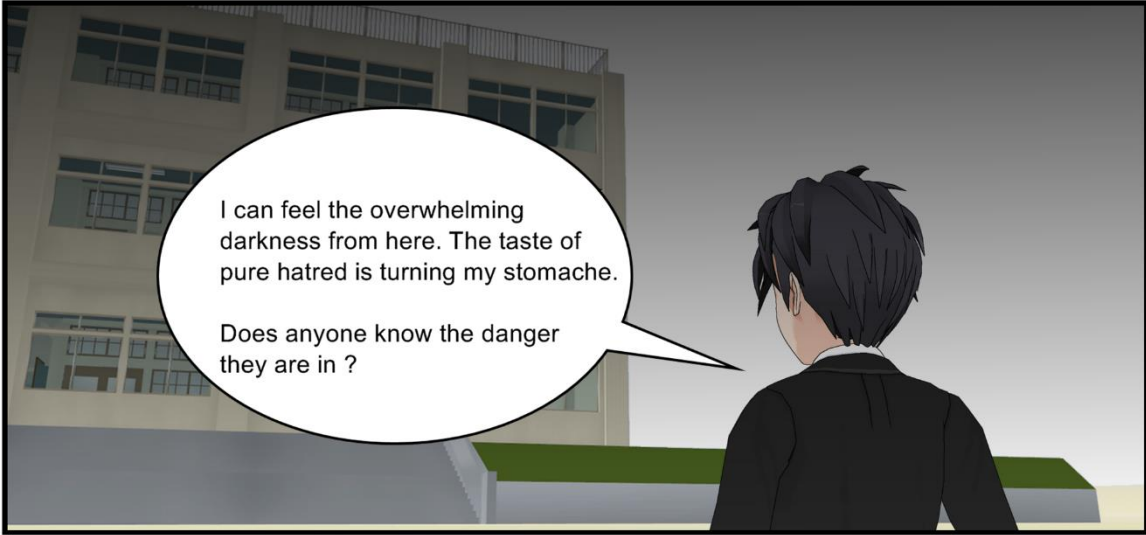
SUIT MEANINGS

SWORDS represent body (*Such as sports*)

WANDS represent mind (*Such as studying*)

CUPS represent emotion (*Such as talking, or acting in a play*)

COINS represent financial (*Such as going to the movies or eating at a restaurant*)



CORE CONCEPTS:

The Fool / The Exorcist:

The Exorcist is posing as an exchange student in this class to identify and drive out a demon that has possessed one of the students.

The way to do this is to break through to the student emotionally and give them the power to fight back. But having never met prior to the possession, there's no emotional attachment between the trapped student and the Exorcist.

This is why the exorcist needs to make as many friends as they can throughout the classroom. Each one will offer another potential way to overcome the demon's power and free the student.

The Demon

The demon represents your primary opposition in the game. At the start of the game you will draw one card face down ahead of you to represent the demon's identity. It will remain hidden until the second school round, though you can use deductive reasoning to identify it earlier.

Once revealed in the second round, each demon will have a unique game-wide special effect that can hinder the exorcist's activities. These are shown on the "Class Roster".

In addition, each possessed student has an opinion of everyone else. If you can befriend the students that they most respect and admire you will have an easier time during the final battle. These relationships are shown on the "Relationship Chart".

- If you move the demon into the discard pile during the final battle you win the game -

Student Piles (Friend / Classmate / Rival / Classmate Discard)

When you begin the game, all students other than the demon and the exorcist are in the **Classmate pile**. This means that they don't have particularly strong feelings supporting or opposing the exorcist.

Throughout the game, your goal is to move these cards into the **Friend pile**. Each friend will have a special ability that will aid you during the final battle. You can either keep these cards in a pile or spread them out depending on your table space and preferences.

But the demon can turn students against you. These cards are placed into the **Rival pile** and will actively oppose you when the final battle comes.

Finally, the **classmate discard pile** is where you place a Classmate after it acts during a phase. You will not be able to interact with this student again until the next round.

Flipping (Exhausting) and Reversing (Progress) Cards:

Cards can be stored in a pile in two special manners. This will allow you to track the status of the card across shuffles.

Cards in your friend pile generally begin face up meaning that they are well rested and able to use their special ability. Once used, you will **FLIP** the card facedown so that you can't activate the ability a second time. They can also be flipped during the final battle but this will be explained during the final battle rules. *(This face-down position is also called being "Exhausted")*

When adding cards to the discard pile you will sometimes be told you **reverse** it. This means you discard the card with the image upside-down onto the stack. Cards in this status are generally close to becoming friends and the reversed image will track the progress for the next time you encounter the student.

Note: When a card is moved to the Friend, Rival, or Discard pile it is no longer reversed or flipped unless another rule specifically tells you to.

The Game Flow:

Note: The rules detailed rules for each round are explained later.

The game is divided into 3 phases that end when all classmates have been moved to the discard pile.

The first "School Rounds" and represent the exorcist and the demon trying to win students to their own cause during the school year. At this point, the demon's identity will be hidden.

During the second "School Round" you will have revealed the demon's identity. At this point, the demon's unique power will become active. But, knowing the identity of the demon, the exorcist knows which students will be most valuable in the final battle.

The third phase is called the "Final Battle". When the phase begins you will shuffle the demon into the deck and now challenge one student at a time. You will need to count on your friends to aid you during this battle.

If you can find and discard the demon's arcana you win the game.

But, if all of your friend cards are discarded, you lose.

CARD CHALLENGES:

The majority of the game will revolve around “Card Challenges”

In each challenge the demon will have one action card played face down above a student. The exorcist will play any number of action cards below the same student representing the actions that you take to befriend them.

Reveal the demon’s card to resolve the challenge:

Each challenge has two goals for the exorcist to gain points.

- **Value** – The exact process depends on the type of cards and is worth 2 points.
- **Suit** – Earn one point if any of your cards match the demon’s suit and is worth 1 point.

After both are resolved, your score determines the results.

If the exorcist did not play any cards / Uncontested Challenges:

Normally playing no cards means that no challenge occurs. You won’t make any friends or any enemies.

But you still need to reveal the demon card because “Aces” and some demon powers allow the demon to claim an uncontested card as a rival.

Resolving the Value on Number Cards:

Number cards represent levels of effort dedicated to the action. More effort means you are more likely to make a friend.

- If the total of all the exorcist’s cards is equal or higher than the Demon card he wins the value check for 2 points.

Resolving the value on Court Cards Value:

Court cards represent valiant attempts at making friends. These are going all in and doing your best.

- Court cards always beat numbers.
- The highest strength court card wins the value check for 2 points. (*Ties go to the exorcist*)

Resolving the value on Ace Cards:

Ace cards are unique in the fact that they function differently depending on whether they are played by the demon or the exorcist.

It is played by the demon it is a shady and effective, but easily preventable action.

- If this action is uncontested immediately move this student to the Rival pile!

- If the exorcist did play an action, regardless of the card, they win the Value check for 2 points.

If played by the exorcist:

- If the suit of the ace matches the suit of the demon's card immediately move it to the Friend pile regardless of values!
- Otherwise, treat this as a 1 value number card. These still count as playing the aces suit.

Resolving Points during the School Rounds:

- If the exorcist got 3 points: Move the student to their friend pile.
- If the exorcist got 2 points: Reverse the student and discard it. If the student is already reversed, move it to the friend pile instead.
- If the exorcist got 1 point, simply discard the student. No progress was made.
- If the exorcist got 0 points, the student is moved to the Rival pile.

Example Challenges:

Exorcist Cards	Demon Card	Result
Seven of cups	Three of Cup	Won suit and Value (3 Points)
Three of Wands Two of Swords	Four of Coins	Won only the value (2 Points)
Ten of Cups	Page of Cups	Won only the suit (1 Points)
None	Knight of Wands	No contest, no effect.
Two of Wands	Ace of Coins	Won only the value (2 Points)
Ace of Swords	King of Swords	Automatically claim as friend!

Setup:

The Action is a pile of the Minor Arcana Cards called "Actions"



The demon is drawn face down when you begin. As it is revealed you can better prepare for the final battle but it's demon power is now active.



Rivals are stacked beneath the demon and are waiting for the final battle.

The classroom is a pile of the Major Arcana Cards aka "Student"



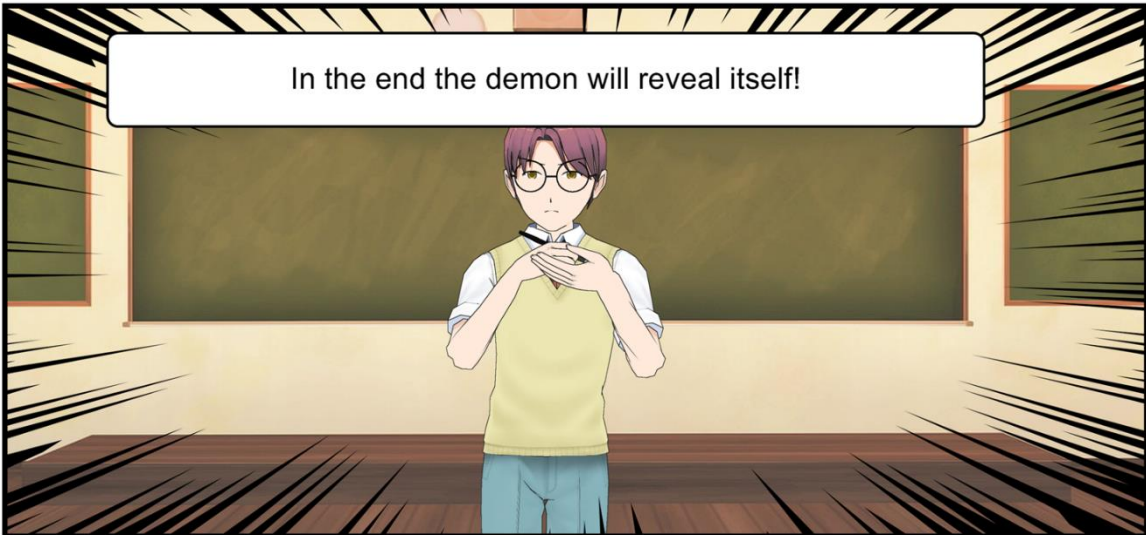
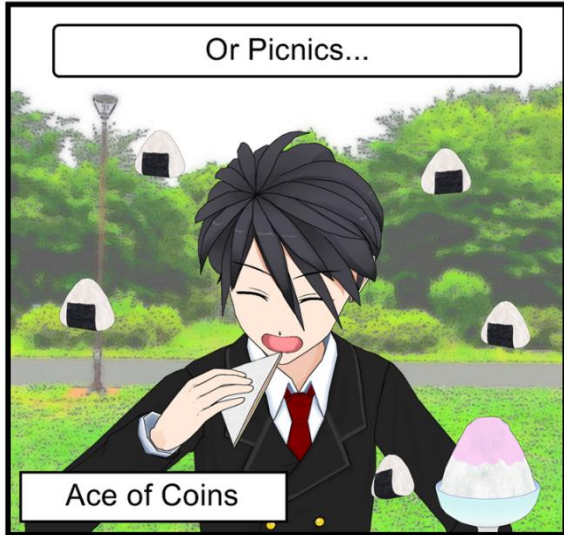
Demon Actions

Active Students

Exorcist Actions



The bottom of the table represents the exorcist and his friends. Friends can be either stacked on the fool or spread out depending on tablespace.



THE SCHOOL ROUNDS:

Unique Mechanics:

Friend Powers: Each student has a “Friend Power” listed on the class roster. At any time, you can turn the card face down to activate its ability. *Note: Activating an ability will weaken the friend during the final battle but well-timed effects can be worth it.*

Demon Powers: Once the demon is face up (*In the second school round*) each demon will have a different power. Some apply once per turn, others only on the first student, and some are constant.

Turn Order:

- Draw 5 classmates face up onto the table (*Unless there are fewer to draw*)
- Draw 1 facedown Demon Action card above each active classmate
- Draw 1 card into your hand per student (*There will always be 5 students drawn during the first school round*)
- Play any number of cards under each student. (*You do not need to play all your cards nor do you need to interact with every student*)
- Resolve each challenge and move the students to the appropriate pile. *This may be done in any order.*
- If you have more than 3 action cards in your hand at the end of a turn discard down to 3.
- When all students are resolved, start a new turn.

Starting the second school round:

Once the classroom is empty and all active students have been resolved, the second school round begins.

First, reveal the demon, reshuffle the classroom.

At this point, read the demon power for the current demon. This power will now be applied during the game even during the final battle.

Otherwise, play is exactly the same during the second school round.

Example of a School Round:

Ryo draws five students and draws one face down action card about each.

Ryo draws five cards into his hand. He plays 2 cards to the first student, 1 to the second, 1 to the third and holds the last two cards.

He decides to reveal the last two students first. The first card is a "Ten of Swords" which means the student is uncontested and is sent to the discard pile. The second student reveals an Ace of Cups and unluckily this means the student is sent to the Rival Pile.

Next Ryo reveals the first student's card compares his "Five of Wands" and "Four of coins" the demon's six of "Coins". He has a matching suit and a total value higher, so he gets to claim the student as a friend.

The next demon card is revealed to be a "Nine of Coins". But the single card the single card he played was a "Page of Cups". Winning value but not suit means that he reverses the student and discards it. Next time around it will be easier to win him over.

The final card is revealed to be a "Six of Swords" vs. the demon's "Eight of Swords". While he lost the value, winning the suit means that the student is sent to the discard pile.

Now the new round begins.

When the final battle begins



One at a time other students will block your progress



Rivals will oppose you



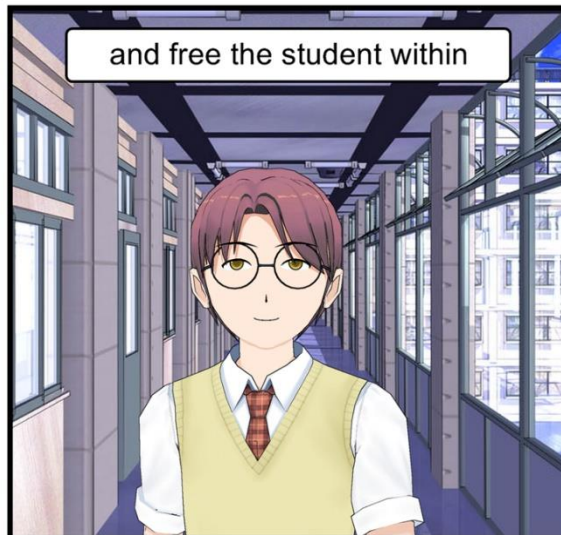
Your friends will aid you



Find the demon



and free the student within



THE FINAL BATTLE:

Unique Mechanics:

No More Friend Powers:

When the final battle breaks out, you are no longer able to use Friend Powers. They can only be used for absorbing damage or assistance draws.

But the demon's power is still active.

Damage

During the final battle, your friends can become exhausted and removed from the fight if you fail to defeat challengers.

When you suffer damage, you must either:

- Flip a friend to face-down without activating it.
- Move a face-down friend to the discard pile.

This means that if you suffer 2 damage you can either exhaust 2 friends, discard 2 exhausted ones or discard 1 unexhausted student.

"Assistance Draws" and the "Relationship Chart"

During the final battle, you will no longer draw cards each turn. Instead, you must call on help from your friends.

Inflct 1 damage to a friend and then look at the relationship table for fighting the current demon. This tells you the number of cards you may immediately draw! (*A ½ value means that you must spend 2 of this level to draw 1 card*)

This may be used prior to choosing your action cards each turn.

Setup:

Add the demon and all the rival cards to the classmate deck and shuffle it.

Discard all cards in your hand and shuffle the action pile. The final battle always starts fresh.

Draw 5 cards into your hand to begin. You will not draw any more without using "Assistance Draws"

Turn Order:

- Draw 1 student to the field and draw 1 face-down action card above it.

- Play any number of cards into your hand to the student and resolve the challenge. *Remember that you can use assist draws to draw more cards at any time!*

The challenge section varies greatly:

- Instead of moving cards to your friend pile, you will discard them.
- If the card is not discarded in this manner you will suffer damage:
 - o If the student is not reversed you must suffer 2 points of damage. Shuffle the student back into the classroom deck. They may strike again!
 - o If the opposing student card has been reversed suffer 1 point of damage and discard the student.

Win / Lose Conditions:

- If you have no friend cards remaining you have lost the game.
- If you have discarded the Demon you have won the game.

Example of Play:

Ryo is facing The Yandare (XIII-Death)

Ryo draws five cards and frowns because he has a poor hand. Nothing higher than a five.

He draws the first student to the table, It's a reversed "Strength" card and one face down action card above it.

To be safe, Ryo plays the "Two of Wands", "Three of Swords" and "Two of Cups" for a total value of 7 and 3 suits. But his luck hadn't improved and the demon's card is revealed to be a "Knight of Coins". Because Strength was not defeated, Ryo must shuffle it back into the deck and suffer 2 damage. (He chooses to inflict both to a face up "The Star" because she can't help in this battle anyways)

To help his luck Ryo decides to inflict one damage to "The Wheel of Fortune". Being her secret crush, the Wheel of Fortune allowed Ryo to draw 4 cards.

The demon card is revealed to be "The Moon", not reversed. He'll need to hit both the value and suit to avoid damage this time.

This time through he plays a King of Cups and a Three of Coins and reveals the demon to have a Nine of Coins. By matching both, the card is sent to the discard pile.

Play will continue like this until either all friends are lost, or the demon card is faced and sent to the discard pile.

THE STUDENTS OF CLASS 2B:

This section is not required reading to play the game.

It introduces you to the students of class 2B and contains more details about how their special powers function.

You can read this at your own pace and use it as a reference while playing.

0 – The Fool

This is you.

Friend Power: Discard any number of cards and draw the same number.

Demon Power: The Fool can never be the demon.

1 – Urayama Toshiyuki - The Magician (M)

A lovable goofball best known for making silly mistakes no matter the situations. People may tease him from time to time, but he knows that he can count on his friends.

Friend Power: After a challenge is revealed, swap any card in the current challenge with a card from another unresolved challenge.

Demon Power: The first time that the exorcist would claim a friend each turn: draw a new action card and redo only the value portion of the card.

2 – Yamane Miliko -The High Priestess (F)

A student of the spirit world who carries a crystal ball in her backpack and a set of tarot cards for impromptu fortune telling sessions.

Though, sometimes it almost looks like she's playing a card game.

Friend Power: Prior to placing challenge cards reveal 3 of the demon's action cards.

Demon Power: The first student revealed each turn will draw 2 cards. The value on the second card is ignored, but both suits must be matched to win the "SUIT" half of the challenge.

3- Shinkai Emika - The Empress (F)

Class president and the most responsible of children in this classroom. She is obsessed with organization and planning every move that anyone makes.

Friend Power: After revealing a demon card, discard it and draw a new one.

Demon Power: Each turn, the Fool must discard their highest value number card and draw a new one.

4 – Seta Yoshiiku - The Emperor (M)

Son of one of the largest CEOs in Japan. He's desperate to prove himself worthy of the family fortune and tends to take an overly serious tone.

Friend Power: After resolving a challenge, change one of your cards to a COINS suit.

Demon Power: All COIN number actions played by the demon count as a +3 value.

5 – Fukasawa Ioko -The Hierophant (F)

The Head, and sole member, of the Investigation club. If there is something to be known or a secret to be hidden she'll know about it.

Friend Power: Discard one action card to reveal all the demon's actions.

Demon Power: The exorcist draws 1 fewer card every turn!

6 – Kiyabu Kaii - The Lovers (M)

The world's most beautiful man. Long flowing hair, a face that literally sparkles when he smiles. The ladies Love him and the men love him even more... at least that's what he seems to think.

Friend Power: After resolving a challenge, change one of your cards to a CUPS suit.

Demon Power: All CUPS number actions played by the demon count as a +3 value.

7 – Maeda Kome - The Chariot (F)

Some would say she was destined to the champion track star. Even from early childhood she could never sit still and even her bubbly personality just needed to keep going. To her, the track is the ultimate expression of her freedom.

Friend Power: You may flip any face down friend back to face up.

Demon Power: Once per turn, the exorcist must discard 1 card from a challenge where 2 were applied. *(If only 1 card is used in each challenge, this is ignored)*

8 – Abo Yoshihide - Strength (M)

An Olympic Swimming hopeful and master athlete. The pool is his life and he can often be oblivious to those around him but does his best to be a true friend to anyone in need.

Friend Power: After resolving a challenge, change one of your cards to a SWORDS suit.

Demon Power: All SWORDS number actions played by the demon count as a +3 value.

9 – Ono Tokiwa - The Hermit (F)

Exceptionally shy girl that can go for days without saying a word. Even with her closest friends she finds it hard to open and be herself. Is there anyone in the class that can make her feel at ease?

Friend Power: After resolving a challenge, change one of your cards to a WANDS suit.

Demon Power: All WANDS number actions played by the demon count as a +3 value.

10 – Yoneno Soshu - The Wheel of Fortune (F)

"Aw, do I have to?" Is the Slackers motto. He is best known for napping in class and telling other people that they work too hard and worry too much. But despite his sloth, he is shown himself to be a loyal friend.

Friend Power: Select any friend card and swap it out with a rival card of your choice.

Demon Power: The first time you activate a friend's power each turn you must discard the card instead of exhausting it.

11 – Umon Yasushi - Justice (M)

The self-proclaimed hall monitor and enforcer of school justice. He proudly demands adherence to rules and maintains it without mercy or emotion. If nothing else, you can't say he half does his job.

Friend Power: Draw 3 Cards.

Demon Power: If a demon has a value of less than 4 points, count it as a 4.

12 – Sakuguchi Ippai - The Hanged Man (M)

Legend say that he was a hero who traveled from school to school to prove himself the strongest man in all of Japan. But to others, he's just a delinquent that's been kicked out of a dozen schools. Is there more to this student than meets the eye?

Friend Power: Treat an enemy court card as a value 10.

Demon Power: Any 9s and 10s this demon players are treated as lower level Court Cards.

13 Saya Nara - Death (F)

For your own sake, notice her and don't notice her senpai. Accidents seem to occur far too often for this to be a coincidence. But even so there is no solid proof that she had anything to do with it.

Friend Power: Move any card in the Rival pile back to the discard pile.

Demon Power: Each time a card is moved to the rival pile, the exorcist must move a friend to the discard pile.

14 –Kaiba Tesuhiko - Temperance (M)

It is said that "He who holds the knowledge holds the power" but it doesn't appear to be the case here. While well intentioned his personality tends to be too direct and can sometimes cause offense.

Friend Power: Draw 4 Cards and then discard any 2.

Demon Power: In Value contests, if you win by more than 3 points... it still counts as a loss!

15 – Isayama Yukinaga - The Devil (F)

The son of a high-ranking politician the devil is immune to punishment and he knows it. His hobbies include turning people against one another and planting evidence to see the fallout.

Friend Power: Move one friend to the rival pile to treat any challenge as a 3-point success regardless of actual results.

Demon Power: All 2 and 3 value cards claim cards if unopposed.

16 – Asato Toyoshige - The Tower (M)

There's not much to say about him. While his body is big, his heart is even larger. His calm demeanor and desire to protect people can help emotions stay tame even during distressing times.

Friend Power: When a card is to be moved to the rival power, discard it instead.

Demon Power: Once per turn, a 3 point victory is reduced to a 2 point victory.

17 – Makino Miki - The Star (F)

Yes, this is the legendary pop idol. But, this may be hard to believe that a person this clumsy in person can be so graceful on stage.

Friend Power: After resolving a challenge, draw 1 card and add it to the challenge.

Demon Power: When the final battle begins, discard 1 friend card for every 3 rivals.

18 - Horie Harunobu - The Moon (M)

Two halves of the same coin, the moon is the younger half of the twins. He is always hanging around his sister and they are often seen to be finishing each others...

Friend Power: Immediately claim The Sun if it is in the active student line. Don't flip this card.

Demon Power: If the Sun is ever moved to the Rival pile immediately start the Final Battle!

19 – Hiroko Harunobu - The Sun (F)

Sentences. The older of the twin's she been known to start trouble but can always count on her brother's loyal support. Together, they'd probably have what it takes to conquer the school.

Friend Power: Immediately claim The Moon if it is in the active student line. Don't flip this card.

Demon Power: If the Moon is ever moved to the Rival pile immediately start the Final Battle!

20 – Sakurazaki Hanako Judgement

She looks too young to be in this class, but don't say it to her face. Her emotional blowups make TNT look like firecrackers.

Friend Power: Claim any card regardless of value if you have a matching suit.

Demon Power: All ties in value challenges are awarded to the demon.

21 –Rick Johnson - The World (M)

"I amu Rikyu Johnsono!" he speaks in perfect English. "Sank you". Obviously, He is an exchange student from America. He is adapting well to our culture and is a welcome addition to the class.

Friend Power: Add 3 to the value on any number card.

Demon Power: All number actions played by the demon have +1 value.

DEMON

Class 2-B:

Arcana	Name	Friend Power	Demon Power
The Fool	-This is you-	Discard any number of cards and redraw	N/A
1 The Magician	The Class Clown	Swap any two cards after challenge.	(Turn) When you win a friend redraw a new demon action
2 The High Priestess	The Fortune Teller	Peek at any 3 demon actions	(1st) Draw 2 cards, both suits must be matched
3 The Empress	Class President	Redraw a demon card	(Turn) The exorcist must redraw their highest value number card!
4 The Emperor	The Rich Kid	Convert any suit to COINS	(All) COINS +3 Value
5 The Hierophant	Investigator	Discard 1 card to peek at all demon actions	(All) Draw 1 fewer card per turn during school rounds!
6 The Lovers	The Pretty Boy	Convert any suit to CUPS	(All) CUPS +3 Value
7 The Chariot	The Track Star	Flip any other face down friend to face up.	(Turn) Discard one card from a challenge with at least 2.
8 Strength	The Swimmer	Convert any suit to SWORD	(All) SWORD +3 Value
9 The Hermit	The Shy Girl	Convert any suit to WAND	(All) WAND +3 Value
10 Wheel of Fortune	The slacker	Swap 1 Friend for 1 Enemy	(Turn) Discard friends to use their power
11 Justice	School Monitor	Draw 3 cards	(All) If demon value < 4 counts as a 4
12 Hanged Man	The Delinquent	Treat an enemy Court as a 10 of the suit	(All) Treats 9s and 10 as lower strength court cards!
13 Death	The Yandere	Instantly discard an Enemy Arcana	(Turn) If a Rival is claimed, the exorcist must discard a friend.
14 Temperance	The Brain	Draw 4 cards and discard 2	(All) Winning value by more than 3 counts as losing it
15 The Devil	(immune)	Change one friend to enemy to win a challenge	(All) 2 and 3 value cards also claim when unopposed.
16 The Tower	The Kind Giant	Discard a card instead of letting the demon claim it	(Turn) If you win both Suit and Value only gain 2 points.
17 The Star	The Idol	If you lose a challenge draw a card and add it to the challenge.	(All) For every 4 Rivals, all challenges are +1 value
18 The Moon	The Twin	Immediately claim the Moon. Don't flip this.	If the sun becomes a rival start the final battle now!
19 The Sun	The Other Twin	Immediately claim the Sun. Don't flip this.	When the final battle starts, discard 1 friend per 3 rivals.
20 Judgement	The Little Sister	Claim a card if the suit matches regardless of value	(All) Ties go to the demon.
21 The World	The American "Rick Jones"	Add +3 value to any card after a challenge is revealed.	(All) +1 Value to all suits

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3	X	1	½	X	1	2	2	1	1	2	½	3	½	½	½	0	1	1	1	1	1	½	1
4	X	1	1	1	X	½	0	1	1	1	½	2	½	1	2	½	1	½	0	0	1	1	1
5	X	1	0	2	½	X	2	2	1	2	2	0	2	½	0	0	1	1	0	0	0	0	1
6	X	1	2	1	1	0	X	2	1	2	1	½	1	½	0	2	1	1	0	2	½	1	1
7	X	1	2	2	1	½	2	X	1	½	1	1	½	½	1	1	1	½	½	2	½	1	1
8	X	1	1	2	½	1	0	1	X	½	1	1	½	1	½	½	1	2	2	½	1	1	1
9	X	1	1	½	2	2	2	1	1	X	2	0	1	½	½	1	2	2	0	2	0	1	1
10	X	1	0	1	0	2	1	0	0	2	X	0	2	4	½	1	1	3	1	0	2	½	1
11	X	1	2	1	1	½	0	1	1	1	½	X	0	1	1	2	1	½	0	0	3	½	1
12	X	1	½	1	0	1	3	1	1	½	1	0	X	2	0	2	0	½	½	½	1	½	1
13	X	1	½	2	½	½	2	1	1	1	0	2	1	X	1	0	1	1	1	1	1	1	1
14	X	1	1	½	2	1	0	½	½	½	½	2	1	2	X	2	0	1	2	0	1	½	1
15	X	1	1	0	3	0	½	1	1	0	1	2	1	½	2	X	0	0	1	1	1	1	½
16	X	1	1	2	1	1	0	1	1	1	1	3	1	1	2	2	X	1	2	1	½	1	1
17	X	3	0	0	½	2	0	½	½	2	½	0	2	0	½	0	1	X	1	1	1	1	2
18	X	1	1	½	1	1	2	1	1	½	1	1	1	1	1	1	1	1	X	2	1	½	1
19	X	1	1	½	1	1	1	1	1	½	1	1	2	1	1	1	2	1	2	X	1	½	1
20	X	1	½	½	2	1	½	1	1	0	½	1	1	½	½	2	3	1	1	1	X	1	1
21	X	1	½	2	0	2	½	1	1	½	1	0	0	1	2	0	2	1	1	1	1	1	X

Relationship Chart

The Fool



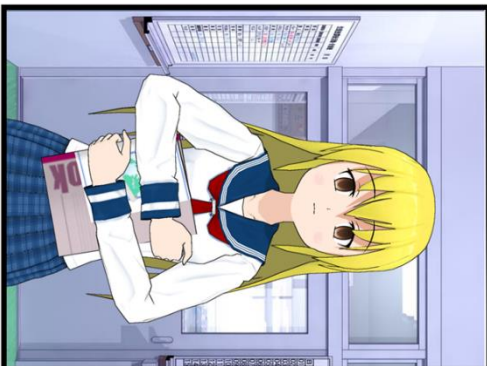
I - The Magician



II - The High Priestess



II - The Empress



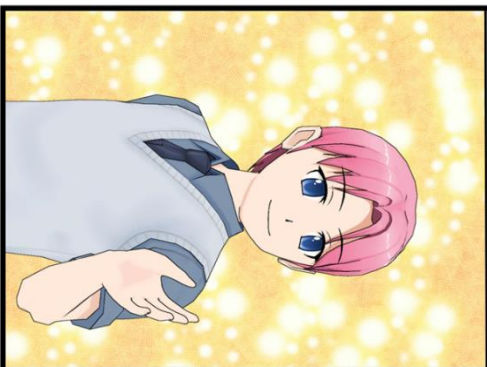
IV - The Emperor



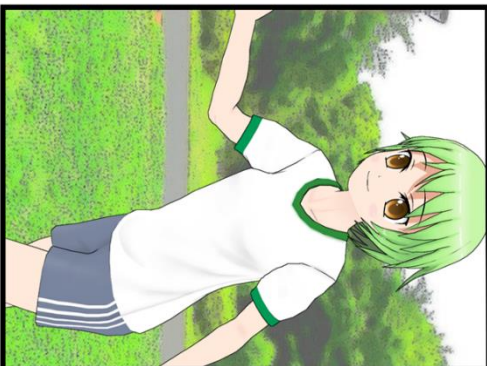
II - The Hierophant



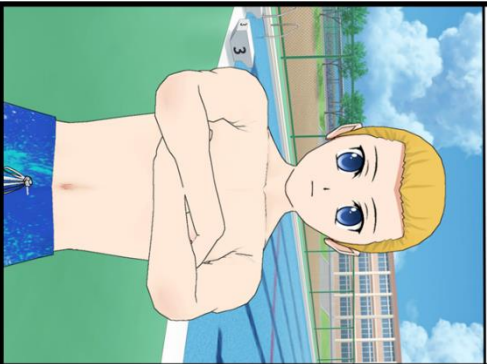
VI - The Lovers



VII - The Chariot



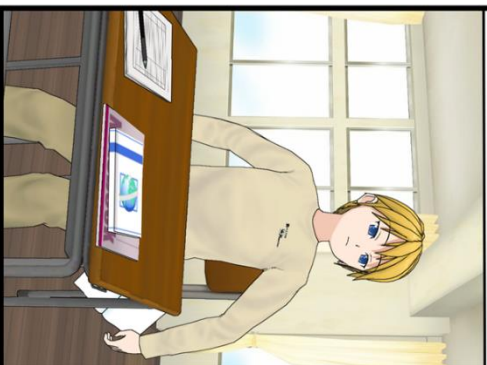
VIII - Strength



IX - The Hermit



X - Wheel of Fortune



XI - Justice



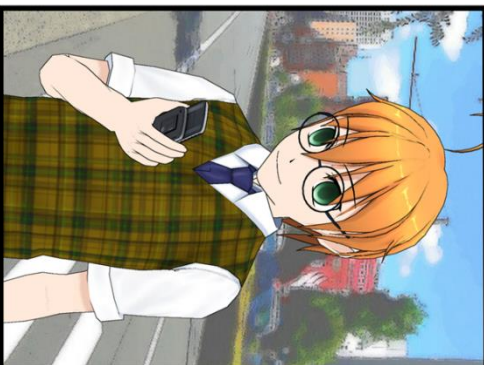
XII - The Hanged Man



XIII - Death



XIII Temperance



XV - The Devil



XVI - The Tower



XVII - The Star



XVIII - The Moon



XIX - The Sun



XX - Judgement



XXI - The World



The Fool

