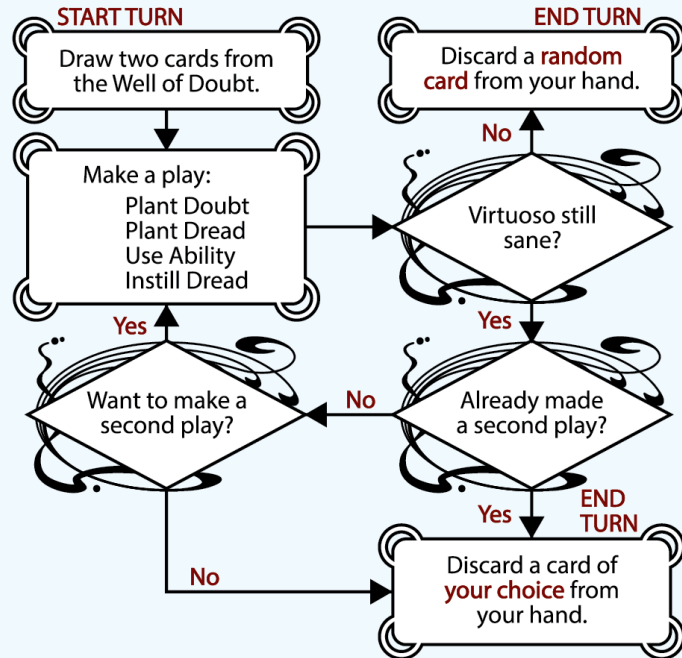


BEWASED™

Turn Sequence

for players with **sane** virtuosos



Strategy Tips

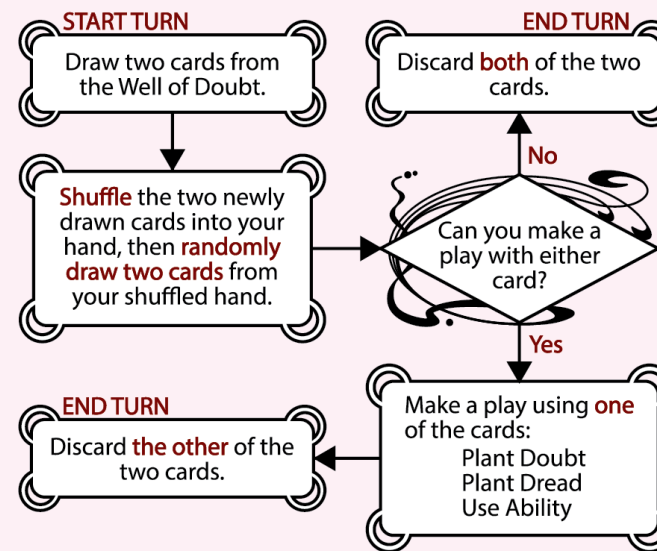
- It is more advantageous to pit other players against each other than to go it alone.
- Bartering the use of your ability is often more beneficial than using it on yourself.
- Don't be afraid to abandon trying to fulfill your secret.

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BEWASED™

Turn Sequence

for players with **insane** virtuosos



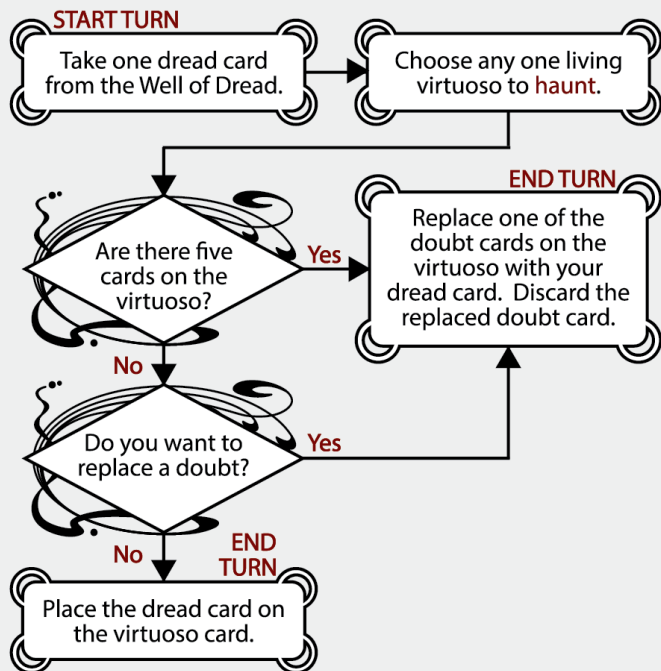
Strategy Tips

- Remember that your gemina card will flip over each and every time your virtuoso goes insane. Your gemina card does not flip over when you regain sanity.
- It may be more advantageous to drive others insane than to try to regain your own sanity.
- You may still barter the use of your ability when you are insane.

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Turn Sequence for players with fantasmas



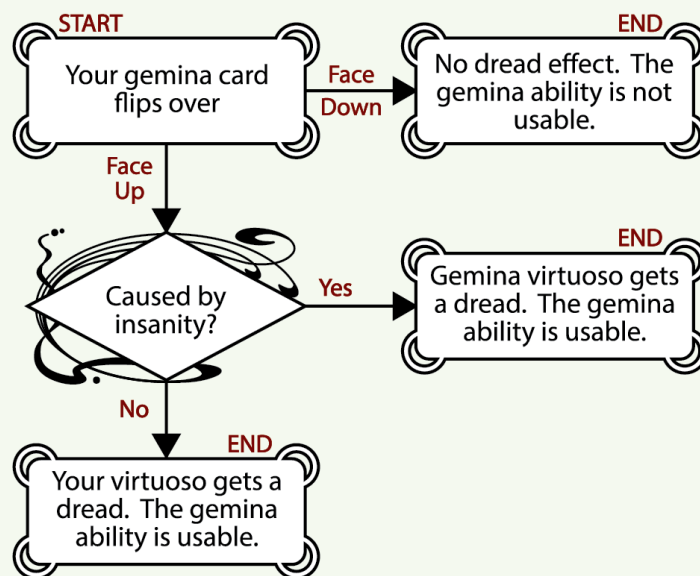
Strategy Tips

- Time is your friend. Keep the game going as long as possible to weaken the living and recruit the dead.
- Weaken living virtuosos before making more fantasmas. This will make your fantasma score more competitive.

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Geminas



Scoring

Virtuoso is...	Base Score
... sane	10 - 1 per doubt - 2 per dread
... insane	9 - 1 per doubt - 2 per dread
... a fantasma	2 + 1 per fantasma (4 players) 1 + 1 per fantasma (5 players) 0 + 1 per fantasma (6 players)

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