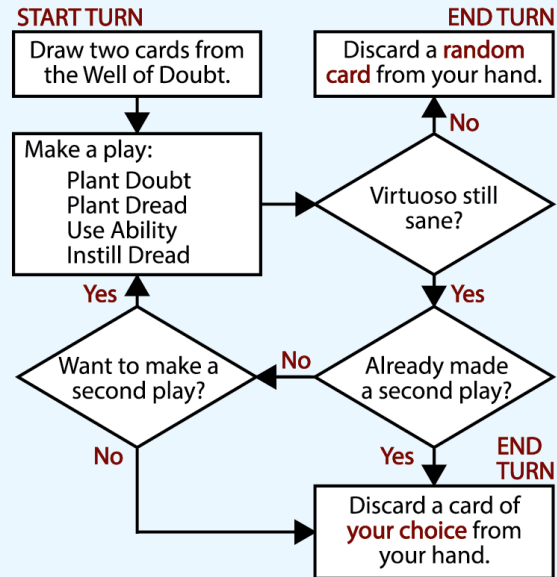


# BEWASED™

## Turn Sequence

for players with **sane** virtuosos



## Strategy Tips

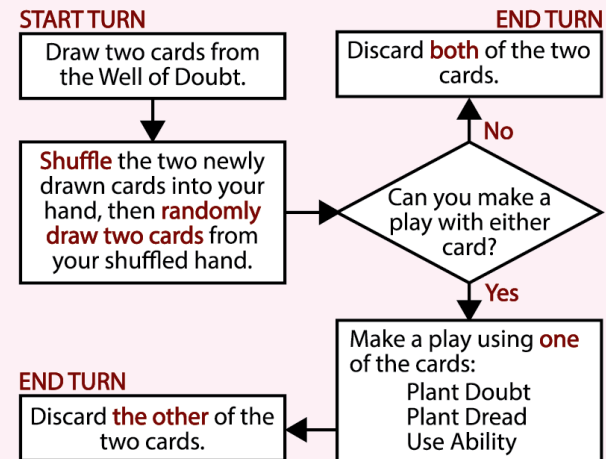
- It is more advantageous to pit other players against each other than to go it alone.
- Bartering the use of your ability is often more beneficial than using it on yourself.
- Don't be afraid to abandon trying to fulfill your secret.

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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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# BEWASED™

## Turn Sequence for players with fantasmas

### START TURN

Take one dread card from the Well of Dread.

Choose any one living virtuoso to haunt.

Are there five cards on the virtuoso?

Yes

Replace one of the doubt cards on the virtuoso with your dread card. Discard the replaced doubt card.

END TURN

No

Do you want to replace a doubt?

Yes

No

END TURN

Place the dread card on the virtuoso card.

## 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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# BEWASED™

## Geminas

START

Your gemina card flips over

Face  
Down

No dread effect. The gemina ability is not usable.

END

Face  
Up

Caused by insanity?

Yes

Gemina virtuoso gets a dread. The gemina ability is usable.

END

No

Your virtuoso gets a dread. The gemina ability is usable.

END

## 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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