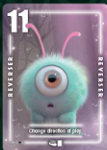
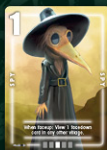


SILVER DARTER™

REFERENCE GUIDE



For each Debt Collector faceup in your village at the end of the round, score 1 negative point for each card in all other players' villages combined.



Score = 8 points

$$0 + 6 + 9 = 15$$

*Opponents have
7 cards*

$$15 - 7 = 8$$

You may receive a negative score by using the Debt Collector. Write that negative score on the scorepad, and subtract it when determining your total score.

If you call for a vote with a faceup Debt Collector and you have a negative sum, and your sum is lower than any other player's sum (which may also be negative), you make your call and receive 0 points. If you do not make your call, your sum is 10 points plus your negative sum.

Cards in players' private decks are not counted.

For each faceup Spy in your village, you may view a facedown card in another player's village (not your village) at any time during your turn.

÷2

HALFLING

÷2

If you have a faceup Halfling at the end of the round, your score is 1/2 the points you have, rounded up, not including the Halfling. The 2 points from the Halfling are only included in your score if the card is facedown at the time of scoring.



Score = 7 points

$$5 + 1 + 7 = 13$$

$$13 \div 2 = 6.5$$

Facedown at scoring

Faceup at scoring

6.5 rounded up is 7

If you have a faceup Halfling and the sum of your cards is negative, round toward zero.



Score = -4 points

$$1 + 0 = 1$$

Opponents have 10 cards

$$1 - 10 = -9$$

$$-9 \div 2 = -4.5$$

-4.5 rounded up is -4

Facedown at scoring

Faceup at scoring


If you have more than one faceup Halfling, divide by 2 and round up, then divide by 2 and round up again, etc.

If you have a faceup Sentinel, other players may not switch, remove, or add cards in your village. They may still turn, flip, shuffle or view cards in your village. The Sentinel does not prevent you from modifying any cards in your village.

If a player turns a facedown Sentinel in your village faceup, it begins protecting your village immediately, even during another player's turn, possibly canceling further use of an ability.

A faceup Sentinel protects your village from the following *Silver Dagger* card effects:

Zombie: Other players cannot give you a Zombie card.

Magician: Other players may turn one of your cards faceup and use its  ability, but may not switch it.

Master Thief: Other players may view a card in your village, but may not switch it.

The Sentinel does *not* protect you from the abilities of the following cards when played by other players: Spy, Flipper, Elusive Seer, Mystic Seer, Furry (at end of game).



If the Zombie is faceup in your village, you may flip it facedown and add it to one end of the village of the player who played immediately before you instead of drawing a card. Because of the Reverser, that player may be to your left or to your right.

You may never place the Zombie so that it is the top faceup card on the discard pile. If you attempt to exchange a Zombie in your village for another card drawn from the deck or the discard pile (where normally that Zombie would go on top of the discard pile), you must instead discard the card you drew/took (keeping the Zombie card as it was: faceup or facedown). If you draw a Zombie and attempt to exchange it with another Zombie, you keep both Zombies (again, keeping the one originally from your village as it was: faceup or facedown).

Sometimes the Zombie will end up on top of the discard pile. This can happen (and he can stay there) in the following circumstances:

- 1) If the Zombie is revealed as the discard at the beginning of a round.
- 2) If the Zombie is the second card from the top of the discard pile and the top discard is removed.

The Zombie has special interactions with the following cards from other *Silver* games in various circumstances:

Witch: If the Witch attempts to exchange a Zombie with a card, that card is discarded instead of the Zombie. If the card drawn by the Witch is a Zombie, the player receiving the new Zombie keeps both of them.

Count: If the last (normally 10th unless the deck runs out) card you turn over is a Zombie, the player who used the Count ability adds the faceup Zombie to their village. If this reveals any more Zombie cards, the player adds those faceup Zombies as well.

Curator: The Curator cannot discard a 90° Zombie, even if another card is discarded during your turn. The Curator's discard does not happen simultaneously with any other discard ability, so it would leave a Zombie on top of the discard pile.

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APPROXIMATOR

5

When you draw this card from the deck, you may discard any other two of your cards (faceup and/or facedown) only if you place the Approximator in your village faceup. If you do that, you don't discard this card as normal. Otherwise, discard Approximator and don't use its ability. Any other circumstance where this card is turned faceup, exchanged, taken from the discard pile, or otherwise arrives faceup in your village, you do not get to use the ability.

This is one way to discard a Zombie (if you discard it along with a card lower than 4, so the Zombie is under the lower-value card on the discard pile). If the discarded card is higher than 4, the Zombie returns to the player's village.

6

FLIPPER

6

Flip over all the cards in any village. All faceup cards are flipped down, and all facedown cards are flipped up.

7

ELUSIVE SEER



7

View facedown cards in any village until you see one with a value of 4 or lower. Then stop viewing and turn that card faceup. You may view cards in any village, and in any order. You may not stop viewing facedown cards until you see one that is 4 or lower. If you have viewed all facedown cards in all players' villages and none are 4 or lower, stop viewing cards and turn none of them faceup.

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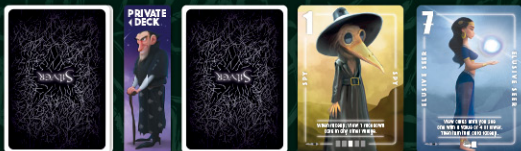
MAGICIAN

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Turn one card faceup in another village, and then you must either use its  ability or switch it for one of your cards. If the card does not have a  ability, you *must* switch it for one of your cards.

View up to two facedown cards in any village or villages.

Add the top card of the deck to the top of your private deck. If no cards are in your private deck, begin one in the area indicated by your private deck marker.



Private Deck

Village Cards

On a future turn, if you choose the action to draw a card from the deck, you may draw from your private deck instead of the regular deck. Only you may draw from your private deck.

If the regular deck is empty immediately before your turn, you must take another turn if you have at least one card in your private deck. This continues until it is a player's turn who does not have a card in their private deck.

You may view the cards in your private deck at any time, but you may not change their order. Cards in your private deck are not scored.

Reverser's ability changes player order from clockwise to counterclockwise or vice versa. Turn the dagger 180 degrees. The player who played immediately before your turn plays next.

In a 2-player game, skip the other player's turn when you use a Reverser's ability.

If the Reverser is played after someone calls, turns continue until it would be the caller's turn, at which point the game ends. This may result in not all players getting a turn after the caller calls.

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MASTER THIEF

12

View a facedown card in any village, and switch it for a card in any other village. You may view a facedown card in your own village, and switch it for a card in another village. The facedown card you view stays facedown when the switch is made. If you switch it with another facedown card, you may not view that card.

If you look at a facedown card in your own village, and you can't switch it with a card from any other player (for instance, maybe they all have Sentinels), end the ability there, without exchanging it.

13

FURRY

13

If the Furry is in your village at scoring, and the sum of your cards is exactly 50 (after you account for Debt Collectors and Halfings), you hit the jackpot! Instead of 50, score the sum of of your cards as 0. Then each other player adds 50 to their sum.

 *Score = 0 points*
 $10 + 8 + 13 + 7 + 12 = 50$
Furry activated: your score is 0, and other players get +50.

Facedown at scoring *Faceup at scoring*

 *Score = 24 points*
 $12 + 11 + 12 + 13 = 48$
 $48 \div 2 = 24$
Furry not activated.

Facedown at scoring *Faceup at scoring*

When resolving card abilities that activate at scoring, Furry goes last. Other cards (from this or other *Silver* games) may give you more or fewer than 50 points before you resolve this Furry card. If that happens, you get the sum of your cards, and the other players do not get 50 points.