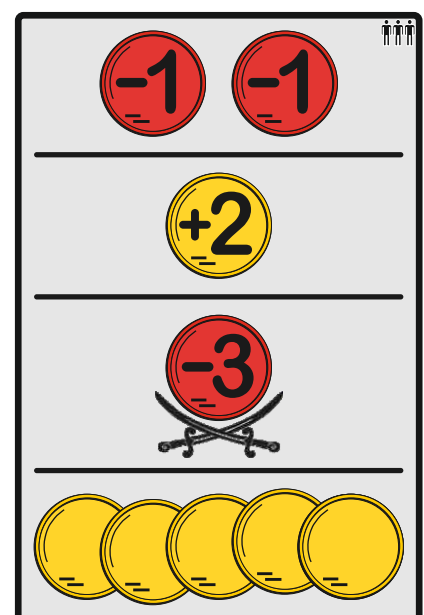
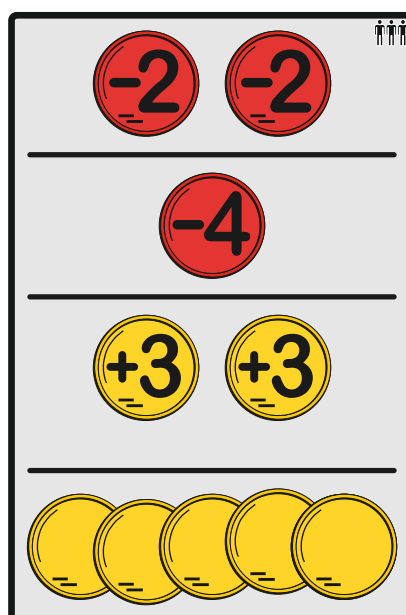
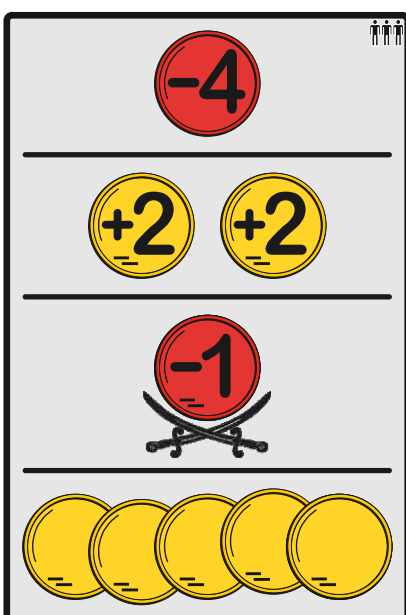
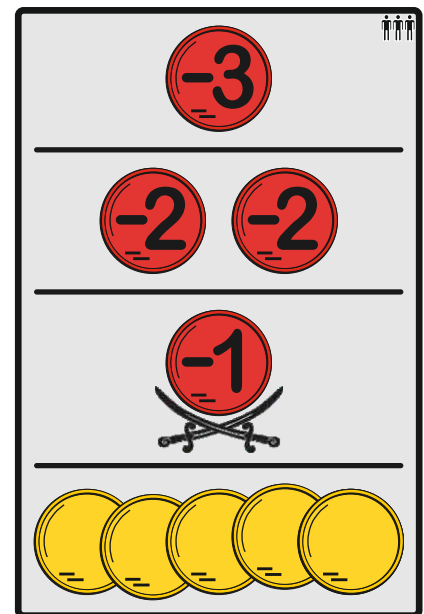
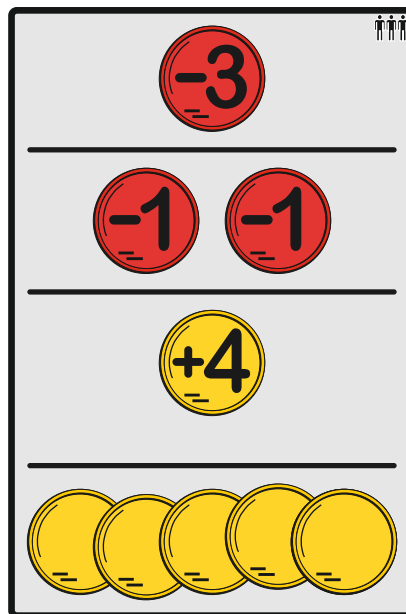
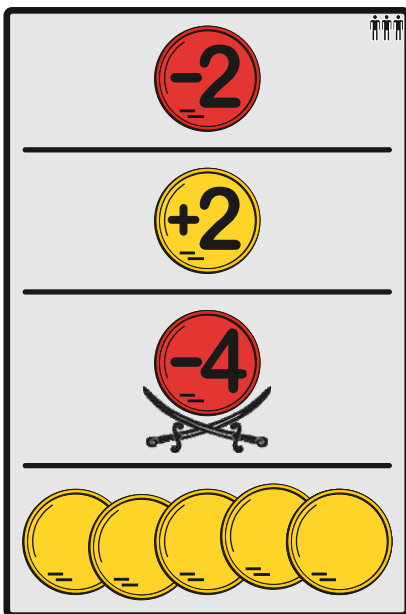
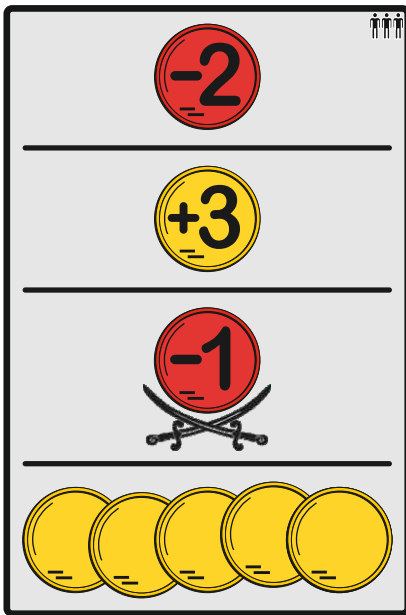


## TWINS - Variety Cards (3 Players)

Instead of playing each round with the same payment scheme, print these seven cards and use them as a face down deck to draw a new payment scheme for each new round.

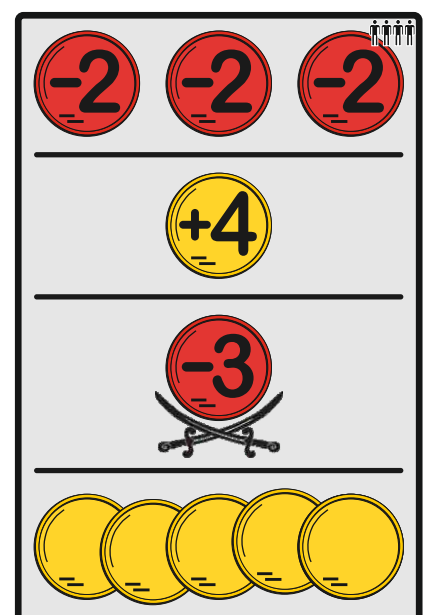
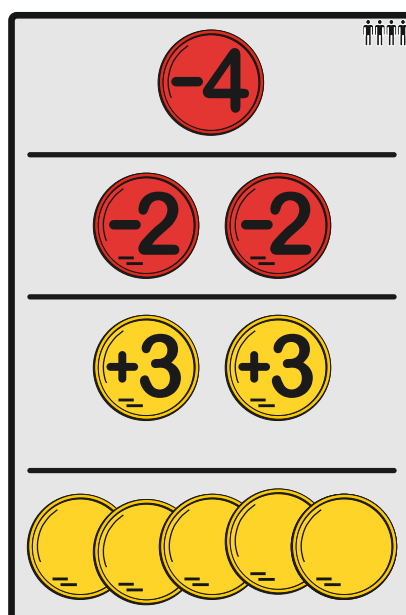
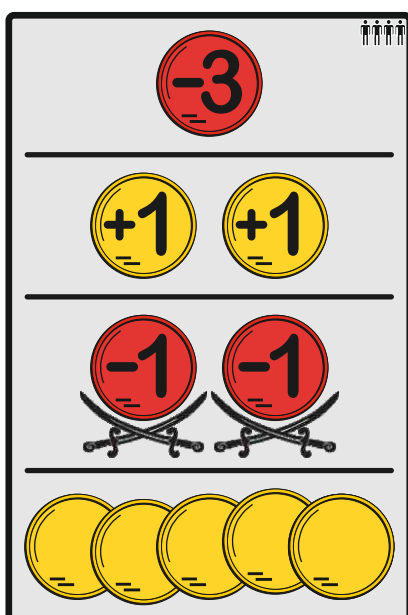
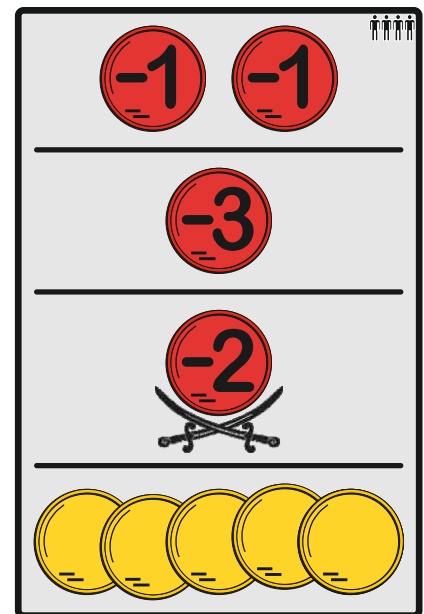
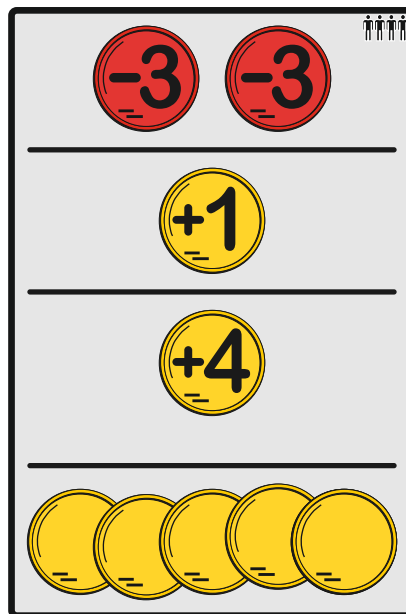
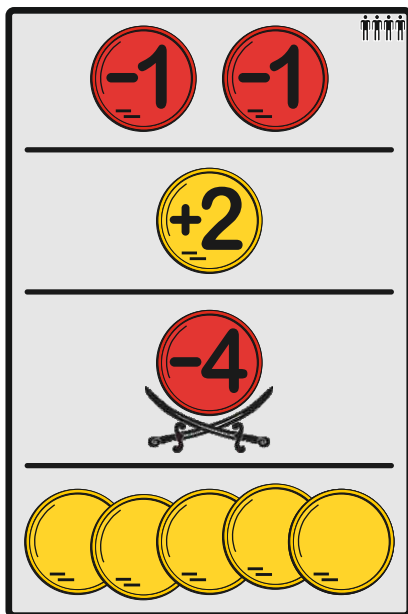
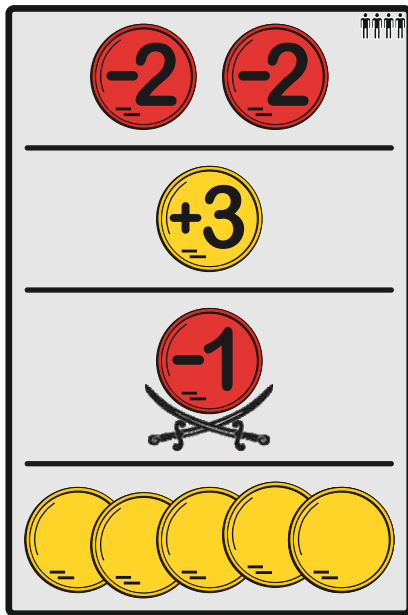
● Pay      ● Collect      ✕ Drop out  
Multiple symbols affect multiple players.

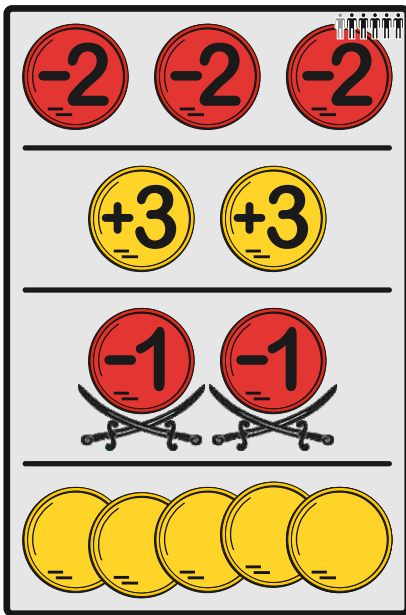


## TWINS - Variety Cards (4 Players)

Instead of playing each round with the same payment scheme, print these seven cards and use them as a face down deck to draw a new payment scheme for each new round.

● Pay      ● Collect      ✕ Drop out  
Multiple symbols affect multiple players.





## TWINS - Variety Cards (5/6 Players)

Instead of playing each round with the same payment scheme, print these seven cards and use them as a face down deck to draw a new payment scheme for each new round.

● Pay      ● Collect      ✂ Drop out  
Multiple symbols affect multiple players.

