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› Maestro Media: The Binding of Isaac: Four Souls (2nd Edition) - Strategy Card Game Instruction Manual

Maestro Media 2617E

Maestro Media: The Binding of Isaac: Four Souls (2nd Edition) Strategy Card Game

Instruction Manual

1. INTRODUCTION

The Binding of Isaac: Four Souls (2nd Edition) is a tabletop card game inspired by the video game "The Binding of Isaac." This game involves elements of sacrifice, betrayal, and strategic hoarding. Players collect treasure, gather loot, defeat monsters, and aim to be the first to collect four souls.

This Second Edition features updated cards with enhanced backgrounds and clarified wording for improved gameplay. It also introduces new Solitaire and Co-Op modes, expanding replayability.

Players can choose to cooperate against powerful bosses or engage in sabotage against each other to achieve victory.



Figure 1.1: The Second Edition features updated cards for clarity.

2. WHAT'S IN THE BOX

Upon opening your game box, verify that all components are present:

- 340 The Binding of Isaac: Four Souls 2nd Edition cards
- 100 plastic pennies
- 2 dice (1 D6 & 1 D8)
- 1 rulebook (this manual)

THE BOX CONTAINS:



Figure 2.1: Contents of the game box, including cards, pennies, and dice.

3. COMPONENTS OVERVIEW

The game consists of various card types and tokens essential for gameplay:

- **Character Cards:** Represent the player's chosen character, each with unique abilities.
- **Item Cards:** Provide various effects and advantages during the game.
- **Loot Cards:** Offer temporary benefits, resources, or actions.
- **Monster Cards:** Enemies that players must defeat to gain rewards, including souls.
- **Treasure Cards:** Powerful items found throughout the game.
- **Bonus Soul Cards:** Additional souls that can be acquired.
- **Room Cards (Optional):** Modify the game environment.
- **Plastic Pennies:** Used as currency within the game.
- **Dice (D6 & D8):** Used for various rolls and outcomes during gameplay.



Figure 3.1: Examples of different card types.



Figure 3.2: Detailed view of game cards, dice, and pennies.

4. GAME SETUP

Follow these steps to set up your game:

1. **Prepare Decks:** Separate all cards into their respective decks (Character, Item, Loot, Monster, Treasure, Bonus Souls, Room). Shuffle each deck thoroughly.
2. **Player Setup:** Each player chooses a character card. Each player then receives their starting item cards, three loot cards, and a starting amount of coins (pennies).
3. **Central Play Area:** Place the Monster, Loot, and Treasure decks face down in the center of the play area. Create discard piles next to each deck.
4. **Pennies and Dice:** Place the plastic pennies and dice within reach of all players.
5. **Optional Components:** If using Room cards or Bonus Souls, set them up according to the specific rules for those components.



Figure 4.1: Basic game layout for setup.

5. BASIC GAMEPLAY FLOW

The game is played in turns, with players taking actions to acquire souls. The first player to end their turn with four souls wins the game.

Player Turn Sequence:

1. **Start of Turn:** Resolve any effects that trigger at the start of your turn.
2. **Action Phase:** During this phase, a player can perform various actions, including:
 - Playing Loot cards.
 - Using Item abilities.
 - Buying items from the shop (if applicable).
 - Attacking monsters.
3. **End of Turn:** Resolve any effects that trigger at the end of your turn. Check if you have four souls. If so, and it's the end of your turn, you win.

Players will continuously interact with the game board, managing their resources, strategically using cards,

and deciding whether to cooperate or compete with other players.



Figure 5.1: An overview of the gameplay experience.

6. MAINTENANCE

To ensure the longevity of your game components, follow these maintenance guidelines:

- **Storage:** Store all cards and components in the original game box or a suitable storage solution to prevent damage and loss. Keep the box in a cool, dry place away from direct sunlight.
- **Handling:** Handle cards with clean, dry hands to avoid transferring oils and dirt. Avoid bending or creasing cards.
- **Cleaning:** If components become dusty, gently wipe them with a soft, dry cloth. Do not use liquid cleaners on cards.
- **Protection:** Consider using card sleeves for frequently handled cards to protect them from wear and tear.

7. TROUBLESHOOTING

This section addresses common issues you might encounter:

- **Missing Components:** If any components are missing upon unboxing, please refer to the "Warranty and Support" section for contact information.
- **Rule Clarification:** For detailed rule clarifications or specific card interactions not covered in this manual, consult the official game website or community forums.
- **Gameplay Imbalance:** If games feel unbalanced, ensure all players understand the rules correctly. Consider house rules or optional expansions to adjust difficulty or introduce new mechanics.

8. SPECIFICATIONS

Product Dimensions	13.7 x 4.3 x 3.14 inches
Item Weight	2.11 pounds
Item Model Number	2617E
Manufacturer Recommended Age	13 years and up
Language	English
Manufacturer	Maestro Media
Players	1-4+ players
Approx. Playtime	30-60 minutes

9. WARRANTY AND SUPPORT

Maestro Media is committed to providing quality products. For support regarding missing components, manufacturing defects, or general inquiries, please contact Maestro Media directly through their official website or customer service channels.

Please retain your proof of purchase for any warranty claims or support requests.