BALATRO

1.0.0-TAK



Intro

Hello there! My name is Jimbo. I'm here to introduce you to the jump! This is Balatro, where my friends and I gather to have fun and cheat at Poker!

You might expect me to call it a roguelike deckbuilder, but I don't know what those words mean. No, we're all about the cash, the dice, powerful synergies and combos, and plenty of fun other stuff! You can join me and some of my joker buds on the casino floor, getting lots of Chips, beating Blinds, and showing off. And, hey, maybe by the end of it you can show off a few cool tricks of your own!

You'll be starting with $4, plus whatever you pick up from your Blinds and Stakes. Be careful with how you spend it, though, or you might be left with little to do for most of the day.
(Apparently you're used to spending something called 'choice points'? Shame about the acronym. For the purposes of any variants, house rules, or bank supplements you deign to use, $1 is equivalent to 50cp.)

Any of your companions who want to come along, can! They can make their own merriment and play their own games but, short of social support or advice, there's not much they can do to help you. This is a pretty lax place, so, don't worry, there is no way to die or chainfail by default. And you just sulk in the corner, or you won't have any fun or get any cool perk stuff! To actually keep any of the goodies, you'll need to win at least 1 game.

You'll be here for most of a day: no earlier than 8am one day to no later than 4am the next. That's a maximum of 20 hours, though you can leave early if you want. Have fun!

You have the freedom to engage with this jump as deeply as you'd like. Provided herein are tools and ideas you could easily build a whole chain around, and mechanics you could enjoy alongside a spreadsheet if you enjoy that sort of in-depth engagement, but they are all entirely opt-in.

Stakes

The higher color Stake you choose, the greater the challenge. Choose 1, but note that each Stake also inflicts the penalty (but not the payment) from every previous Stake. These make your games tougher in various ways, as described below. Unless you have something like the Credit Card Joker, you'll be able to try out different Stakes after you've won your game. But that's not all: the more cash you get from Stakes, the more the jesters here will respect you!.. Or perhaps it'd be better to say the inverse, where the lower you go, the less they respect you. Effects beyond your Antes are expressed in orange sentences.



White Stake — +$0

Base difficulty



Red Stake — +$2

Small Blind gives no reward money

Applies all previous Stakes



Green Stake — +$6

Required score scales faster

Applies all previous Stakes



Black Stake — +$8

Shop/Buffoon Packs can have Eternal Jokers. Eternal Jokers cannot be sold, destroyed, or gotten rid of. Roughly a third of your companions will be clingy, and try to always be near you for the rest of the jump.

Applies all previous Stakes



Blue Stake — +$10

-1 Discard

Applies all previous Stakes



Purple Stake

+$14

Required score scales even faster

Applies all previous Stakes



Orange Stake

+$17

Shop/Buffoon Packs can have Perishable Jokers. Perishable Jokers will become debuffed (effectless) after a few turns. Perishable Jokers cannot be Eternal. Another rough third of your companions will be flaky, and likely to leave the establishment after only a few matches.

Applies all previous Stakes



Gold Stake

+$20

Shop/Buffoon Packs can have Rental Jokers. Each Rental Joker takes $1 from you after each round. Rental Jokers cannot be Eternal, but could be Perishable. The final rough third of your companions will continually pester you for cash so they can grab snacks, play more, or grab something from the gift shop. Disappoint them, and they'll likely leave the establishment.

Applies all previous Stakes

Optional Add-ons

You can take any number of these.



Off-Orange Stake

+$2

Booster Packs cost $1 more per Ante. In jump, Booster Packs cost an additional $1.

Requires Orange Stake or higher



Off-Gold Stake

+$2

-1 hand size. In jump, you cannot choose an Uncommon or Rare Standard card perk unless the number of Standard card perks you already have of its rarity is lower than the number of Standard card perks you already have of lower rarity.

Requires Gold Stake

Boss Blinds

You won't be competing against other people, for the most part! No, you'll be going up against rounds of scores you need to surpass in the form of Blinds. Each Ante is composed of 3 Blinds: a Small Blind, a Big Blind, and a Boss Blind, each requiring a greater score from you than the last. That score will also increase each Ante, going up and up and up until you either fail to meet the requirements and lose the game or beat Ante 8's special Finisher Boss Blind and win.

Non-Finisher Boss Blinds

Pick up to 7 of these, no repeats. Some of them give different amounts of cash. In the order you choose them, these will be the Boss Blinds you face in trying to win a game. You won't see other, randomly selected Boss Blinds until you win a game for the first time. (Until that point, if you took fewer Boss Blinds than the maximum, you'll run into effectless Blinds at the usual 2x base score.)

The Hook



Discards 2 random cards from your hand, after each hand played

Reward: +$1

The Ox



Playing your most played hand will set money to $0

Reward: +$1

The House



The first hand of cards is drawn completely face-down

Reward: +$1

The Wall



Extra large blind (double)

Reward: +$1

The Wheel



1 in 7 cards are drawn face-down throughout the round

Reward: +$1

The Arm



Decreases the level of Hand you play by 1.

Reward: +$1

The Club



All Club cards are debuffed

Reward: +$1

The Fish



Cards drawn face-down after a hand.

Reward: +$1

The Psychic



Hands must have five cards.

Reward: +$1

The Goad



All Spade cards are debuffed

Reward: +$1

The Water



Start the round with no discards

Reward: +$1

The Window



All Diamond cards are debuffed

Reward: +$1

The Manacle



-1 hand size for this round

Reward: +$1

The Mouth



Only one hand type can be played this round

Reward: +$1

The Plant



All face cards are debuffed

Reward: +$1

The Snake



After playing a hand or discarding cards, you always draw 3 more cards.

Reward: +$1

The Pillar



Cards played previously this ante (during Small and Big Blinds) are debuffed

Reward: +$2

The Head



All Heart cards are debuffed

Reward: +$1

The Tooth



Lose $1 per card played

Reward: +$1

The Flint



The base Chips and Mult for playing a poker hand are halved this round.

Reward: +$2

The Mark



All face cards are drawn face-down. (They can still be sorted by Suit.)

Reward: +$1

The Eye



Every hand played this round must be a different type, and not previously played this round. You will insist on novel strategies across your games, as if it is above your dignity to repeat a tactic or gimmick across games.

Reward: +$3

The Needle



Play only one, single hand (but halved required score). You will want to go for the plays that score the most points immediately, and will likely devalue any strategies that go against that (like using the Jokers DNA or Sixth Sense, for example).

Reward: +$3

Boss Blinds

Pick no more than 1 of these.

Amber Acorn



Flips and shuffles all Joker cards

Reward: +$1

Violet Vessel



Extremely large blind (triple)

Reward: +$2

Crimson Heart



One of your Jokers is disabled on every hand

Reward: +$2

Verdant Leaf



All cards debuffed until 1 Joker sold. You will disproportionately overvalue raw cash, and may sell cards unnecessarily or refuse good Shop picks before you've reached maximum interest.

Reward: +$3

Cerulean Bell



The Blind forces 1 random card in your hand to be selected, at all times. You are prone to fixate on a potential strategy and insist on using it, even disregarding later helpful options to do it.

Reward: +$3

Decks

Your Deck is a bit like your Origin, though they won't give any discounts. You can only buy 1!



Red Deck

Or the Blue Deck, or Black, or pretty much any other deck not listed below. What's important is that, in games, they have a mildly helpful effect... but, for the jump, they don't do anything special, and don't come with anything beyond the usual.

$0



Yellow Deck

Gain $10.

-$10



Magic Deck

You gain the Crystal Ball voucher and 2 The Fool cards for free. These cards can be used at any point.

-$12



Nebula Deck

Gain the Telescope voucher and a Jumbo Celestial Booster Pack for free.

-$12



Ghost Deck

-$4

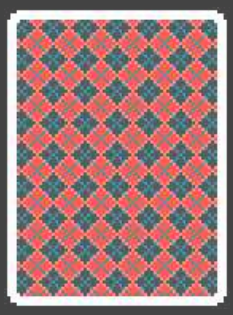
Spectral Booster Packs cost $4 for Normal, $6 for Jumbo, and $8 for Mega (the same as the other packs).



Abandoned Deck

+$5

This deck doesn't have any face cards in it, leaving it with 2-10 and Aces from each suit. You won't be seeing any familiar faces, either, as none of your companions can join you here. Taking this deck can give no more $ than you have companions who are now missing out (so, if you have two companions, it instead gives +$2, to a maximum of +$5).



Checkered Deck

-$4

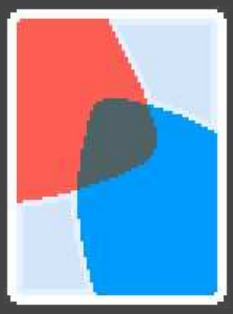
In games, the checkered deck has no Clubs or Diamonds cards, as they've all turned into Spades and Hearts respectively. In jump: between Standard Cards, Celestial Cards, Tarot Cards, and Spectral Cards, choose two card types. You cannot use those card types. Whenever you open a Booster Pack of either other card type, gain an additional card of that pack's type.



Zodiac Deck

-$6

Reduce the cost of Vouchers by $2.



Anaglyph Deck

-$5

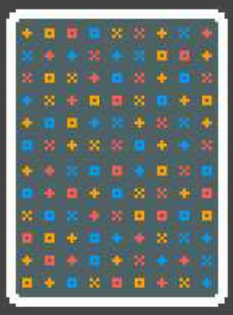
Gain 2 Tag Points.



Plasma Deck

-$5

In games, your Chips and Mult are balanced (averaged) just before calculating your score, in exchange for the Blind size doubling. In jump, after making your build and finishing your Tag selection, add your remaining cash and remaining Tag Points together, halve the new sum, and then square it. Use the result, in $, to make one final purchase. You can't make any purchases or use any cards for the rest of the jump after that.



Erratic Deck

+$5

Random mode! Erratic Decks have a different system for opening Booster Packs, as described in that section. Whenever in this jump you would gain your choice of a card because of the effect of a Tarot or Spectral card, or a Tag, instead randomly determine it.

(There are 9 Planet cards without the Observatory voucher, 12 Planet cards with the Observatory voucher, 22 Tarot cards, and 18 Spectral cards.)



Challenge Deck

+$5

You and all your companions are reduced to Body Mod, and with no items.

Jumper Deck

$0

This isn't just any old deck, it's *you*. Or, rather, it represents you and your journey as a jumper, turning your non-Body Mod perks, powers, items and such from previous jumps into cards. Each card's suit is its origin or category— for example, one for magical perks, one for technological perks, and so on— and its rank is its power or price. By putting perks in these cards, you'll lose them as perks for the duration of the jump. In games, though, there is no bonus or special effect.

(If you want guidance in assigning ranks: Free can be 2, 100cp can be 3–4, 200cp can be 5–6, 300cp can be 7, 400cp can be 8–9, 500cp can be 10, 600cp can be Jack or Queen, 800–900cp can be King, and 1000cp and above can be Ace.)



Vouchers

Vouchers are a kind of card, but they do not take up any slots, they can't be played, and they don't go in any decks directly. All the same, through the power of Jester Magic or whatnot, they grant some bonus just by having them on you. Each of the basic vouchers has an associated advanced voucher that requires it. Each voucher costs $10.

Overstock

In short? More options. Across shops, merchants, vending machines, and even limited advancement options like the level up screen from Vampire Survivors, you'll have more options to select from. If there are only a few, there's one more, but, if there are many, expect a ~50% increase.

Voucher



Overstock Plus

Even more options! The bonuses from Overstock go even further: +2 if few, and x2 if many.

Advanced Voucher



Clearance Sale

All monetary purchases will conveniently have sales on, reducing their effective price by 25%! This is only with real, in-world currency, of course, it won't work for cp or this jump's cash. (This voucher also won't affect any actual, organic sales of at least 25%.)

Voucher



Liquidation

Clearance Sales' discount becomes 50%, half-off. Additionally, you can take a discount on one purchase in this jump, halving its $ cost (rounding down).

Advanced Voucher



Hone

If there is some rare quality something can have independent of the usual 'Common – Rare' spectrum, like jokers having a chance to come with an edition or Pokémon having a chance to be shiny, the odds of you finding things with that quality double. Additionally, you gain a stipend of $4 to buy Joker perks with: Jokers paid for entirely by this stipend gain a random edition.

Voucher



Glow Up

Your odds double again, now quadrupled. The stipend doubles to $8.

Advanced Voucher



Reroll Surplus

'Rerolls', in whatever form they take, cost 20% less. This cannot reduce cp costs. It also does not provide a 'reroll' option where previously there wasn't one. If you have the Erratic Deck, double the number of cards you draw to choose from when opening Booster Packs.

Voucher



Reroll Glut

The 20% cost reduction on rerolls increases to 40%. To represent being able to find Joker cards with greater ease, all Joker cards cost $1 less for you to a minimum of $1.

Advanced Voucher



Crystal Ball

You can fit more space in bags, inventories, and the like. More consumable card slots, more inventory space, higher carry capacities... increased by one 'unit', where appropriate, or otherwise by about 50%.

Voucher



Omen Globe

If you open an Arcana Booster Pack, you may choose a Spectral card as if it were a Tarot card. No more than one Spectral card may be chosen per Arcana Booster Pack this way. You gain a $5 stipend to purchase Arcana Booster Packs with.

Advanced Voucher



Telescope

You may choose multiple of the same type of Planet card from a Celestial Pack.

Voucher



Observatory

The Secret Planets (Planet X, Ceres, Eris) are now available. Without this voucher, the Secret Planets cannot be selected, purchased, or interacted with in any way.

Advanced Voucher



Grabber

This is a simple '1-Up' perk: once per jump, when you die, you instead don't. Smells like fast food.

Voucher



Nacho Tong

You gain another such '1-Up' use per jump. Fast food workers seem to be afraid of it.

Advanced Voucher



Wasteful

You may purchase Spectral Booster Packs any number of times.

Voucher



Recyclomancy

Halve the $ cost of Spectral Booster Packs.

Advanced Voucher



Tarot Merchant

You may purchase Arcane Booster Packs any number of times.

Voucher



Tarot Tycoon

Halve the $ cost of Arcane Booster Packs.

Advanced Voucher



Planet Merchant

You may purchase Celestial Booster Packs any number of times.

Voucher



Planet Tycoon

Halve the $ cost of Celestial Booster Packs.

Advanced Voucher



Seed Money

Double the monetary interest from your investments.

Voucher



Money Tree

Instead of doubling the interest from your investments, triple it.

Advanced Voucher



Blank

Does nothing.

Voucher



Antimatter

This voucher removes the Joker perk limit. You can buy as many as you can afford.

Advanced Voucher



Magic Trick

You can now purchase the perks directly from Standard packs. Common perks cost $2, Uncommon perks cost $3, Rare perks cost $4, and you get a $5 stipend to buy them with.

Voucher



Illusion

Your Standard card perk stipend increases to $10. Each perk fully bought using this stipend gains a random enhancement, edition, or seal.

(See the other Tarot and Spectral cards for descriptions of these modifiers. If you want to leave it to a die roll, roll 1d100: 1–8 (Bonus), 9–13 (Mult), 14–18 (Wild), 19–24 (Glass), 25–30 (Steel), 31–36 (Stone), 37–42 (Gold), 43–48 (Lucky), 49–52 (Foil), 53–56 (Holographic), 57–60 (Polychrome), 61–63 (Negative), 64–68 (Gold Seal), 69–73 (Red Seal), 74–78 (Blue Seal), 79–83 (Purple Seal), 84–100 (Roll again twice; in the case of multiple enhancements, multiple editions, or multiple seals, use the latest rolled of each.)

Advanced Voucher



Hieroglyph

You can extend your deadlines by up to 12.5%. Think of it less like extending the deadline into the future and more like retroactively pushing your start date further back in time. Optionally, you can use this to double the Balatro jump duration into the next day (you'll be stuck in your Warehouse or equivalent from 4am to 8am, which is when the casino is closed).

Voucher



Petroglyph

Instead of 12.5%, you can extend your deadlines by up to 25%. You can also now extend your Balatro jump duration into a third day. Useful insurance if you suck at cards!

Advanced Voucher



Director's Cut

You may take any number of Boss Blinds. If you take more than 8 Boss Blinds, you need to win more Antes to win the game, which is especially dangerous thanks to the required score sums climbing quickly after Ante 8. Still can't take repeats.

Voucher



Retcon

Each Boss Blind you take gives an additional +$1.

Advanced Voucher



Paint Brush

You may purchase Standard Booster Packs any number of times.

Voucher



Palette

Halve the $ cost of Standard Booster Packs.

Advanced Voucher



Joker Cards

Joker cards are perk-like items that benefit whomever they're on. Some of 'em are popular with collectors, too! Unless you have the Antimatter voucher, you can only purchase up to 5 of these (though Negative Jokers won't count towards that limit). You can sell a Joker perk at any time for $0.

$1

Credit Card

Go up to $20 in debt for this jump. For each $ you are in debt, you will need to win an additional time... but, heed caution: after the relaxed tutorial I give you, any losses you incur before winning that many times will result in the loss of your chain, as if you died. Debt, huh? Who knew the card sharks were loan sharks, too. The card expires by the start of the next jump. Multiple copies of this perk are redundant.

Joker





$1

Mr. Bones

If you were at least somewhat close to not dying, this perk acts as a 1-Up: instead of dying, you instead live. However, it's cheap for a reason: once used, this perk is destroyed, gone for good, with no getting it back for a second use.

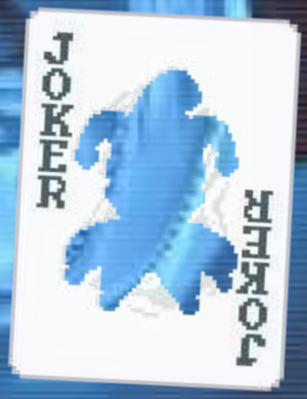
Joker

$3

Joker Stencil

The fewer perks you have, the more those perks are empowered. Be warned: unless this is a short chain, this perk will be almost useless by the end. Better get it early on and make the most of it.

Joker





$4

Golden Joker

This perk gives you some light passive income. It isn't tax deductible, but no governmental agencies are going to be crashing down your door asking where it came from.

Joker

$6

Oops! All 6s

This perk doubles the odds. Double the odds of 'critical hits', double %-chances in perks, that sort of thing, including for negative effects. In gacha-like systems, this doubles the odds of getting *something*, but won't do anything if you're already guaranteed something.

Joker



$8

Obelisk



It's all in the novelty, and resisting the temptation to rely on old tricks. Think of this perk as a snowball slowly rolling down a hill, picking up mass and power: the more you do (the more novel, strange combos and abilities you use), the more you push it, but going back and using old comfortable tricks, techniques, and styles will see that snowball smashed against the rocks... until you can start it rolling again, anyway. Its boost will aid these novel applications and combos, ideally helping them be as good as what you might otherwise default to.

Joker

$9

Showman

In the Balatro jump only, you can make repeat selections of Standard perks and repeat purchases of Jokers. Multiple instances of the Showman Joker (and many other non-logically stacking perks, like the Credit Card) are redundant. This perk is useless after the Balatro jump ends.

Joker





$10

8 Ball

Once per future jump, by playing 2 or more 8s in a hand or turn in a card game (including, say, playing 2 spells of mana value 8 in Magic: the Gathering), or by asking an 8 Ball for one, you gain 1 Planet card of your choice for free.

Joker

$12

Cartomancer

At the start of each future jump, you gain 1 Tarot card of your choice for free.

Joker





$12

Supernova

It is the dominion of planets and the celestial bodies to control interactions and all manner of reaction, and their influence can be trained like a muscle. Each of your combos will lightly, slowly, and individually grow in impressiveness and power the more they are used.

Joker

$13

Séance

Once per future jump, by playing a Straight Flush or equivalent in a card game, or by participating in a séance, you gain 1 Spectral card of your choice for free.

Joker



$14

Lucky Cat

Each critical hit you land or critical success you manage, in systems where those are possible, will add a marginal edge and just a little bit more *oomph* to all future critical hits/critical successes (though you might not notice it for a while, given how slight each individual increment is). You'll get less out of it for less impressive criticals, like having a guaranteed crit against a rat or from a system where crits are far more common than elsewhere (and, conversely, more impressive crits add more).

Joker



$18

Smeared Joker



All these categories can only stifle one's understanding of the greater whole, so why not smear the lines a little? Choose two sources or types of power (perhaps but not necessarily chosen from Magic, Chi, Psionics, and Technology, as this jump predominantly assumes): you now see that they are, fundamentally, the same source, and your use of them reflects that. Now that the boundary between sources is smeared, any benefits or penalties you have for one will apply to the other.

Joker

$1,000,000

Canio



You gain in power substantially but linearly as you murder. "How?" Murder clown magic. "What?" Well, it's simple: your power is multiplied by X(1 + the number of people you directly, personally murdered in your current jump). The multiplier resets after each jump. If you didn't know the person well, they might count as less than 1. That wasn't what you meant by 'What'? Don't know how you could be confused, this is all perfectly clear.

Legendary Joker

"Itene al diavolo!"

$1,000,000

Triboulet

Capstone perks boost and complement each other, especially when used actively and used together for the same purpose or effect. With multiple capstones used actively and together, the power of the effect can up to double per capstone.

Legendary Joker

"Would'st have me laugh?"



$1,000,000

Yorick

Yorick was just a poor buffoon trying his best, bringing jest and excellent fancy in this short span before he died, and now his macabre spirit empowers this card. Your power will gain a substantial, sudden boost every 23 years (Yorick's age when he died) such as that your power will double 23 years in, triple 46 years in, quadruple 69 years in, and so on. '23' will come up a lot with this guy.

Legendary Joker

"Be kind. I have only gibes, gambols, songs, and flashes of merriment."



$1,000,000

Chicot

This dude just doesn't care! You tell him to go somewhere and he'll make a snide comment and then beeline it there, and half the time he'll end up stopping by the Louvre partway through somehow anyway. No pretension can drag him down! In Balatro, Chicot can ignore Boss Blind effects other than those that you got $ for. In future jumps, Chicot can let you ignore certain debuffs and limitations. The less powerful the debuff, and the more abstract or invisible or indirect it is, the greater Chicot's odds of working are. You might end up surviving the Death Note without even knowing it.

Legendary Joker

"Allons."



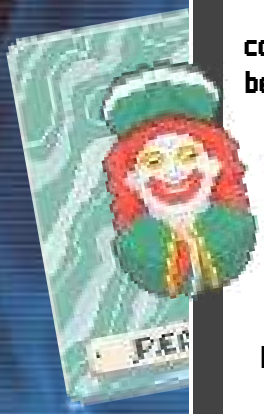
$1,000,000

Perkeo

Create a Negative copy of a random consumable item in your possession at the end of each year. This will work even if the copied consumable cost cp. An item is considered consumable if using it will destroy or render it unable to ever be used again, even if you are guaranteed to get another one back eventually through that *fiat* thing. An item being Negative means that it adds whatever capacity or space it takes up, effectively cancelling itself out in that capacity.

(Negative is an edition. A perk can take only one enhancement, one edition, and one seal. Adding a new enhancement, edition, or seal will override the last of its kind.)

Perkeo claims that perks were named after him. Ignore him. He lies.



Legendary Joker

"Why not?"

Booster Packs

You'll gain most of your perks in this jump from Booster Packs. There are four kinds of Booster Pack: Standard, Celestial, Arcana, and Spectral, and you can only purchase one Booster Pack of each kind. If you didn't pick the Erratic Deck, Normal Booster Packs contain 1 card, Jumbo Booster Packs contain 2 cards, and Mega Booster Packs contain 3 cards. You cannot double-up on cards: if you open a Mega Arcana Booster Pack, you need to choose 3 different Tarot cards. This is the main way to gain Standard, Planet, Tarot, and Spectral perks respectively. You select these cards/perks from their sections below, and then they are used immediately.

For Standard, Celestial, and Arcana packs, Normal, Jumbo, and Mega packs cost $4, $6, and $8 respectively. For Spectral packs, they cost $6, $9, and $12 respectively.

If you chose the Erratic Deck, it works a bit differently for non-Standard Booster Packs. Randomly find 3 different cards, or 5 different cards if you bought the Jumbo or Mega Pack. Then, gain 1 of them, or 2 of them if you picked the Mega Pack. Additionally, Spectral Packs now cost the same as the rest of the packs, but in exchange they have one fewer card to pick from (Choose 1 from 2; 1 from 4; 2 from 4).

Standard Cards

When you buy a Standard card, you get its Standard perk, which has more of a conventionally perk-like effect. The Rarity categories matter for a few effects but, if you're here from Booster Packs, you can ignore them.

Little Cassino (2 of Spades)

Perhaps you've been cheated one too many times, or perhaps you just know what it looks like from the other side, but you have a certain knack for spotting acts of cheating in games. It must be something that *can* be directly perceived, so you couldn't, say, tell that a die was weighted at a glance, but you've been trained to perceive all manner of legerdemain and card trickery.

Common Standard Perk

Devil's Bedpost (4 of Clubs)

You're pretty good with card magic. Not real magic, mind you, but the sort of card tricks you'd expect from a mundane world's 'magician'. Nothing world-class, but you have a level of skill here greater than what you'd expect from a hobbyist.

Common Standard Perk

Grace's Card (6 of Hearts)

You know the craft of cartomancy, that is, the practice of divination via cards. This comes with a developed understanding of all the cartomantic cards' associations, especially when it comes to the Minor and Major Arcana of Tarot. This perk won't introduce conventions of cartomancy where none otherwise exist (like trying to tell the future with baseball trading cards), nor will it make cartomancy actually work or have any power of divination more than what the local setting already allows.

Common Standard Perk

Beer Card (7 of Diamonds)

You're pretty handy at poker, aren't you? You're skilled at it, at least insofar as poker is a game of skill— no luck boosts here. Perhaps you've been playing with friends for a while? That would make sense, as you'd dominate in casual games but might still have trouble in large professional events. That's not all, though: being intoxicated won't impede your intellectual ability to play poker, though it certainly may still impede how your hand-eye coordination affects it.

Common Standard Perk

Curse of Scotland (9 of Diamonds)

You'll be playing lots of games here, right? Lots of games with lots of funny jesters, all in good fun. Only, I'm sure you'd become attached to some of these decks and the fascinating states you can get them to. Well, now, you can keep them with you: not to play with, no, not when it would provide some advantage anyway, but as keepsakes to remember those games by. You can keep all the decks you ended your games with into future jumps.

Common Standard Perk

Big Cassino (10 of Diamonds)

You have a knack for perceiving cheating, in a sense, but it works differently from Small Cassino. Instead of perceiving actions of cheating, this perk instead focuses on the physicality of altered equipment and fine senses. You can't catch a card cheater red-handed any easier, but you can tell if a die is weighted, magnetised, or tampered with by holding it and feeling its weight, or tell if a deck has more or fewer cards in it than it ought to have.

Common Standard Perk

Knave (Jack of Hearts)

You're expected to cheat at poker here, sure, but you've been cheating in far more conventional ways, and you've got some experience to back it up. You are skilled at cheating with cards and dice, meaning you are less likely to get caught cheating red-handed. That said, this perk won't help you with lying or hiding your intentions, even when those intentions are 'lots of cheating'.

Uncommon Standard Perk

Valet (Jack of Clubs)

When it comes to working with cards, buttons, dice, and matters of fine finger dexterity, if you can do it slow, you can do it fast. Hell, you can throw dice and read their numbers faster than might normally be feasible. This is a skill to be practised and, at the best of times, will roughly quadruple the speed of your dexterity.

Uncommon Standard Perk

Black Maria (Queen of Spades)

Sometimes, just sometimes, 'card magic' is an actual magic. You don't learn a new kind of magic with this, no, but you do learn how to channel any spells you already have through your cards as a focus. You could express your divination magic through Tarot, or perhaps you could cast a summoning spell through a Pokémon trading card and see what shape it takes.

Uncommon Standard Perk

Argine (Queen of Clubs)

Perhaps you were a rare card collector in a past life, for how well you can intuit or 'remember' what cards actually do in the games you play even when their on-card descriptions are severely lacking or even entirely absent. For example, you could look at a Magic: the Gathering card and 'remember' all of its current legal text, official notes, and rules information, or you could interpret a card written in another language well enough to play, or figure out what the mostly-textless Balatro cards actually do without needing a friendly buffoon to explain. Note that your understanding of a card has the natural ceiling of your understanding of the game itself.

Uncommon Standard Perk

Suicide King (King of Hearts)

A Joker card bearing your name, likeness, and a thematic ability will enter circulation in the casino floor after your time in this jump. Future jumpers on their own chains may find it in the Shop, or wherever else you can find a Joker of its rarity, and benefit from your forethought.

Uncommon Standard Perk

Man with the Axe (King of Diamonds)

Who doesn't love props? You can bring whole new physical pieces to a game and, unless particularly ridiculous, people will tend to simply go along with the addition and add sensible rules or mechanics for them that, at least at the time, seem balanced. This could involve using cards from one system in the game of another, or bringing your D&D miniatures to a game of chess, or involving a Monopoly board into a game of Scissors-Paper-Rock. The further these pieces are from something used in a game, the less this perk can help you.

Uncommon Standard Perk

Basto (Ace of Clubs)

The Spectral cards are a rather strange set, not based on anything in particular, either in theme or aesthetics. What, then, is their origin? Perhaps the answer lies in this perk: with it, you can take a set of cards or comparable game pieces of your own design and send it through the multiverse. That way, those pieces will be found in all future jumps, though the aesthetics may shift and the locals might have entirely different contexts to use them in (for example, your personal set of Spectral cards might be adapted into Yu-Gi-Oh! as real monsters, or your Spectral dice might be gambled with in a New Vegas casino).

Rare Standard Perk

Spadille (Ace of Spades)

What is Balatro, anyway? It isn't just a game, it's a process, a template to be applied to a game. Here, we see a modified version of Poker, one which involves lots of 'cheating', but where said cheating plays by its own sets of rules unable to be cheated. The game is given a whole new framing device and structure, one with far more jesters than before. Now, no more than once per future jump, you can apply this template elsewhere, to a local game from that world: perhaps a card game, dice game, board game, or, sure, even a video game. This change applies across the board, even when others play it. Since this is the new norm, though, beating people might not be any easier, since they have the same tricks as you.

Rare Standard Perk

Crispin (Ace of Hearts)

Ah yes, the Ace of *Heart*[s] *of the Cards*. This isn't quite the 'card luck' perk you'd expect from a description like that, but in a narrow sense it serves the same purpose: just like how, in a game, you will not find any Secret Planet cards without first playing them, and various Jokers will not start showing up in the Shops until their thematically appropriate unlock conditions are met, cards or other game elements are less likely to show up for you when they would not be of any use or fit into a gimmick that, until that point, had no way of being engaged.

Rare Standard Perk

Pig's Eye (Ace of Diamonds)

Independently of any bank or financial institution, your wealth will naturally pick up its own interest over time. You could have a dragon's hoard of gold hidden in a cave for centuries and check back generations later to find that, somehow, its hills of coin have only grown. The interest rate here is low and, more importantly, there is a sensible cap to how much wealth over time this perk will generate (regardless of how your wealth is distributed) appropriate to the wealth of the local setting at the time. It's 'natural interest'!

Rare Standard Perk

Planet Cards

Our star system's planets aren't just masses of rock and gas orbiting around the sun, they are the sovereigns over all manner of interaction and combination. Here, each Planet (and Pluto, it still counts in astrology) is associated with a particular poker hand and its type of combo. As far as the planets are concerned, a combo is any synergistic combination of perks, items, powers, traits, etc., regardless of their source, that accomplishes more than each of its components could have. When you pick a Planet card, you empower your use of any combos aligned with that Planet: whatever interactions made the combo worth pursuing work better together, and complications that make the combo finicky won't hold as much sway. Also, the more elaborate a combo is, or the trickier it is to pull off, the more the Planets can help. Upgrades from Planet cards persist and stack.

(Very roughly, in games, each Planet card increases a poker hand's Chips and Mult by an additive +50%. You may wish to use this rule of thumb as a baseline.)

For the purposes of the Planets: suits are sources of power like tech, magic, psionics, or chi (the *how*) and ranks are purposes or effects (the *what*). The names or aesthetics of these cards might change in future settings with different planets, but their functions and sovereignty cannot be deterred. Below, each Planet is given its associated class of combo, which is then described. They are introduced in order of increasing distance from the Sun.

No, not that one. If you have a Pair enhanced by Celestial providence, it might be, counterintuitively, a bad idea to throw in a third way of doing it (Three of a Kind), as its bonus would no longer apply. Be mindful.

Mercury

Levels up Pair. Pair combos are all about combining exactly 2 different constituents with the same or similar effects so they can achieve that effect better.

Planet





Venus

Levels up Three of a Kind. Three of a Kind combos are all about combining exactly 3 different constituents with the same or similar effects so they can achieve that effect better.

Planet

Earth

Levels up Full House. Full House combos are all about using one lesser effect to supplement or empower a different, dominant effect (so long as it is also not a Flush).

Planet





Mars

Levels up Four of a Kind. Four of a Kind combos are all about combining exactly 4 different constituents with the same or similar effects so they can achieve that effect better.

Planet

Jupiter

Levels up Flush. Flush combos are all about combining constituents of the same power source or suit, regardless of their effects. This combo is difficult to make work because of its disparate elements.

Planet





Saturn

Levels up Straight. Straight combos are all about bringing together 5 or more synergistic constituents whose combo effect requires all of them, regardless of the source or origin of those constituents (so long as it is not also a Flush).

Planet

Uranus

Levels up Two Pair. Two Pair combos are all about, simply, combining two different effects for a combo.

Planet





Neptune

Levels up Straight Flush. Straight Flush combos are all about bringing together 5 or more synergistic constituents whose combo effect requires all of them, and that also all share the same power source or suit.

Planet

Pluto

Levels up High Card. Of all the Planets and poker hand equivalents, only the High Card isn't a combo at all (except in the narrow sense of having a combo with Pluto himself): instead, you will slightly empower any time you use one 'constituent' that stands entirely on its own without any help. Because it is the easiest to achieve, the Pluto card is the least influential by far.

Planet



Secret Planets

The Secret Planets are only valid options to select if you have the Observatory voucher. Without it, these options may as well not be on the document. Because of this requirement, they are the most powerful Planets (though they would have been, regardless).



Ceres

Levels up Flush House. Full House combos are all about using one lesser effect to supplement or empower a different, dominant effect, both of which share a single source or suit.

Secret Planet

Eris

Levels up Flush Five. Flush Five combos are all about combining 5 or more different constituents with the same or similar effects so they can achieve that effect better, and that is also a Flush.

Secret Planet





Planet X

Levels up Five of a Kind. Five of a Kind combos are all about combining 5 or more different constituents with the same or similar effects so they can achieve that effect better (so long as it is not also a Flush).

Secret Planet

Tarot Cards

Presented in Major Arcana order. Various options herein generalise sources of power into magic, psionics, chi, and technology as the major four categories likely found across settings. If this assumption does not suit your chain, you are encouraged to alter it until it does. Once used, a Tarot card is destroyed.

0. The Fool



Creates the last Tarot or Planet card used, excluding The Fool. This new card will have the benefit that you can choose to use it whenever, instead of needing to use it upon purchase.

Tarot

I. The Magician



Enhances 2 of your perks into Lucky perks. A Lucky perk is now subject to chance, with one or more appropriate 'critical hit'-like effects. For example, an offensive ability will gain the ability to critically hit, wherein it has a small chance of dealing more damage or bypassing resistances or some other appropriate effect, though it doesn't need to be for combat.

(Lucky is an enhancement. A perk can take only one enhancement, one edition, and one seal. Adding a new enhancement, edition, or seal will override the last of its kind.)

Tarot

II. The High Priestess



Gain a Planet card of your choice for free. You do not need to use it immediately (but there's not much reason not to).

Tarot



III. The Empress

Enhances 2 of your perks to Mult perks. Mult perks have an expanded application, and are able to be used more widely. More width, with no change to depth.

(Mult is an enhancement. A perk can take only one enhancement, one edition, and one seal. Adding a new enhancement, edition, or seal will override the last of its kind.)

Tarot

IV. The Emperor

Creates 2 random Tarot cards. There is no cheating the odds, and luck perks won't help you. If you want to leave it to odds and not the narrative, there are 22 cards of the Major Arcana and they have associated numbers 0–21, so feel free to roll 1d22 - 1 to choose.

Tarot





V. The Hierophant

Enhances 2 of your perks to Bonus perks. Bonus perks are flatly more powerful versions of themselves. Whatever it did before, now it does it with more raw power and 'bigger numbers' with no change to *what* it can do or utility. More depth, with no change to width. This power boost does not depend on or scale with the power or cost of the perk being enhanced, meaning it is the most relatively influential on less powerful perks.

(Bonus is an enhancement. A perk can take only one enhancement, one edition, and one seal. Adding a new enhancement, edition, or seal will override the last of its kind.)

Tarot

VI. The Lovers



Enhances 1 of your perks to be a Wild perk. A Wild perk is highly adaptable in terms of its power source, origin, and the wide category of its application. For example, a perk that lets you cast a few magical cantrips can now just as easily let you cast those cantrips with your psionics, with your chi, with technology, or with whatever other power sources you might have available. You can also think of a Wild perk as being selectively affected by The Star, The Moon, The Sun, or The World as convenient.

(Wild is an enhancement. A perk can take only one enhancement, one edition, and one seal. Adding a new enhancement, edition, or seal will override the last of its kind.)

Tarot

VII. The Chariot



Enhances 1 of your perks to be a Steel perk. A Steel perk's main utility is unaffected, but it gains an appropriate and relevant passive effect that reaches its most useful when the perk isn't being used actively and won't do anything at all if the perk is continually and actively used. A perk that gives you the power of telepathy might also come with resistance to telepathic attack, or an automatic and passive reading of intention that feeds into your intuition. An activated form like that of the Super Saiyan might give a slight passive power boost, though very little compared to the actual transformation.

(Steel is an enhancement. A perk can take only one enhancement, one edition, and one seal. Adding a new enhancement, edition, or seal will override the last of its kind.)

Tarot

VIII. Justice

Enhances 1 of your perks to be a Glass perk. A Glass perk is empowered and boosted considerably, but it comes with a risk: the more you use it, and the more you benefit from the boost, the more you risk 'shattering' that perk and losing access to it for the rest of that jump. Once a perk is regained after shattering, it will no longer be a Glass perk.

(Glass is an enhancement. A perk can take only one enhancement, one edition, and one seal. Adding a new enhancement, edition, or seal will override the last of its kind.)

Tarot





IX. The Hermit

Double how much money you have. The gained currency retains the location and form of what was already there.

Tarot

X. Wheel of Fortune

I hope you like gambling! This card will substantially empower a random companion with a random edition. They could be empowered with raw power (Foil), greater application, utility, and flexibility (Holographic), or greater synergy and teamwork potential (Polychrome)— though it's entirely up to chance which it is. It's also accompanied by an impressive, and suppressible, visual change.

(Foil, Holographic, and Polychrome are editions. A companion can take only one edition, and cannot take enhancements or seals. Adding a new edition will override the last one.)

Tarot





XI. Strength

Subtly nudge the effect or specifics of 2 of your perks so as to better facilitate their utility in combos.

Tarot

XII. The Hanged One

Destroy up to 2 of your perks. While a perk is destroyed this way, perks similar to them are boosted to an extent based on the power of the destroyed perk and how much it had in common with others. You may reclaim destroyed perks at the start of each jump.

Tarot





XIII. Death

Select 2 perks of yours: select 1 to be copied, and 1 to receive. The receiving perk is altered: it keeps its power, cost, and the origin or source of its power, but its effect (what it's trying to do, even if it does it differently or on a different scale) changes to become like the copied perk's. If the copied perk had any modifiers, the receiving perk will gain all the same modifiers.

(Enhancements, editions, and seals are modifiers.)

Tarot

XIV. Temperance

You immediately gain a sum of currency, in whatever form, through whichever means, and to whatever sum is appropriate to the setting, that would provide a comfortable though not luxurious state of living for you and each of your companions for the length of the current jump. If used in the Balatro jump, it will apply at the start of your next non-gauntlet jump.

Tarot





XV. The Devil

Enhances 1 of your perks to be a Gold perk. A Gold perk gains a relevant and appropriate passive monetary effect that is most effective when the perk is not being actively used.

(Gold is an enhancement. A perk can take only one enhancement, one edition, and one seal. Adding a new enhancement, edition, or seal will override the last of its kind.)

Tarot

XVI. The Tower

Enhances 1 of your perks to be a Stone perk. A Stone perk's effects are streamlined, losing any of its utility, extra uses, utility in combos, and open-endedness in exchange for boosting their most straightforward effect to a substantial degree.

(Stone is an enhancement. A perk can take only one enhancement, one edition, and one seal. Adding a new enhancement, edition, or seal will override the last of its kind.)

Tarot





XVII. The Star

Choose 3 perks, powers, or items of yours that you have fully under control. Perhaps they were chi-based cultivation techniques, psionics-based telekinesis, or even magical proficiency, but now they deal in technology instead: engineering, chemistry, or Clarketech might become the source of their effects, or perhaps their proficiencies instead revolve around technological fields. Be creative. 'Technological telepathy' might not even require invasive surgery.

Tarot

XVIII. The Moon

Choose 3 perks, powers, or items of yours that you have fully under control. Perhaps they were chi-based cultivation techniques, technological knowledge, or even magical proficiency, but now they deal in psionics instead: psionics might become the source of their effects, or perhaps their proficiencies instead revolve around psionics. Be creative. Psionic cultivation, anyone?

Tarot





XIX. The Sun

Choose 3 perks, powers, or items of yours that you have fully under control. Perhaps they were psionics-based telekinesis, technological knowledge, or even magical proficiency, but now they deal in chi instead (or qi or ki or chakra or whatever else you want to call it): chi might become the source of their effects, or perhaps their proficiencies instead revolve around chi. Be creative. What do you think an *eldritch blast* cast from chi looks like?

Tarot

XX. Judgement

Create a random consumable item you've previously directly paid cp for.

Tarot





XXI. The World

Choose 3 perks, powers, or items of yours that you have fully under control. Perhaps they were chi-based cultivation techniques, psionics-based telekinesis, or even technological knowledge, but now they deal in magic instead: magic might become the source of their effects, or perhaps their proficiencies instead revolve around magic. Be creative. Magical Dyson spheres might work well.

Tarot

Spectral Cards

Once used, a Spectral card is destroyed. Used immediately by default. Pretty cool, though!

Familiar

Gain 3 Standard cards of rarity Uncommon or lower for free.

Spectral





Grim

Gain 2 Standard cards for free.

Spectral

Incantation

Gain 4 Common Standard cards for free.

Spectral





Talisman

Choose 1 of your perks to add a Gold Seal to. With a Gold Seal, the perk gains additional, active money-making utility: a crafting perk might result in more valuable products, a perk that teaches you a fighting style opens up profiting from using it as entertainment or in tournaments, and using it on a 'game system' perk might give a direct gold reward for each level up. The effect will be active, requiring some amount of effort.

(A perk can take only one enhancement, one edition, and one seal. Adding a new enhancement, edition, or seal will override the last of its kind.)

Spectral

Aura

Adds a Foil, Holographic, or Polychrome edition (determined at random) to one of your perks. Foil is like an amplified form of Bonus, Holographic is like an amplified form of Mult, and Polychrome boosts its teamwork potential and how easily it can combo with or slot into the efforts and abilities of other perks and other people, though they are all editions instead of enhancements.

(A perk can take only one enhancement, one edition, and one seal. Adding a new enhancement, edition, or seal will override the last of its kind.)

Spectral



Wraith

Before the end of the current jump, you'll have the opportunity to meet and recruit an original character as a companion for free. They will be from the current jump, as appropriate, and they'll be quite powerful or have a skillset deemed impressive though not world-class for the setting. In Balatro, this original character will be a jester, joker, clown, fool, mime, or buffoon. However, if you do actually recruit the companion, a terrible curse will afflict you: you will lose all of your wealth, all your currency, in that very moment, so you might want to 'cheat' the curse by spending your wealth or giving it to others beforehand.

Spectral



Sigil

Select a previous jump. Convert each of that jump's perks to use a single, random power source (like magic, technology, psionics, or chi, for example).

Spectral





Ouija

Select a previous jump. Convert each of that jump's perks to a single effect, à la Death. The effect chosen will be random, taken from the pool of effects from perks other than the chosen jump's. Their power remains appropriate for their pricing, and the source (or *how*) of the effect remains unchanged (only the *what*).

Spectral

Ectoplasm

Adds Negative to one of your actively consenting companions. This has two effects. First, optionally, they can appear with their colors reversed, as if a negative image in the visions of others. Secondly, they do not count toward the active companion count, and do not count towards various other limits like, for example, RPG party member limits or bringing more than one guest as your party 'plus one'.

(Negative is an edition. A perk can take only one enhancement, one edition, and one seal. Adding a new enhancement, edition, or seal will override the last of its kind.)

Spectral





Immolate

You can temporarily destroy up to 5 of the perks gained from the jump you're currently in. You will be financially remunerated with a moderate sum for the inconvenience, though precisely how much is a factor of the power of the immolated perks. Immolated perks will return in the next jump.

(Want an exact sum? If you want to have some fun figuring it out: how about, in 202X's USD, assuming conventional choice point structure, the sum of the perks' cp costs multiplied by a hundredth of the first perk's cost, multiplied by a hundredth of the second perk's cost, etc.)

Spectral

Ankh

Choose an actively consenting companion. Duplicate that companion, creating a new, identical companion with the same personality, memories, perks, the whole lot. Hopefully you've already figured out a way to resolve the inevitable moments of confusion or crises of identity. Editions are also copied, except for Negative.

Spectral





Deja Vu

Adds a Red Seal to 1 selected perk. It must be a perk that you can activate or actively use. Whenever actively used, it activates an additional time.

(A perk can take only one enhancement, one edition, and one seal. Adding a new enhancement, edition, or seal will override the last of its kind.)

Spectral

Hex

Add Polychrome to an actively consenting companion of your choice. Polychrome gives them an optional interesting visual effect, and boosts the potential of their abilities and powers to combo or work well with other abilities of theirs and of others.

(Polychrome is an edition. A perk can take only one enhancement, one edition, and one seal. Adding a new enhancement, edition, or seal will override the last of its kind.)

Spectral





Trance

Adds a Blue Seal to 1 selected perk. When it is used in a combo to accomplish a great feat (for example, defeating an important boss monster), that combo is slightly but permanently empowered.

(A perk can take only one enhancement, one edition, and one seal. Adding a new enhancement, edition, or seal will override the last of its kind.)

Spectral

Medium

Adds a Purple Seal to 1 of your perks. A perk with a purple seal will amplify and expand the changes made to that perk by Tarot cards.

(A perk can take only one enhancement, one edition, and one seal. Adding a new enhancement, edition, or seal will override the last of its kind.)

Spectral





Cryptid

Randomly select 8 of your perks. Choose exactly 1 of them. Gain a new perk that is an exact copy of the chosen perk. Nothing happens to the other perks.

Spectral

The Soul

If used in this jump, gain a Legendary Joker perk of your choice for free. If somehow used later, you will merely gain a Legendary Joker's entirely mundane card and not its perk.

Spectral





Black Hole

Slightly upgrade every combo type, as if you've taken each Planet card available to you at one-third of its usual effectiveness.

Spectral

Reward: Tags

While Tags are used in runs just as they are used in the game, they now have an additional use in this jump: they will occasionally be traded or won as trinkets or prizes on the casino floor. At the end of your stay in this jump, after all your selections and purchases, you can keep the tags you've earned as harmless novelties or you can trade them in for special effects at the gift shop. No double-ups, and they can't be saved for after the jump ends.

If you won at least one game, you gain 1 Tag Point (TP). If you also didn't somehow lose the jump, you gain 1 additional TP:
- if you've gained at least $15 from Boss Blinds
- for every advanced voucher you bought (i.e., those that required another voucher)
- a number of times equal to the lowest of the following: (
  - The number of Standard cards used
  - The number of Planet cards used
  - The number of Tarot cards used
  - The number of Spectral cards used)

This initial allowance cannot increase retroactively thanks to your choice of Tags.

Standard Perk Tags

2 TP  Top-up
Gain up to 2 Common Standard perks.

2 TP  Uncommon
Gain an Uncommon Standard perk.

3 TP  Rare
Gain a Rare Standard perk.

Edition Tags

3 TP  Negative
One Joker you gained this jump gains Negative. Negative is an edition that adds one of whatever slot its perk would take up.

3 TP  Foil
One Joker you gained this jump gains Foil. Foil is like Bonus, though an edition instead of an enhancement, and more powerful in how it expands the perk's raw strength.

3 TP  Holographic
One Joker you gained this jump gains Holographic. Holographic is like Mult, though an edition instead of an enhancement, and more powerful in how it expands the perk's utility.

3 TP  Polychrome
One Joker you gained this jump gains Polychrome. Polychrome is an edition that expands the perk's potential for teamwork and combos.

Pack Tags

3 TP  Coupon

Gather a pool of cards: it has a randomly selected Standard card for each Standard pack you opened, a randomly selected Planet card for each Celestial pack you opened, a randomly selected Tarot card for each Arcana pack you opened, and a randomly selected Spectral card for each Spectral pack you opened. Pick and gain one of that pool's cards for free. Roll dice to make random selections.

4 TP  Standard

Immediately open a free Normal Standard Pack.

4 TP  Meteor

Immediately open a free Normal Celestial Pack.

4 TP  Charm

Immediately open a free Normal Arcana Pack.

5 TP  Ethereal

Immediately open a free Normal Spectral Pack.

Cash Tags

These tags work best on any wealth you can keep between jumps.

1 TP  Investment

You will gain a small fortune of cash!... At the end of your next jump.

2 TP  Handy

Provides a monetary benefit, scaling in magnitude to just how much you'd gotten done this jump. It might not be much, but it might be a small fortune if you've gone above and beyond what was asked of you.

2 TP  Garbage

Provides a monetary benefit, scaling in magnitude to your initiative and ability to work with what you've been given as demonstrated in this jump.

2 TP  Speed

Gives a monetary benefit, scaling in magnitude to how quickly you were able to get through your games as well as to how many Boss Blind slots you didn't fill.

3 TP  Economy

Double how much money you have, to a maximum of gaining a small fortune.

Miscellaneous Tags

X TP Buffoon

Take along X friendly jokers you've met as companions, for free. They could alternatively be the personifications of your (presumably face or ace) cards, or one of the more personable Tarot cards. If you bought their associated card through the jump, and it isn't a consumable, they benefit from its effect innately.

X TP D6

As your final Tag selection, pick exactly 6 unpurchased Tags that cost 2X or less TP, and number them 1 to 6. Roll 1d6 and gain the associated Tag for free. In the case of variable cost Tags, their X equals this Tag's X.

X+1 TP Double

Double up on another chosen tag of price X TP. Doubling Double won't do anything.

1 TP Juggle

You learn how to juggle! You're pretty good at it, too. Yes, that's it.

1 TP Voucher

Make a last-minute purchase of a voucher of your choice, at your usual price, but with the option of converting TP into $ at a 1:1 ratio.

3 TP Orbital

Select a random power/perk combo that you could do but never have. Gain 2 of that combo's associated Planet card, but they only apply for that specific combo.

4 TP Boss

It seems you aren't quite done here! One final match with a special limitation and, at its end, one final Finisher Boss Blind. So, you ask, what is its effect? In short: none of the tags or Planet, Tarot, Spectral or Joker cards you picked or activated in any of your previous games this jump will show up (in the Shop, in Packs, or anywhere else). Furthermore, no perks, items, or companions that aided you in previous games will be of any use here. When you get to the Finisher Boss Blind, every card you played previously in that run is debuffed. Reading this, you might be thinking that it'd be better to not play any previous games at all to give yourself the best chances, but not quite, because it turns out you're up against a cheater. Your best chances are to play widely and play well, and to be a good sport, so the clowns on the casino floor can give you the assistance and blatant outsider help/cheating you need. If you win, gain 5 TP.



YOU WIN!!!

One way or another, that's the end of your stay in the jump! You can't stick around here permanently (you aren't cool enough), but feel free to go back home or to continue your chain. Probably that second one, knowing you lot.