Printing this PnP 101:

You should print each page as a single page, on the heaviest weight paper or cardstock you can get your hands on. Be careful - these pages will not line up right to print double-sided, and you'll need the extra stability for all the shuffling.

Grab 100 clear trading card sleeves (such as Dragon Shields or Ultra Pro Deck Protectors)

Cut out each card from each page, and pair:

Every FAUSTIAN JOKER is double-sided, so the face and the back should be the same.

The OLD SCRATCH's REWARD card is also double-sided, so the face and the back should be the same.

The OLD SCRATCH WANTS card is also double-sided, so the face and the back should be the same.

The SCRATCH'S BREAKER card is also double-sided, so the face and the back should be the same.

There are two THE SCORE cards: One open on the right side, and one on the left side. The two versions should be sleeved together, so when the cards are placed next to each other, they form a gold box for The Score to rest in.

The RIGHTS TO THE SCORE card has the SCRATCH'S SC0RE TAGLINE card as a back.

All other cards will have the default back paired with it.

Use double-sided tape to attach the backs and fronts of each card to each other, and place each in a clear sleeve. If the cards don't feel stable enough, flimsy card decks from a dollar store can be good to tape the fronts and backs onto.

FAUSTIAN JOKERS and every card with the default back get shuffled together to be the main deck. The OLD SCRATCH WANTS, OLD SCRATCH'S REWARD, THE RIGHTS TO THE SCORE, and the two THE SCORE cards (placed next to each other to form the picture of a box) stay on the table.

If you have a dry erase or wet erase marker, you can use them on the OLD SCRATCH WANTS card to keep track of the Wanted Card of the Round and the current Multiplier.

You do not need to print this page to assemble the game: start printing with page 2

If you need to find what these cards look like, check the rulebook.