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CMS.608 / CMS.864 Game Design
Spring 2008

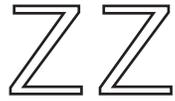
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KEEPER

KEEPER

When you play this card, place it face-up anywhere on the board.

ZZ

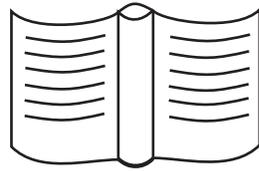


KEEPER

KEEPER

When you play this card, place it face-up anywhere on the board.

BOOK

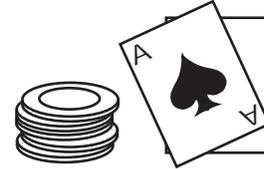


KEEPER

KEEPER

When you play this card, place it face-up anywhere on the board.

GAMES



KEEPER

KEEPER

When you play this card, place it face-up anywhere on the board.

HAND



KEEPER

KEEPER

When you play this card, place it face-up anywhere on the board.

MIND

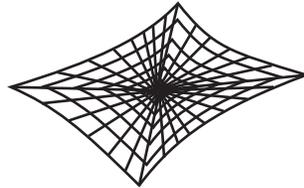


KEEPER

KEEPER

When you play this card, place it face-up anywhere on the board.

NET



KEEPER

KEEPER

When you play this card, place it face-up anywhere on the board.

RR

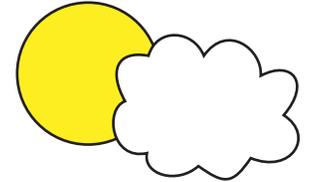


KEEPER

KEEPER

When you play this card, place it face-up anywhere on the board.

SUN

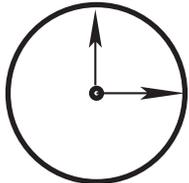


KEEPER

KEEPER

When you play this card, place it face-up anywhere on the board.

TIME

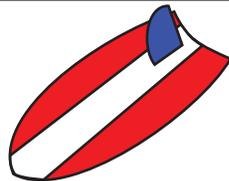


KEEPER

KEEPER

When you play this card, place it face-up anywhere on the board.

SURFBOARD



RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

TOKEN LIMIT 1

If it isn't your turn, you can only have 1 Token in play. Discard any extras immediately.

You may place new Tokens during your turn as long as you discard all but 1 at the end of your turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

TOKEN LIMIT 2

If it isn't your turn, you can only have 2 Tokens in play. Discard any extras immediately.

You may place new Tokens during your turn as long as you discard all but 1 at the end of your turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

TOKEN LIMIT 3

If it isn't your turn, you can only have 3 Tokens in play. Discard any extras immediately.

You may place new Tokens during your turn as long as you discard all but 3 at the end of your turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

TOKEN LIMIT 4

If it isn't your turn, you can only have 4 Tokens in play. Discard any extras immediately.

You may place new Tokens during your turn as long as you discard all but 4 at the end of your turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

TOKEN LIMIT 5

If it isn't your turn, you can only have 5 Tokens in play. Discard any extras immediately.

You may place new Tokens during your turn as long as you discard all but 5 at the end of your turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

TOKEN LIMIT 6

If it isn't your turn, you can only have 6 Tokens in play. Discard any extras immediately.

You may place new Tokens during your turn as long as you discard all but 6 at the end of your turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

HAND LIMIT 0

If it isn't your turn, you can only have 0 cards in hand. Discard any extras immediately.

You may draw new cards during your turn as long as you discard all at the end of your turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

HAND LIMIT 1

If it isn't your turn, you can only have 1 card in hand. Discard any extras immediately.

You may draw new cards during your turn as long as you discard all but 1 at the end of your turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

HAND LIMIT 2

If it isn't your turn, you can only have 2 cards in hand. Discard any extras immediately.

You may draw new cards during your turn as long as you discard all but 2 at the end of your turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

HAND LIMIT 3

If it isn't your turn, you can only have 3 cards in hand. Discard any extras immediately.

You may draw new cards during your turn as long as you discard all but 3 at the end of your turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

DRAW 2

Draw 2 cards your turn.

The person who played this card should immediately draw extra cards (if needed) so that they have drawn 2 cards this turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

DRAW 3

Draw 3 cards your turn.

The person who played this card should immediately draw extra cards (if needed) so that they have drawn 3 cards this turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

DRAW 4

Draw 4 cards your turn.

The person who played this card should immediately draw extra cards (if needed) so that they have drawn 4 cards this turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

DRAW 1

Draw 1 card your turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

PLACE 3

Place 3 cards on the board your turn.

The person who played this card should immediately place extra cards (if needed) so that they have placed 3 cards this turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

PLACE 4

Place 4 cards on the board your turn.

The person who played this card should immediately place extra cards (if needed) so that they have placed 4 cards this turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

PLACE 2

Place 2 cards on the board your turn.

The person who played this card should immediately place extra cards (if needed) so that they have placed 2 cards this turn.

RULE

RULE

PLACE 1

Place 1 card on the board your turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

PLACE ALL

Place ALL the cards in your hand on the board your turn.

The person who played this card should immediately place extra cards (if needed) so that they have placed all their cards this turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

MOVE 2

Move your token(s) 2 spaces total. You may split the 2 moves between multiple tokens.

The person who played this card should move tokens (if needed) so that they have moved 2 spaces this turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

MOVE 3

Move your token(s) 3 spaces total. You may split the 3 moves between multiple tokens.

The person who played this card should move tokens (if needed) so that they have moved 3 spaces this turn.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

MOVE 4

Move your token(s) 4 spaces total. You may split the 4 moves between multiple tokens.

The person who played this card should move tokens (if needed) so that they have moved 4 spaces this turn.

RULE

RULE

MOVE 1

Move one of your tokens one space this turn.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

USE WHAT YOU TAKE

Randomly select a card from another player's hand and place it.

RULE

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

NONE SHALL PASS

Tokens may not move through squares occupied by opponent tokens.

At the end of each turn, remove all tokens from any square occupied by more than one token.

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

REVERSE ORDER

After the current player's turn, play proceeds in the opposite direction.

If this card is discarded, the original turn order is restored.

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

NO HAND BONUS

If you have no cards in your hand at the beginning of your turn, draw 3 cards before observing the current Draw rules.

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

NO TOKEN BONUS

If you have no tokens on the board at the beginning of your turn, place 2 additional tokens on a Goal before observing current Draw/Place/Move Rules.

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

FIRST PLAY RANDOM

At the beginning of your turn, the player on your left decides where on the board your first card will be placed and then randomly selects the first card from your hand.

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

DOUBLE AGENDA

A second Goal can now be played on this square. After this, whoever plays a new Goal must choose which of the current Goals to discard. You win if you satisfy either Goal. (In case of a tie, continue play until a clear winner emerges.)

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

X = X + 1

Any time a numeral is seen on a card, add one to that number. For example, Draw 2 becomes Draw 3, but "Draw one card" is unchanged.

This *does* affect the Basic rules.

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

BORDERS BONUS

Any time someone not playing the game asks about the game, everybody draws 1 card.

RULE

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

JUMP

When you move a token, only activate the card it lands on. Do not activate cards that are passed over by this move. You may not move that token again this turn.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

PLACE 1 TOKEN

Place 1 token on this square.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

PLACE 1 TOKEN

Place 1 token on this square.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

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Place 1 token on this square.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

PLACE 1 TOKEN

Place 1 token on this square.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

MITOSIS

Remove the token on this square and place a token on each of two adjacent squares. Those two squares are immediately activated by the tokens spawned on them in the order you choose.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

MITOSIS

Remove the token on this square and place a token on each of two adjacent squares. Those two squares are immediately activated by the tokens spawned on them in the order you choose.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

TELEPORT

Move the token on this square to any other square on the board. That square is immediately activated.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

TELEPORT

Move the token on this square to any other square on the board. That square is immediately activated.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

RULES RESET

Discard all new Rules in play.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

RULES RESET

Discard all new Rules in play.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

SCRAMBLE KEEPERS

Gather up all Keeper tiles on the board, shuffle them together, and distribute them randomly among their original positions.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

SCRAMBLE KEEPERS

Gather up all Keeper tiles on the board, shuffle them together, and distribute them randomly among their original positions.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

TRADE HANDS

Trade all the cards in your hand with another player.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

TRADE HANDS

Trade all the cards in your hand with another player.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DRAW 2 AND USE 'EM

Draw 2 cards from the deck and place them immediately.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DRAW 2 AND USE 'EM

Draw 2 cards from the deck and place them immediately.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DRAW 2 AND USE 'EM

Draw 2 cards from the deck and place them immediately.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

TAXATION!

Everyone must give you one card.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

TAXATION!

Everyone must give you one card.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

TAXATION!

Everyone must give you one card.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

GO FISH!

Name a card; if anyone has that card, they must give it to you.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

GO FISH!

Name a card; if anyone has that card, they must give it to you.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

EVERYBODY GETS 1

Set your hand aside. Draw 1 card for each player playing. Distribute 1 card to each player as you choose.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

EVERYBODY GETS 1

Set your hand aside. Draw 1 card for each player playing. Distribute 1 card to each player as you choose.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

EVERYBODY GETS 1

Set your hand aside. Draw 1 card for each player playing. Distribute 1 card to each player as you choose.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

MITOSIS

Remove the token on this square and place a token on each of two adjacent squares. Those two squares are immediately activated by the tokens spawned on them in the order you choose.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

TRASH A KEEPER

Remove a Keeper from the board.

Tokens on the Keeper are unaffected.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

LET'S DO THAT AGAIN!

Search through the Discard pile for an Action or Rule card and place it.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

LET'S DO THAT AGAIN!

Search through the Discard pile for an Action or Rule card and place it.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

REMOVE A SQUARE

Remove a Goal, Action, Rule, or Keeper from the board.

Tokens on the removed square are unaffected.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

MITOSIS

Remove the token on this square and place a token on each of two adjacent squares. Those two squares are immediately activated by the tokens spawned on them in the order you choose.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

TRASH ALL KEEPERS

Remove all Keepers from the board.

Tokens on Keepers are unaffected.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DESTROY THIS TOKEN

Remove the token that activates this card from the board immediately.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

USE WHAT YOU TAKE

Randomly select a card from another player's hand and place it.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

OBLITERATE A KEEPER

Remove a Keeper, and all the tokens on it, from the board.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

OBLITERATE A KEEPER

Remove a Keeper, and all the tokens on it, from the board.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DISCARD AND DRAW

Discard your hand, then draw the same number of cards as were in your hand.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

TRASH A KEEPER

Remove a Keeper from the board.

Tokens on the Keeper are unaffected.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

REMOVE A SQUARE

Remove a Goal, Action, Rule, or Keeper from the board.

Tokens on the removed square are unaffected.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

LET'S SIMPLIFY!

Remove up to half of the new Rule cards in play.

The removal of the Rules goes immediately into effect. (i.e. if Draw 3 is removed, Draw 1 is immediately effective instead.)

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

LET'S SIMPLIFY!

Remove up to half of the new Rule cards in play.

The removal of the Rules goes immediately into effect. (i.e. if Draw 3 is removed, Draw 1 is immediately effective instead.)

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

TAKE ANOTHER TURN

Immediately take another turn. Do not complete the current turn.

(Limits do not apply between current and new turn; apply Limits only at the end of the new turn.)

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

TAKE ANOTHER TURN

Immediately take another turn. Do not complete the current turn.

(Limits do not apply between current and new turn; apply Limits only at the end of the new turn.)

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DISCARD AND DRAW

Discard your hand, then draw the same number of cards as were in your hand.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DISCARD AND DRAW

Discard your hand, then draw the same number of cards as were in your hand.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

EXCHANGE KEEPERS

Swap the locations of two Keeper squares on the board.

Tokens on these locations remain on those locations.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

EXCHANGE KEEPERS

Swap the locations of two Keeper squares on the board.

Tokens on these locations remain on those locations.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

EXCHANGE TOKENS

Swap one of the tokens you currently have in play with an opponent's token on the board.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

EXCHANGE TOKENS

Swap one of the tokens you currently have in play with an opponent's token on the board.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

USE WHAT YOU TAKE

Randomly select a card from another player's hand and place it.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DESERTION

Replace an opponent's token on the board with an unplaced token of your own.

If you have no unplaced tokens remaining, simply remove an opponent's token from the board.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DESERTION

Replace an opponent's token on the board with an unplaced token of your own.

If you have no unplaced tokens remaining, simply remove an opponent's token from the board.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DESERTION

Replace an opponent's token on the board with an unplaced token of your own.

If you have no unplaced tokens remaining, simply remove an opponent's token from the board.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DESERTION

Replace an opponent's token on the board with an unplaced token of your own.

If you have no unplaced tokens remaining, simply remove an opponent's token from the board.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

BLIGHT

Remove all eight adjacent squares.

Tokens on these squares are unaffected.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DESTROY THIS TOKEN

Remove the token that activates this card from the board immediately.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

TRASH A RULE

Discard one of the Rules currently in play.

The effects of the removed Rule are immediate. (e.g. if Draw 2 is removed, Draw 1 is immediately effective.)

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

TRASH A RULE

Discard one of the Rules currently in play.

The effects of the removed Rule are immediate. (e.g. if Draw 2 is removed, Draw 1 is immediately effective.)

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

USE WHAT YOU TAKE

Randomly select a card from another player's hand and place it.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DRAW 3 PLACE 2

Draw 3 cards and place 2 of them. Discard the unused card.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DRAW 3 PLACE 2

Draw 3 cards and place 2 of them. Discard the unused card.

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DRAW 3 PLACE 2

Draw 3 cards and place 2 of them. Discard the unused card.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

EMPTY THE TRASH

Shuffle the Discard pile into the Draw pile. Start a new Discard pile with this card.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

EMPTY THE TRASH

Shuffle the Discard pile into the Draw pile. Start a new Discard pile with this card.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

NO LIMITS

Discard all Limit Rules currently in play.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

NO LIMITS

Discard all Limit Rules currently in play.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

REMOVE A TOKEN

Remove an opponent's token from the board.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

REMOVE A TOKEN

Remove an opponent's token from the board.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DESTROY THIS TOKEN

Remove the token that activates this card from the board immediately.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DESTROY THIS TOKEN

Remove the token that activates this card from the board immediately.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

I NEED A GOAL

Every player that can must give you a Goal card. For each player that cannot, draw a card. Choose one of the received cards to keep in your hand and discard the rest.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

I NEED A GOAL

Every player that can must give you a Goal card. For each player that cannot, draw a card. Choose one of the received cards to keep in your hand and discard the rest.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

MOVE 1 MORE

Move 1 additional space this turn.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

MOVE 1 MORE

Move 1 additional space this turn.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

MOVE 3 MORE

Move 3 additional spaces this turn.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

MOVE 3 MORE

Move 3 additional spaces this turn.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DESTROY THIS TOKEN

Remove the token that activates this card from the board immediately.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

DESTROY THIS TOKEN

Remove the token that activates this card from the board immediately.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

AVERSION

Every token of yours currently occupying a Keeper square must move to one of the four adjacent squares.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

AVERSION

Every token of yours currently occupying a Keeper square must move to one of the four adjacent squares.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

AVERSION

Every token of yours currently occupying a Keeper square must move to one of the four adjacent squares.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

AVERSION

Every token of yours currently occupying a Keeper square must move to one of the four adjacent squares.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

MIND CONTROL

Select an opponent's token and move it one space.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

MIND CONTROL

Select an opponent's token and move it one space.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

MIND CONTROL

Select an opponent's token and move it one space.

ACTION

ACTION

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

MIND CONTROL

Select an opponent's token and move it one space.

ACTION

ACTION

When you land on or pass over this card, do whatever it says. Then remove the card from the board and place it in the Discard pile.

CUT THE BRAKES!

This token jumps to the edge of the board in the direction it is currently moving in and activates the square it lands on.

ACTION

ACTION

When you land on or pass over this card, do whatever it says. Then remove the card from the board and place it in the Discard pile.

CUT THE BRAKES!

This token jumps to the edge of the board in the direction it is currently moving in and activates the square it lands on.

ACTION

ACTION

When you land on or pass over this card, do whatever it says. Then remove the card from the board and place it in the Discard pile.

CUT THE BRAKES!

This token jumps to the edge of the board in the direction it is currently moving in and activates the square it lands on.

ACTION

ACTION

When you land on or pass over this card, do whatever it says. Then remove the card from the board and place it in the Discard pile.

CUT THE BRAKES!

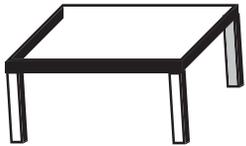
This token jumps to the edge of the board in the direction it is currently moving in and activates the square it lands on.

KEEPER

KEEPER

When you play this card, place it face-up anywhere on the board.

TABLE

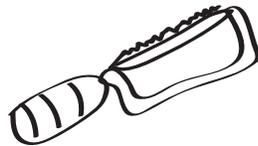


KEEPER

KEEPER

When you play this card, place it face-up anywhere on the board.

TOOL



KEEPER

KEEPER

When you play this card, place it face-up anywhere on the board.

TOP

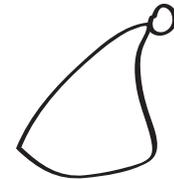


KEEPER

KEEPER

When you play this card, place it face-up anywhere on the board.

HAT



KEEPER

KEEPER

When you play this card, place it face-up anywhere on the board.

TRICK



GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

BRIDGE

The player with tokens on Games and more tokens on Trick than any other player wins.



GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

PRESTIDIGITATION

The player with tokens on both Hand and Trick wins.



GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

DUNGEONS & DRAGONS

The player with tokens on both Table and Top wins.

GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

ENGINEERING

The player with tokens on both Hand and Tool wins.

GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

TOOLTIME

The player with tokens on both Tool and Time wins.

GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

PUNT

The player with tokens on both Games and Net wins.

GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

DAYDREAMING

The player with tokens on both Sun and Sleep wins.

GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

HANDBOOK

The player with tokens on both Hand and Book wins.

GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

MIND GAMES

The player with tokens on both Mind and Games wins.

GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

MIT

The player with tokens on ONLY two of Sleep, Book, and Games wins.

A player does not win if they have tokens on all three.

GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

BOARD GAMES

The player with tokens on both Board and Games wins.

GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

MENS ET MANUS

The player with tokens on both Mind and Hand wins.

GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

PROCRASTINATION

The player with a token on Book wins if Time is not on the board.

GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

TIME PARADOX

The player who removes Time from beneath another player's token wins.

GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

RIDE THE WAVES

The player with tokens on both Sun and Surfboard wins.

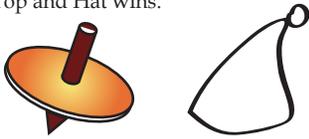
GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

BOWLER

The player with tokens on both Top and Hat wins.



GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

LA GRANGE

The player with tokens on both Sleep and Top wins.



GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

THINKING CAP

The player with tokens on both Mind and Hat wins.



GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

HAT TRICK

The player with tokens on both Trick and Hat wins.



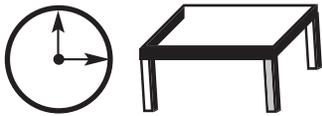
GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

ITINERARY

The player with tokens on both Time and Table wins.



GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

HACK

The player with tokens on both Tool and Trick wins.



GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

SUMMER VACATION

The player with tokens on both Sun and RR wins.

GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

BARREL ROLL!

The player with tokens on both Sleep and RR wins.

GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

CATCH SOME Z'S

The player with tokens on both Net and Sleep wins.

GOAL

GOAL

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

INFORMATION SUPERHIGHWAY

The player with tokens on both Net and Surfboard wins.