

Move neighbors back

All neighboring players to you must move towards the start (distance to the start decreases by 1), they choose where to. If there is no path for them, they don't move.

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Move coexisting away

Move players on the same tile as you by one space, you decide where they move.

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Move players on the same tile as you by one space, you decide where they move.

Draw two and place apart

Draw 2 random tiles and place both of them such that they aren't neighboring one another.

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Draw 2 random tiles and place both of them such that they aren't neighboring one another.

Move two others together

Bring two other neighboring players onto one of their tiles, or bring two players, each connected to a tile between them, onto that tile between them.

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Move by two

You can move by two spaces when it's your turn, but you cannot do so through another player. Pause mid-move if you hit a tile with a symbol. If you lose this ability mid-move, do not finish the move.

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Flip

Draw two random tiles and choose which one to place.
Return the unused one back.

Flip

Draw two random tiles and choose which one to place.
Return the unused one back.

Swap tiles

Swap any two unoccupied tiles that neighbor each other while keeping their orientations and directions.

Swap tiles

Swap any two unoccupied tiles that neighbor each other while keeping their orientations and directions.

Replace with random

Replace any unoccupied tile with a new random tile, point to the targeted tile before drawing the new tile.

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Replace any unoccupied tile with a new random tile, point to the targeted tile before drawing the new tile.

Two pawns

You have 2 pawns and can move with both of them independently by one space during your turn. If you gain this mid-game, duplicate your pawn in place. If you lose this mid-game, choose which pawn to keep.

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Rotate

Rotate any tile in any direction and with any amount of your choosing.

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Jump

You can jump to a neighboring tile when there is no connection between them. You cannot jump to the end.

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You can jump to a neighboring tile when there is no connection between them. You cannot jump to the end.

Draw two random

Draw 2 random tiles, choose which one to place (connect it to existing tiles) and return the unused one.

Draw two random

Draw 2 random tiles, choose which one to place (connect it to existing tiles) and return the unused one.

Move neighbors away

All neighboring players to you must move away from you (not towards nor parallel to you), you choose where to. If there is no path for them to use, they don't move.

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Switch with neighbor

Switch places with a neighboring player(a player on a neighboring tile).

Switch with neighbor

Switch places with a neighboring player(a player on a neighboring tile).

Move other player

You can move any other player by 1 tile. You cannot use this ability on the same player two turns in a row.

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Leapfrog over neighbor

You can leapfrog over a neighboring player (a player on a neighboring tile), moving to any connected tile beyond.

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