

Change:
You skip a turn

Keep this card in front of you until it is your turn. When it becomes your turn, put this card in a discard pile and don't play for that turn. When it becomes your turn again, you play normally.

Change:
Your choice skips turn

Choose another player who will skip a turn. Place this card in front of them until it is their turn. When it becomes their turn, they should put this card in a discard pile and don't play. When it becomes their turn again, they play normally.

Change:
Everyone discards one

Tough luck, you are going back to the start.

On the bright side, once you draw this card (which probably happened just now), remove it completely from the game. That way no one (including you) can suffer the same fate for the rest of the game.

Change:
Turn direction

Change the direction in which the game is played. The next turn will be played by the player that is just before you.

If there are only two players playing, the player who reveals it plays again right now.

Change:
You play again

It is your turn again and you can move, draw, etc.

If you got this card and it wasn't your turn, it is now your turn and you can move, draw, etc. The round continues as normal after you (it will be the turn of the next player after you).

Change:
Nearest to start plays now

The player who is closest to the start of the game starts his turn now. After his turn, the game then continues in the same direction as before from that player.

If there are multiple players that are the same smallest distance from the start, nothing happens.

Change:
Nearest to end skips turn

The player closest to the end skips a turn. Place this card in front of them. On their turn, they should put this card in a discard pile and not play. On their next turn, they play normally.

If there are multiple players that are the same smallest distance to the end, they all skip their turns. Place this card in front of the last one.

Board:
Discover around end

You must draw new random tiles to place around the end. You choose how they are placed (side, rotation, connections).

If the end tile is already surrounded by 6 tiles, nothing happens.

Board:
Discover around players

Every player must draw random new tiles to place around their current position. They choose how the tiles are placed (side, rotation, connections).

If a player's current tile is already surrounded by 6 tiles, they don't have to do anything.



Board:

Flip near all players

You must choose a flipping direction in advance. Flip all tiles which currently neighbor player pawns in that direction.

If there are multiple players neighboring a single tile, the effect doesn't stack (e.g. you don't flip multiple times).

Board:

Rotate near all players

You must choose a direction and an amount in advance. Rotate all tiles which currently neighbor player pawns in that direction and with that amount.

If there are multiple players neighboring a single tile, the effect doesn't stack (e.g. you don't rotate multiple times).

Board:

Postpone the end

Put a new random tile where the end tile currently is, you choose its orientation and side. Then place the end tile next to that new tile (there doesn't need to be any connection between the new and the end tile).

If the end tile is already surrounded by 6 tiles, nothing happens.

Board:

Swap start and end

Switch the start and end tiles, meaning that you now have to get back to where you started. Everything else remains the same.

If anyone is currently on the start tile or on any tile neighboring the start, discard this card immediately and nothing happens.
If there are tokens on or connected to the current start tile, discard them.

Board:

Rotate under players

Choose a direction and an amount in advance. Rotate all tiles which a player is currently standing on in that direction and with that amount.

If there are multiple players on a single tile, the effect doesn't stack.

Switch:

Nearest to end

You must switch places with the player closest to the end of the game.

If there are multiple players that are the same smallest distance from the end, choose one of them to switch places with.
If you are the player nearest to the end, you must switch places with the 2nd nearest player.
This does not trigger this chance tile again, but any other tile with a symbol must be appropriately activated.

Switch:

Nearest to start

You must switch places with the player closest to the start of the game.

If there are multiple players that are the same smallest distance from the start, choose one of them to switch places with.
If you are the player nearest to the start, you must switch places with the 2nd nearest player.
This does not trigger this chance tile again, but any other tile with a symbol must be appropriately activated.

Switch:

You & your choice

You must switch places with someone of your choosing.

This does not trigger this chance tile again, but any other tile with a symbol must be appropriately activated.

Switch:

Two others

Choose two other players which will switch places with each other. You don't move.

If any of them are moved to tile with a symbol, that symbol must be appropriately activated.



Tokens:

Discard all upside down

You must discard all tokens that are currently upside down on warehouse tiles on the board.

If there are no upside down tokens, nothing happens.

Tokens:

You pick up one

You must pick-up an upside down token of your choosing from any warehouse tile on the board.

If there are no upside down tokens, nothing happens.

If you already have a token in your inventory, nothing happens.

Tokens:

Everyone pick up one

All players (with no token in inventory) must pick up a token that's upside down on a warehouse tile. They must do this in the opposite direction, starting with the player who drew this card.

If there are less upside down tokens on the board than there are players with empty inventories, nothing happens.

Tokens:

Discard all existing

You must discard all tokens that are already placed on the board. You cannot decide that you don't want the tokens discarded.

If there are no active tokens, nothing happens.

Tokens:

Discard one existing

You must discard one token that is already placed on the board. You cannot decide that you don't want any tokens discarded.

If there are no active tokens, nothing happens.

Tokens:

Nudge one existing

You must nudge a token that's already on the board however you choose.

Nudging a wall means moving it to its neighboring tile.
Nudging a ladder or a slide means moving one of its ends to its neighboring tile and re-adjusting its orientation according to your choice.
If there are no active tokens, nothing happens.

Tokens:

Move one existing

You must move a token that's already on the board to a new place of your choosing. You cannot decide that you don't want any tokens moved.

If there are no active tokens, nothing happens.

Tokens:

Reverse one slide

You must choose one existing slide token on the board and reverse it so that it now starts where it previously ended and vice versa.

If there are no active slides on the board, nothing happens.

Tokens:

Reverse all slides

You must reverse all existing slide tokens on the board so that each of them now starts where it previously ended and vice versa.

If there are no active slides on the board, nothing happens.



Abilities:

Next discards yours

The next player in line must choose and discard one of your abilities from the game. You must then draw a new random ability to replace it.

Abilities:

You discard yours

You must discard one of your abilities from the game, then draw a new random ability to replace it.

Abilities:

Everyone discards one

Every player must choose and discard one of their abilities, after which everyone draws one new ability.

If there aren't enough new random abilities for every player, shuffle in all the discarded abilities and everyone will draw a new ability from that.

Abilities:

Next chooses yours

The next player in line must choose and discard one of your abilities from the game. You must then draw a new random ability to replace it.

Abilities:

You choose

You must choose a player and one of your and one of their abilities, you must then exchange those abilities with one another.

Abilities:

Everyone discards both

Every player must discard both of their abilities, which are shuffled with any unused abilities and everyone draws two new abilities.

Abilities:

Pass to the left

Everyone must choose one ability that they pass along to the player on their left.

If there are two players playing, each of them chooses one ability to pass to the other player.

Abilities:

Pass to the right

Everyone must choose one ability that they pass along to the player on their right.

If there are two players playing, each of them chooses one ability to pass to the other player.

Abilities:

Pass across table

Everyone must choose one ability that they pass along to the player across the table.

If there is an odd number of players, you don't pass any ability, only the other players do.

If there are two players playing, each of them chooses one ability to pass to the other player.

