

Wall before turn

For one round while this event is active, every player must place a new wall token (not from their inventory) before continuing with their turn.

Keep this card visibly on the table in front of you while the event is active. When it is your turn again, the event still applies. After that turn, discard this event. After this event is discarded or superseded, put this card in the discard pile for events.

Slide before turn

For one round while this event is active, every player must place a new slide token (not from their inventory) before continuing with their turn.

Keep this card visibly on the table in front of you while the event is active. When it is your turn again, the event still applies. After that turn, discard this event. After this event is discarded or superseded, put this card in the discard pile for events.

Ladder before turn

For one round while this event is active, every player must place a new ladder token (not from their inventory) before continuing with their turn.

Keep this card visibly on the table in front of you while the event is active. When it is your turn again, the event still applies. After that turn, discard this event. After this event is discarded or superseded, put this card in the discard pile for events.

Pick up before turn

For one round while this event is active, every player must pick up an upside down token of their choosing from the board before continuing with their turn.

Keep this card visibly on the table in front of you while the event is active. When it is your turn again, the event still applies. After that turn, discard this event. After this event is discarded or superseded, put this card in the discard pile for events.

No event

When this event is revealed, you must discard the current event, then discard this event card immediately as well.

Can jump

While this event is active, every player can jump to a neighboring tile when it's their turn. See the Jump ability details for what is allowed.

When this event ends and a player is stuck on a tile with no connections, they may move out of there in their next turn.
If you have the Jump ability, the effects don't stack.

Keep this card visibly on the table while the event is active. After it is discarded or superseded, put this card in the discard pile for events.

Must jump

While this event is active, no player can move regularly and must jump instead to neighboring tiles when it's their turn.

When this event ends and a player is stuck on a tile with no connections, they may move out of there in their next turn.
If you have the Jump ability, the effects don't stack.

Keep this card visibly on the table while the event is active. After it is discarded or superseded, put this card in the discard pile for events.

Force tokens

When this event is revealed, all players must immediately place all tokens from their inventory on the board. While this event is active, if a player picks up a token on a warehouse tile, they must place it immediately.

Keep this card visibly on the table while the event is active. After it is discarded or superseded, put this card in the discard pile for events.

No new tokens

While this event is active, no new tokens can be placed by any player.

Keep this card visibly on the table while the event is active. After it is discarded or superseded, put this card in the discard pile for events.



Use any ability

While this event is active, each player can use any ability that's currently in the game (i.e. on player cards) when it's their turn.

Keep this card visibly on the table while the event is active. After it is discarded or superseded, put this card in the discard pile for events.

Use no ability

While this event is active, no player can use their abilities when it's their turn. Moving by one, drawing tiles and placing tokens is still allowed.

Keep this card visibly on the table while the event is active. After it is discarded or superseded, put this card in the discard pile for events.

Move by two

While this event is active, each player can move by up to two spaces when it's their turn.

You cannot move by 2 through other players (see the ability details).
If you have the Move by two ability, the effects don't stack.
If you have the Two pawns ability, you can only move with one pawn by two, while the other doesn't move.

Keep this card visibly on the table while the event is active. After it is discarded or superseded, put this card in the discard pile for events.

No move

While this event is active, no player can move with their pawn when it's their turn. Drawing tiles, using abilities (with exceptions) and placing tokens is still allowed.

If you have the Move by two or Jump abilities, you cannot use them.

Keep this card visibly on the table while the event is active. After it is discarded or superseded, put this card in the discard pile for events.

Use both abilities

While this event is active, each player can use their other ability after using one ability when it's their turn. Note that this doesn't allow players to e.g. move and use an ability, either both or none of their abilities must be used.

Keep this card visibly on the table while the event is active. After it is discarded or superseded, put this card in the discard pile for events.

Use ability twice

While this event is active, each player can use the same ability for a second time after using it when it's their turn.

This does not apply to the Move by two ability, you cannot use it twice.

The Move other player ability cannot be used on the same player twice in one turn nor twice in two consecutive turns

Keep this card visibly on the table while the event is active. After it is discarded or superseded, put this card in the discard pile for events.

Draw before turn

While this event is active, every player must draw and place a random tile before continuing with their turn, where they may draw a tile once more, but also don't have to (and can move, use abilities or place tokens instead).

Keep this card visibly on the table while the event is active. After it is discarded or superseded, put this card in the discard pile for events.

Move before turn

While this event is active, every player must move by one space before continuing with their turn, where they may move once more, but also don't have to (and can draw tiles, use abilities or place tokens instead).

Keep this card visibly on the table while the event is active. After it is discarded or superseded, put this card in the discard pile for events.

Token before turn

For one round while this event is active, every player must place a new token (not from their inventory) of their choosing before continuing with their turn.

Keep this card visibly on the table in front of you while the event is active. When it is your turn again, the event still applies. After that turn, discard this event.
After this event is discarded or superseded, put this card in the discard pile for events.

