

OVERVIEW CARDS



COLOURED SPECIAL CARDS

You must perform all effects as well as possible

-  **2ND CHANCE**
You immediately take another turn.
-  **SKIP**
Attack: select someone to be skipped for one round.
-  **GIFT**
Attack: give someone two cards from your hand.
-  **EXCHANGE**
Attack: give someone two cards from your hand and take two cards from the same person without looking at the cards.
-  **TROUBLEMAKER**
Trigger an event.
-  **THIEF**
Attack: look at someone else's hand of cards and steal two of them.
-  **COLOUR SWAP**
Swap one colour for another colour.
-  **RECHARGE**
If possible, turn one of your own activated power cards back over.

UNIQUE SPECIAL CARDS

-  **FUCK YOU** 42 pt.
You can only play it when you have exactly ten cards in your hand. It is then slid under the top card of the discard pile with no further effect.
-  **MIMICRY** 7 pt.
Copy the entire effect (including the colour) of any special card.
-  **CURSE** 13 pt.
Not playable. Can only be given away or exchanged.
- fin.* **THE END** 17 pt.
You can only play this card as the last card in your hand. If you end the round with The End, you are safeguarded from Nice Try and events.

OPEN-WISH SPECIAL CARDS

With all these cards, wish for a color.

-  **FANTASTIC**
Wish for a number or colour (except for black).
-  **FANTASTIC FOUR**
Attack: it is mandatory to distribute four cards from the draw pile to your fellow players as you wish.
+ wish for a number or colour (except for black).
-  **EQUALITY**
Optional (attack): select a person who must draw cards from the draw pile until they have the same number of cards as you.
-  **COUNTERATTACK**
Optional: toss this card in the game as soon as an attack has been launched against you. The attack has no impact & you take over the full effect of the attack. It is possible to counter a „Counterattack“ with another „Counterattack“ card.
-  **NICE TRY**
Optional: play this card immediately when a player has no cards left in their hand. That player has to draw three new cards.
-  **SPECIAL FAVOURS**
Optional (attack): select a person and exchange all your special cards with them.
-  **INEQUALITY**
Optional (attack): select a person to draw cards from you without looking until they have more cards than you.
-  **LUCKY BASTARD**
Optional: playable at any time right before an event is revealed. The upcoming event does not affect you.
-  **EDISON**
Optional (attack): swap a power card between two players. The power cards are kept face down.
-  **UPDATE**
Optional: draw a power card from the deck and place it face down on the table. Put one of your other power cards back in the deck and shuffle it.





POWER CARDS


You can activate a power card when it is your turn to play a hand card.


If you activate a power card after playing a special card, both the effect of the special card and the effect of the power card are executed. The order in which the effects are executed is determined by the symbol in the corner of the power card:


 The power card effect is executed first.


 The power card effect is executed after the special card effect.

 **ALL DRAW ONE**
Your fellow players have to draw a card from the draw pile.
Note: the person who activated the "All Draw One" card is not impacted by its effect.

 **ANTI COUNTER**
If you just played a special card, it can't be averted with "Counterattack".

 **BLACK WISH**
You wish for black as the colour. Your played card can now only be followed by one of the black cards or by an open-wish special card.
Note: if you activate the card along with another open-wish card, the wish effect has no impact. As soon as the next card is played in the round, the game continues with that card.

 **COLOUR BLOCKADE**
Select a colour. The selected colour can no longer be used until you complete your next turn.
Note: being skipped also counts as a turn, which means you will still be affected by the blockade during your next turn.

 **LOOPING**
After your turn, the game continues in the opposite direction. As soon as you have completed your next turn, the direction changes back.
Note: being skipped also counts as a turn.



NUMBER WISH

Wish for a number at the end of your turn.

Note: if you activate the card along with another open-wish card, the wish effect has no impact.



OPEN HANDS

Your fellow players have to reveal their hands of cards and play with them showing until it's your turn again.

Note: being skipped also counts as a turn.



RANDOM CHANCE

Play another card of your choice from your hand. It does not have to match the last card that was played. The game then continues with that card.

Note: playing "Curse" is not allowed. Playing "Fuck You" or "The End" is only allowed when their conditions can be fulfilled according to the rules.



RECYCLING

The card you just played from your hand has to be put back in someone's hand. You determine who (including yourself) has to take the card. The game continues as if the hand card had not been played.

Note: wishes remain in force.



SPECIAL CHARGE

Select a person who has to draw an additional card for every special card (all cards except for numbers) they have in their hand.



SPECIAL SEAL

Playing special cards is not allowed until the person who activated "Special Seal" takes their next turn. Being skipped also counts as a turn.

Note: as the effect of this power card is executed before that of the hand card, it can't be activated in combination with a special card.



TROUBLECHARGER

The player who activated "Troublecharger" triggers an event at the end of their own turn.

Note: if this card is activated in combination with "Troublemaker" or a black card, the two events are triggered in that order.