

2ND CHANCE
You have to play another card.



EXCHANGE
Give another player 2 of your hand cards and draw in return 2 cards from him.
Note: Even when you have less than 2 cards to exchange, you still have to draw 2.



GIFT
Give 2 of your hand cards to **one** other player.



SKIP
Skip a fellow player to for 1 round.
Note: A player can only be skipped again, after he already suspended his last turn.



FANTASTIC
You can wish for any number (1 - 9) OR a colour.



FANTASTIC FOUR
Divide 4 cards to be drawn from the deck between your fellow players. You can wish for any number (1 - 9) OR a colour.



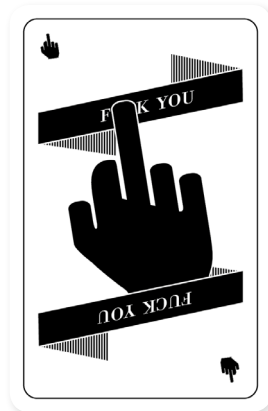
COUNTERATTACK
Wish for a colour.
Optional: Throw this card in if you get attacked by another player. The attack on you is cancelled and you take over the effect of the attack.



EQUALITY
Wish for a colour.
Optional: A fellow player has to draw as many cards until their number of hand cards is equal to yours.



NICE TRY
Wish for a colour.
Optional: Throw this card in as soon as a player got rid of all his hand cards. They have to draw 3 new cards.



FUCK YOU
Can only be dismissed, when you have exactly ten cards in your hand (and some events).
Note: Can only be blindly obtained by an opponent and not be willingly given. Worth 42 points.



BLACK CARDS
Can only be played on the same number. Activate an event.
Note: Black is not a colour and cannot be wished for. Black Cards cannot be played on each other.



COLOURED NUMBERS
Number can be played on number and colour on colour.
Note: Has no effects.