When you play this card, place it face-up anywhere on the board.

**ZZ**

**KEEPER**

When you play this card, place it face-up anywhere on the board.

**BOOK**

When you play this card, place it face-up anywhere on the board.

**GAMES**

When you play this card, place it face-up anywhere on the board.

**HAND**

When you play this card, place it face-up anywhere on the board.

**MIND**

When you play this card, place it face-up anywhere on the board.

**NET**

When you play this card, place it face-up anywhere on the board.

**RR**

When you play this card, place it face-up anywhere on the board.

**SUN**

When you play this card, place it face-up anywhere on the board.

**TIME**

When you play this card, place it face-up anywhere on the board.

**SURFBOARD**

When you play this card, place it face-up anywhere on the board.

**RULE**

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**TOKEN LIMIT 1**

If it isn’t your turn, you can only have 1 Token in play. Discard any extras immediately.

You may place new Tokens during your turn as long as you discard all but 1 at the end of your turn.

**RULE**

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**TOKEN LIMIT 2**

If it isn’t your turn, you can only have 2 Tokens in play. Discard any extras immediately.

You may place new Tokens during your turn as long as you discard all but 1 at the end of your turn.
This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**TOKEN LIMIT 3**
If it isn’t your turn, you can only have 3 Tokens in play. Discard any extras immediately.

You may place new Tokens during your turn as long as you discard all but 3 at the end of your turn.

---

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**TOKEN LIMIT 4**
If it isn’t your turn, you can only have 4 Tokens in play. Discard any extras immediately.

You may place new Tokens during your turn as long as you discard all but 4 at the end of your turn.

---

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**TOKEN LIMIT 5**
If it isn’t your turn, you can only have 5 Tokens in play. Discard any extras immediately.

You may place new Tokens during your turn as long as you discard all but 5 at the end of your turn.

---

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**TOKEN LIMIT 6**
If it isn’t your turn, you can only have 6 Token in play. Discard any extras immediately.

You may place new Tokens during your turn as long as you discard all but 6 at the end of your turn.

---

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**HAND LIMIT 0**
If it isn’t your turn, you can only have 0 cards in hand. Discard any extras immediately.

You may draw new cards during your turn as long as you discard all at the end of your turn.

---

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**HAND LIMIT 1**
If it isn’t your turn, you can only have 1 card in hand. Discard any extras immediately.

You may draw new cards during your turn as long as you discard all but 1 at the end of your turn.

---

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**HAND LIMIT 2**
If it isn’t your turn, you can only have 2 cards in hand. Discard any extras immediately.

You may draw new cards during your turn as long as you discard all but 2 at the end of your turn.

---

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**HAND LIMIT 3**
If it isn’t your turn, you can only have 3 cards in hand. Discard any extras immediately.

You may draw new cards during your turn as long as you discard all but 3 at the end of your turn.

---

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**DRAW 2**
Draw 2 cards your turn.

The person who played this card should immediately draw extra cards (if needed) so that they have drawn 2 cards this turn.

---

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**DRAW 3**
Draw 3 cards your turn.

The person who played this card should immediately draw extra cards (if needed) so that they have drawn 3 cards this turn.

---

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**DRAW 4**
Draw 4 cards your turn.

The person who played this card should immediately draw extra cards (if needed) so that they have drawn 4 cards this turn.

---

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**DRAW 1**
Draw 1 card your turn.
**PLACE 3**

Place 3 cards on the board your turn.

The person who played this card should immediately place extra cards (if needed) so that they have placed 3 cards this turn.

**PLACE 4**

Place 4 cards on the board your turn.

The person who played this card should immediately place extra cards (if needed) so that they have placed 4 cards this turn.

**PLACE 2**

Place 2 cards on the board your turn.

The person who played this card should immediately place extra cards (if needed) so that they have placed 2 cards this turn.

**PLACE 1**

Place 1 card on the board your turn.

**MOVE 2**

Move your token(s) 2 spaces total.

The person who played this card should move tokens (if needed) so that they have moved 2 spaces this turn.

**MOVE 3**

Move your token(s) 3 spaces total.

The person who played this card should move tokens (if needed) so that they have moved 3 spaces this turn.

**MOVE 4**

Move your token(s) 4 spaces total.

The person who played this card should move tokens (if needed) so that they have moved 4 spaces this turn.

**MOVE 1**

Move one of your tokens one space this turn.

**USE WHAT YOU TAKE**

Randomly select a card from another player’s hand and place it.

**NONE SHALL PASS**

Tokens may not move through squares occupied by opponent tokens.

At the end of each turn, remove all tokens from any square occupied by more than one token.
This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**REVERSE ORDER**

After the current player’s turn, play proceeds in the opposite direction.
If this card is discarded, the original turn order is restored.

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**NO HAND BONUS**

If you have no cards in your hand at the beginning of your turn, draw 3 cards before observing the current Draw rules.

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**NO TOKEN BONUS**

If you have no tokens on the board at the beginning of your turn, place 2 additional tokens on a Goal before observing current Draw/Place/Move Rules.

This rule goes into effect as soon as you play it. Place this card face-up anywhere on the board. Discard it when a newer card contradicts it.

**FIRST PLAY RANDOM**

At the beginning of your turn, the player on your left decides where on the board your first card will be placed and then randomly selects the first card from your hand.

A second Goal can now be played on this square. After this, whoever plays a new Goal must choose which of the current Goals to discard.
You win if you satisfy either Goal. (In case of a tie, continue play until a clear winner emerges.)

**DOUBLE AGENDA**

X = X + 1

Any time a numeral is seen on a card, add one to that number. For example, Draw 2 becomes Draw 3, but “Draw one card” is unchanged.
This does affect the Basic rules.

When you land on or pass over this card, activate it, then move it to the Discard pile.

**PLACE 1 TOKEN**

Place 1 token on this square.

When you land on or pass over this card, activate it, then move it to the Discard pile.

**PLACE 1 TOKEN**

Place 1 token on this square.

When you land on or pass over this card, activate it, then move it to the Discard pile.

**PLACE 1 TOKEN**

Place 1 token on this square.

When you land on or pass over this card, activate it, then move it to the Discard pile.

**PLACE 1 TOKEN**

Place 1 token on this square.
ACTION
Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

PLACE 1 TOKEN
Place 1 token on this square.

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Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

PLACE 1 TOKEN
Place 1 token on this square.

ACTION
Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

MITOSIS
Remove the token on this square and place a token on each of two adjacent squares. Those two squares are immediately activated by the tokens spawned on them in the order you choose.

ACTION
Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

RULES RESET
Discard all new Rules in play.

ACTION
Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

TRADE HANDS
Trade all the cards in your hand with another player.

ACTION
Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

SCRAMBLE KEEPERS
Gather up all Keeper tiles on the board, shuffle them together, and distribute them randomly among their original positions.

ACTION
Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

SCRAMBLE KEEPERS
Gather up all Keeper tiles on the board, shuffle them together, and distribute them randomly among their original positions.

ACTION
Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

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ACTION
Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

TELEPORT
Move the token on this square to any other square on the board. That square is immediately activated.
<table>
<thead>
<tr>
<th>ACTION</th>
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</tr>
</thead>
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<td><strong>DRAW 2 AND USE ‘EM</strong></td>
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<td><strong>DRAW 2 AND USE ‘EM</strong></td>
<td><strong>TAXATION!</strong></td>
</tr>
<tr>
<td>Draw 2 cards from the deck and place them immediately.</td>
<td>Draw 2 cards from the deck and place them immediately.</td>
<td>Everyone must give you one card.</td>
<td>Everyone must give you one card.</td>
</tr>
</tbody>
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<td><strong>GO FISH!</strong></td>
<td><strong>TAXATION!</strong></td>
<td><strong>EVERYBODY GETS 1</strong></td>
<td><strong>MITOSIS</strong></td>
</tr>
<tr>
<td>Name a card; if anyone has that card, they must give it to you.</td>
<td>Everyone must give you one card.</td>
<td>Set your hand aside. Draw 1 card for each player as you choose.</td>
<td>Remove the token on this square and place a token on each of two adjacent squares. Those two squares are immediately activated by the tokens spawned on them in the order you choose.</td>
</tr>
</tbody>
</table>
**ACTION**

**TRASH A KEEPER**
Remove a Keeper from the board.
Tokens on the Keeper are unaffected.

**MITOSIS**
Remove the token on this square and place a token on each of two adjacent squares. Those two squares are immediately activated by the tokens spawned on them in the order you choose.

**TRASH ALL KEEPERS**
Remove all Keepers from the board.
Tokens on Keepers are unaffected.

**OBLITERATE A KEEPER**
Remove a Keeper, and all the tokens on it, from the board.

**OBLITERATE A KEEPER**
Remove a Keeper, and all the tokens on it, from the board.

**DELETE THIS TOKEN**
Remove the token that activates this card from the board immediately.

**TRASH A KEEPER**
Remove a Keeper from the board.
Tokens on the Keeper are unaffected.

**LET'S DO THAT AGAIN!**
Search through the Discard pile for an Action or Rule card and place it.

**LET'S DO THAT AGAIN!**
Search through the Discard pile for an Action or Rule card and place it.

**TRASH A KEEPER**
Remove a Keeper from the board.
Tokens on the Keeper are unaffected.

**OBLITERATE A KEEPER**
Remove a Keeper, and all the tokens on it, from the board.

**OBLITERATE A KEEPER**
Remove a Keeper, and all the tokens on it, from the board.

**DISCARD AND DRAW**
Discard your hand, then draw the same number of cards as were in your hand.

**REMOVE A SQUARE**
Remove a Goal, Action, Rule, or Keeper from the board.
Tokens on the removed square are unaffected.
<table>
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<td><strong>REMOVE A SQUARE</strong></td>
<td><strong>LET’S SIMPLIFY!</strong></td>
<td><strong>LET’S SIMPLIFY!</strong></td>
<td><strong>TAKE ANOTHER TURN</strong></td>
</tr>
<tr>
<td>Remove a Goal, Action, Rule, or Keeper from the board. Tokens on the removed square are unaffected.</td>
<td>Remove up to half of the new Rule cards in play. The removal of the Rules goes immediately into effect. (i.e. if Draw 3 is removed, Draw 1 is immediately effective instead.)</td>
<td>Remove up to half of the new Rule cards in play. The removal of the Rules goes immediately into effect. (i.e. if Draw 3 is removed, Draw 1 is immediately effective instead.)</td>
<td>Immediately take another turn. Do not complete the current turn. (Limits do not apply between current and new turn; apply Limits only at the end of the new turn.)</td>
</tr>
<tr>
<td>Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.</td>
<td>Discard your hand, then draw the same number of cards as were in your hand.</td>
<td>Discard your hand, then draw the same number of cards as were in your hand.</td>
<td>Swap the locations of two Keeper squares on the board. Tokens on these locations remain on those locations.</td>
</tr>
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<td><strong>TAKE ANOTHER TURN</strong></td>
<td><strong>DISCARD AND DRAW</strong></td>
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<td><strong>EXCHANGE KEEPERS</strong></td>
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<td>Immediately take another turn. Do not complete the current turn. (Limits do not apply between current and new turn; apply Limits only at the end of the new turn.)</td>
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<td>Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.</td>
<td><strong>EXCHANGE TOKENS</strong></td>
<td><strong>EXCHANGE TOKENS</strong></td>
<td><strong>USE WHAT YOU TAKE</strong></td>
</tr>
<tr>
<td>Swap one of the tokens you currently have in play with an opponent’s token on the board. Tokens on these locations remain on those locations.</td>
<td>Swap one of the tokens you currently have in play with an opponent’s token on the board.</td>
<td>Swap one of the tokens you currently have in play with an opponent’s token on the board.</td>
<td>Randomly select a card from another player’s hand and place it.</td>
</tr>
</tbody>
</table>
**ACTION**

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

**EMPTY THE TRASH**

Shuffle the Discard pile into the Draw pile. Start a new Discard pile with this card.

**REPLACE A TOKEN**

Remove an opponent's token from the board.

**I NEED A GOAL**

Every player that can must give you a Goal card. For each player that cannot, draw a card. Choose one of the received cards to keep in your hand and discard the rest.

**MOVE 1 MORE**

Move 1 additional space this turn.

**NO LIMITS**

Discard all Limit Rules currently in play.

**DESTROY THIS TOKEN**

Remove the token that activates this card from the board immediately.

**EVERY PLAYER**

Every player that can must give you a Move 1 additional space this turn. For each player that cannot, draw a card. Choose one of the received cards to keep in your hand and discard the rest.
**ACTION**

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

**MOVE 3 MORE**

Move 3 additional spaces this turn.

**MOVE 3 MORE**

Move 3 additional spaces this turn.

**DESTROY THIS TOKEN**

Remove the token that activates this card from the board immediately.

**PLACE ANYWHERE**

Place this card anywhere on the board. When you land on or pass over this card, activate it, then move it to the Discard pile.

**AVERSION**

Every token of yours currently occupying a Keeper square must move to one of the four adjacent squares.

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Every token of yours currently occupying a Keeper square must move to one of the four adjacent squares.

**AVERSION**

Every token of yours currently occupying a Keeper square must move to one of the four adjacent squares.

**MIND CONTROL**

Select an opponent’s token and move it one space.

**MIND CONTROL**

Select an opponent’s token and move it one space.

**MIND CONTROL**

Select an opponent’s token and move it one space.
**CUT THE BRAKES!**

This token jumps to the edge of the board in the direction it is currently moving in and activates the square it lands on.

**KEEPER**

When you play this card, place it face-up anywhere on the board.

**TABLE**

When you play this card, place it face-up anywhere on the board.

**GOAL**

When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

**TRICK**

The player with tokens on Games and more tokens on Trick than any other player wins.

**BRIDGE**

The player with tokens on both Hand and Trick wins.

**PRESTIDIGITATION**

The player with tokens on both Table and Top wins.

**DUNGEONS & DRAGONS**

The player with tokens on both Table and Top wins.
When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

**ENGINEERING**
The player with tokens on both Hand and Tool wins.

**TOOLTIME**
The player with tokens on both Tool and Time wins.

**PUNT**
The player with tokens on both Games and Net wins.

**DAYDREAMING**
The player with tokens on both Sun and Sleep wins.

**HANDBOOK**
The player with tokens on both Hand and Book wins.

**MIND GAMES**
The player with tokens on both Mind and Games wins.

**MIT**
The player with tokens on ONLY two of Sleep, Book, and Games wins. A player does not win if they have tokens on all three.

**BOARD GAMES**
The player with tokens on both Board and Games wins.

**MENS ET MANUS**
The player with tokens on both Mind and Hand wins.

**PROCRASTINATION**
The player with a token on Book wins if Time is not on the board.

**TIME PARADOX**
The player who removes Time from beneath another player’s token wins.

**RIDE THE WAVES**
The player with tokens on both Sun and Surfboard wins.
When you play this card, place it face up on a Goal square. Discard the previous Goal, if any.

**Bowler**
The player with tokens on both Top and Hat wins.

**La Grange**
The player with tokens on both Sleep and Top wins.

**Thinking Cap**
The player with tokens on both Mind and Hat wins.

**Hat Trick**
The player with tokens on both Trick and Hat wins.

**Itinerary**
The player with tokens on both Time and Table wins.

**Hack**
The player with tokens on both Tool and Trick wins.

**Summer Vacation**
The player with tokens on both Sun and RR wins.

**Barrel Roll**
The player with tokens on both Sleep and RR wins.

**Catch Some Z’s**
The player with tokens on both Net and Sleep wins.

**Information Superhighway**
The player with tokens on both Net and Surfboard wins.