

Goal: 10

A player wins when his piece reaches the position marked 10.

Starter Rule Card

1/251

Hard Goal

A player's piece must lie exactly on the goal at the end of his turn to win

Starter Rule Card

1/251

Personal Cards

Cards labeled "personal cards" can only be played on the person playing them.

Starter Rule Card

1/251

Private Cards

All players may chose to keep their cards private

Starter Rule Card

1/251

Multiple Actions

Players may play all the cards in their hands in a single turn

Starter Rule Card

1/251

No Less Than 5

Players must have no more than 5 cards in their hands at the ends of their turns

Starter Rule Card

1/251

Turn Order: Clockwise

Turns occur in clockwise fashion.

Starter Rule Card

1/251

Move Cards

All move cards are personal

Starter Rule Card

1/251

Turn Rule

A player's cards must only be played on his turn

Starter Rule Card

1/251

Discards

A player may discard any card
in his hand

Starter Rule Card

1/251

Move 1 space

Increase a piece's
position by 1

Move Card

16/251

Move 3 spaces

Increase a piece's
position by 3

Move Card

4/251

Move 4 spaces

Increase a piece's
position by 4

Move Card

3/251

Move 5 spaces

Increase a piece's
position by 5

Move Card

2/251

Move 9 spaces

Increase a piece's
position by 9

Move Card

1/251

Move 1/2 spaces

Increase a piece's
position by 1/2

Move Card

3/251

Move -1 spaces

Decrease a piece's
position by 1

Move Card

5/251

Move -2 spaces

Decrease a piece's
position by 2

Move Card

3/251

Move -10 spaces

Decrease a piece's
position by 20

Move Card
1/251

Move -20 spaces

Decrease a piece's
position by 20

Move Card
1/251

Move -1/2 spaces

Decrease a piece's
position by 1/2

Move Card
2/251

Move x2

Multiply a piece's
position by 2

Move Card
3/251

Move x3

Multiply a piece's
position by 3

Move Card
2/251

Move x5

Multiply a piece's
position by 5

Move Card
1/251

Move x -1

Multiply a piece's
position by -1

Move Card
3/251

Move x -2

Multiply a piece's
position by -2

Move Card
1/251

Move x -1/2

Multiply a piece's
position by -1/2

Move Card
2/251

Move ± 1 space

Increase or decrease
a piece's position
by 1

Move Card
2/251

Move ± 2 space

Increase or decrease
a piece's position
by 1

Move Card
2/251

Move ± 5 space

Increase or decrease
a piece's position
by 1

Move Card
2/251

Move $\pm 1/2$ space

Increase or decrease
a piece's position
by 1

Move Card
2/251

Move $\pm 1/12$ space

Increase or decrease
a piece's position
by 1

Move Card
2/251

Move: Round

If the fractional part
of a player's position is
greater than or equal to
 $1/2$, move it to the next
whole number above it.
Otherwise, move it to the
next whole number below.

Move Card
5/251

Goal: 10

A player wins when his
piece reaches the position
marked 10.

Rule Card
3/251

Goal: 20

A player wins when his
piece reaches the position
marked 20.

Rule Card
3/251

Goal: 5

A player wins when his
piece reaches the position
marked 5.

Rule Card
3/251

Goal: -10

A player wins when his piece reaches the position marked -10.

Rule Card
2/251

Goal: -20

A player wins when his piece reaches the position marked -20.

Rule Card
2/251

Goal: -3 1/2

A player wins when his piece reaches the position marked -3 1/2.

Rule Card
2/251

Goal: 0

A player wins when his piece reaches the position marked 0.

Rule Card
2/251

Goal: -5

A player wins when his piece reaches the position marked -5.

Rule Card
2/251

Goal: 17 1/2

A player wins when his piece reaches the position marked 17 1/2.

Rule Card
2/251

Goal: 1,000,000 1/2

A player wins when his piece reaches the position marked 1,000,000 1/2.

Rule Card
1/251

New Goal

A new goal is placed at 0. This doesn't replace any existing goals. All rule cards apply to all goals in play.

Rule Card
5/251

Squishy Goal

When a player's piece lies within one space of the goal (inclusive), each other player (not the one who reached the goal) must take 1 more turn in order.

If multiple players are within one space of the goal (inclusive), everyone who is not is removed from the game and play continues.

Rule Card
2/251

Super Squishy Goal

When a player's piece lies within two spaces of the goal (inclusive), each other player (not the one who reached the goal) must take 1 more turn in order.

If multiple players are within one space of the goal (inclusive), everyone who is not is removed from the game and play continues.

Rule Card

2/251

Hard Goal

A player's piece must lie exactly on the goal at the end of his turn to win.

Rule Card

1/251

When 1 = 3

On every card (besides this one)
 $1 = 3$

i.e. every numeral 1 should be treated as a 3, and every numeral 3 should be treated as a 1

Rule Card

1/251

When 7 = 11

On every card (besides this one)
 $7 = 11$

i.e. every numeral 7 should be treated as an 11, and every numeral 11 should be treated as a 7

Rule Card

1/251

When one = two

On every card (besides this one)
 $\text{one} = \text{two}$

i.e. every "one" should be treated as a "two", and every numeral "two" should be treated as a "one"

Rule Card

1/251

When 8 = -8

On every card (besides this one)
 $8 = -8$

i.e. every numeral 8 should be treated as a -8, and every numeral -8 should be treated as an 8

Rule Card

1/251

When 2 = 7

On every card (besides this one)
 $2 = 7$

i.e. every numeral 2 should be treated as a 7, and every numeral 7 should be treated as a 2

Rule Card

1/251

Double? No Trouble!

On every card (besides this one)
multiply every numeral on that card by two

Rule Card

2/251

Personal Cards

Cards labeled "personal card" can only be played on the person playing them.

Rule Card

2/251

Un-Personal Cards

Cards labeled "personal card" can only be played on just any ol' player, not just the ones playing them.

Rule Card
2/251

No Personal Cards

Cards labeled "personal card" must be played on ALL players,

Rule Card
2/251

Personal Actions

Action cards can only be played on the person playing them

Rule Card
1/251

Personal Rules

Rule cards can only be played on the person playing them

Rule Card
1/251

Actions Redefined

Action cards can be played on any player or every player

Rule Card
1/251

Rules Redefined

Rule cards can be played on any player or every player

Rule Card
1/251

Moving Goals

Move cards may be played on goals.

Rule Card
1/251

Moving Start

Move cards may be played on the start position.

Rule Card
1/251

Everyone's move

Anyone can move anyone else with move cards

Rule Card
2/251

Personal Rules

Rule cards can only be played on the person playing them

Rule Card
1/251

Private Cards

All players may chose to keep their cards private

Starter Rule Card
1/251

Public Cards

All players may chose one of two options:

1) Place and leave their cards face up in front of them.

2) Place and leave their cards face up in front of them.

Rule Card
1/251

Odd One(s) Out

Any player who is on an odd space when his turn is over loses the game

Examples: -3, 1, 7, 25

Rule Card
1/251

Even One(s) Out

Any player who is on an even space when his turn is over loses the game

Examples: -4, 0, 6, 24

Rule Card
1/251

Nothing Halfway

Any player who is not on a whole number when his turn is over loses the game

Examples: -5 1/2, 4 3/4

Rule Card
1/251

No Whole Numbers

Any player who is on a whole number when his turn is over loses the game

Examples: -5, 4

Rule Card
1/251

No Forecast for Today

At the end of your turn, discard the rest of your cards. Draw 5 new ones at the start of your turn.

Rule Card
1/251

No Less Than 5

Players must have no more than 5 cards in their hands at the ends of their turns

Rule Card
1/251

No Less Than 7

Players must have no more than 7 cards in their hands at the ends of their turns

Rule Card
1/251

No Less Than 10

Players must have no more than 10 cards in their hands at the ends of their turns

Rule Card
1/251

No Less Than 2

Players must have no more than 2 cards in their hands at the ends of their turns

Rule Card
2/251

Card Limit

Any player that has 8 or more cards at the end of his turn loses.

Rule Card
2/251

5 Cards Per Turn

Players gain five additional cards at the end of their turns.

This rule overrides the effect of "No Less Than 5" and similar Rule cards, so those must be discarded.

Rule Card
2/251

The Trump Card

The player who placed this card wins at the end of his turn.

Rule Card
1/251

Turn Rule

A player's cards must only be played on his turn

Rule Card
2/251

Kung Fu

A player's cards can be played on ANY turn

Rule Card
2/251

No Discards

A player may not discard any card in his hand

Rule Card
1/251

Discards

A player may discard any card in his hand

Rule Card

1/251

Nope a Rule Card

It takes 1 Nope card to discard a Rule card

Rule Card

2/251

Nope a Rule Card

It takes 2 Nope cards to discard a Rule card

Rule Card

1/251

Nope an Action Card

It takes 1 Nope card to discard an Action card

Rule Card

2/251

Nope an Action Card

It takes 2 Nope cards to discard an Action card

Rule Card

2/251

Nope a Card Modifier

It takes 1 Nope card to discard a Card Modifier card

Rule Card

2/251

Nope a Card Modifier

It takes 2 Nope cards to discard a Card Modifier card

Rule Card

1/251

No Noping Nopes

Nope cards can't be Noped.

This card can't be Noped either

2/251

No Backs

Rule cards cannot be Noped. This Rule comes into play immediately after this card is placed, so this card also can't be Noped.

Rule Card

1/251

No Backs

Action cards cannot be Noped.
This Rule comes into play immediately after this card is placed, so this card also can't be Noped.

Rule Card
1/251

No Backs

Card Modifier cards cannot be Noped. This Rule comes into play immediately after this card is placed, so this card also can't be Noped.

Rule Card
1/251

The Tides Have Changed

All players who have lost may play again. All players who haven't lost prior to playing this card lose the game.

May be played at any time, even by a player who already lost.

Action Card
1/251

Jailbreak

All players who have lost may play again.

May be played at any time, even by a player who already lost.

Action Card
1/251

If I can't win...

..No one else can either. Everyone loses at the end of the current player's turn and no one wins.

Can only be cancelled with 2 Nope cards

Action Card
1/251

I Hate That Rule

Discard one Rule card.

Action Card
5/251

Back to Square One

Discard all Rule cards.
Replace them with the set of Starter Rule cards.

Action Card
2/251

Grammar Police

Discard all Rule cards in play that don't end in a period

Action Card
1/251

No Goals

Remove all goals from play.
With no goals, no one can win by moving their pieces to a certain position.

Action Card
1/251

Dumpster Diving

Pick 2 of the top 10 cards from the top of the discard pile, and put them in your hand.

Action Card
5/251

Repeat

Shuffle the discard pile and place it on top of the draw deck

Action Card
4/251

Deck Swap

Swap the draw deck and the discard pile.

After the end of this action, the discard pile has become the draw deck, and the draw deck has become the discard pile

Action Card
1/251

Nuke

This card may be placed anywhere on the board. After doing so, the player must place both hands on the card. Any card that those hands touch is immediately discarded.

Action Card
3/251

Sorry!

Send any player back to start

Action Card
7/251

Super Sorry!

Send ALL players back to start

Action Card
3/251

Nope

Discard a card before it comes into play and it affects the game. Unless a rule prevents a player from doing so, this card can be placed on any of the following:

- *Rule cards
- *Action cards
- *Card Modifier cards
- *Move cards

May be played at any time

Card Modifier
31/251

No Thank You

Exactly the same as a Nope card, except a little more polite

Card Modifier
1/251

Double

Every numeral and number word on the modified card is doubled.

Card Modifier
5/251

Triple

Every numeral and number word on the modified card is tripled.

Card Modifier
3/251

Decadruptle

Every numeral and number word on the modified card is decadruptled.

Card Modifier
1/251

Reverse

The modified card affects the person who played it, instead of the one it was intended for.

Card Modifier
2/251

You Too

The modified card affects the person who played it, along with the one it was intended for.

Card Modifier
2/251

7

Every numeral in the modified card becomes a 7

Card Modifier
1/251