Target_Card() — Target All Players

```
<>
const target = Allplayers;
return target;
</>
```

Combine this card with a movement card or a special card to <u>target all players</u>.

Condition:
Can only play one Target_Card per combo

Target_Card() — Target one player

```
<>
const target = players + bonus;
return target;
</>
```

Combine this card with a movement_card or a special card to target a <u>single player</u>

Exemple :
You are player 1
Ex : Bonus is 3
Target self + bonus
1 + 3 = target player 4

Exemple :
You are player 2
No bonus car is played
Target Self + bonus
2 + 0 = target player 2

Condition:
Can only play one Target_Card per combo
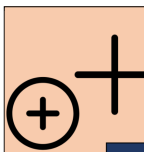
Target_Card() — Target Current Position

```
<>
const target = current position + bonus;
return target;
</>
```

Combine this card with a movement card or a special card to <u>target a tile</u> in order to lay a trap

Exemple :
You are in tile 32
Ex : Bonus is 1
Current_position + bonus
32 + 1 = target tile is 33

Exemple :
You are in tile 20
No bonus card is played
Current_position + bonus
20 + 0 = target tile is 20

Condition:
Can only play one Target_Card per combo

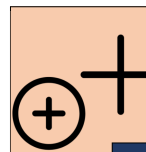## Bonus_Card() — Add a bonus +1

```
<>
const bonus = 1;
return bonus;
</>
```

Combine this card to add a number

Exemple :
You are player 1
Ex : Bonus is 3
Target self + bonus
1 + 3 = target player 4

Exemple :
Bonus is 1
Dice role = 3
Movement card + dice + bonus
You move 4 cases

Condition:
Can only be played with other cards.
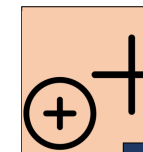
Bonus_Card() — Add a bonus +2

```
<>
const bonus = 2;
return bonus;
</>
```

Combine this card to add a number

Exemple :
You are player 1
Ex : Bonus is 3
Target self + bonus
1 + 3 = target player 4

Exemple :
Bonus is 1
Dice role = 3
Movement card + dice + bonus
You move 4 cases

Condition:
Can only be played with other cards.

Bonus_Card() — Add a bonus +3

```
<>
const bonus = 3;
return bonus;
</>
```

Combine this card to add a number

Exemple :
You are player 1
Ex : Bonus is 3
Target self + bonus
1 + 3 = target player 4

Exemple :
Bonus is 1
Dice role = 3
Movement card + dice + bonus
You move 4 cases

Condition:
Can only be played with other cards.

Bonus_Card() — -1

Definitely not a bonus

```
<>
const bonus = -1;
return bonus;
</>
```

Combine this card to add a number

Exemple :
You are player 1
Ex : Bonus is 3
Target self + bonus
1 + 3 = target player 4

Exemple :
Bonus is - 2
Dice role = 3
Movement card + dice + bonus
3 - 2
You move 1 cases

Condition:
Can only be played with other cards.

Bonus_Card() — -2

Definitely not a bonus

```
<>
const bonus = -2;
return bonus;
</>
```

Combine this card to add a number

Exemple :
You are player 1
Ex : Bonus is 3
Target self + bonus
1 + 3 = target player 4

Exemple :
Bonus is - 2
Dice role = 3
Movement card + dice + bonus
3 - 2
You move 1 cases

Condition:
Can only be played with other cards.

Bonus_Card() — -3

Definitely not a bonus

```
<>
const bonus = -3;
return bonus;
</>
```

Combine this card to add a number

Exemple :
You are player 1
Ex : Bonus is 3
Target self + bonus
1 + 3 = target player 4

Exemple :
Bonus is - 2
Dice role = 3
Movement card + dice + bonus
3 - 2
You move 1 cases

Condition:
Can only be played with other cards.

Bonus_Card() — -4
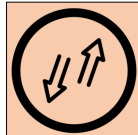
Definitely not a bonus

```
<>
const bonus = -4;
return bonus;
</>
```

Combine this card to add a number

Exemple :
You are player 1
Ex : Bonus is 3
Target self + bonus
1 + 3 = target player 4

Exemple :
Bonus is - 2
Dice role = 3
Movement card + dice + bonus
3 - 2
You move 1 cases

Condition:
Can only be played with other cards.

Bonus_Card()

Inverse dice card

```
<>
const dice *= -1 ;
return dice;
</>
```

Use this card to negate dice value

Exemple :
Dice value is 5
Dice value -5

Condition:
Can only be played with other cards.

Movement_Card()

Move target

```
Movement_Card(
    dice,
    bonus_card,
    target_card
)
</>
```

Combine this card with a Target_card to make a player move (can be you)

Condition:
Target_Card is required

Card 1: Movement_Card()

Movement_Card()

Immobilize target

```
<>
wait(Target_card)
</>
```

A target player <u>cannot be moved</u> or move for a turn

Condition:
Target_Card is required

Card 2: Special_Card()

Special_Card()

Shield against all affects

```
<>
Shield(target_card)
</>
```

Combine this card with Target_card to make a player <u>immune to traps</u> and untargetable for a turn (can be you)

Condition:
Target_Card is required

Card 3: Special_Card()

Special_Card()

Switch to nearest

```
<>
switchToNearest()
</>
```

Switch places with the nearest player

Warning:
Works on players in front and behind of you

Card 4: Special_Card()

Special_Card()

Drop all cards

```
<>
dropAllCards(target_card)
</>
```

Force a target player to drop all cards in his hands

Condition:
Target_Card is required