

<p><b><u>It's a Space Race</u></b></p> <p>Spaceships can be played on any other piece in the game.</p> <p><i>Rule</i></p>	<p><b><u>Reigning Champion</u></b></p> <p>Choose a piece anyone who starts a turn with that piece in their holdings may play 2 pieces this turn. Each piece still costs an action to play.</p> <p><i>Rule</i></p>	<p><b><u>New Turn Order</u></b></p> <p>Reverse the current play direction.</p> <p><i>Rule</i></p>
<p><i>This is the Fleet!</i></p>	<p><i>I've played this before</i></p>	<p><i>Wait whose turn is it?</i></p>
<p><b><u>New Turn Order</u></b></p> <p>Reverse the current play direction.</p> <p><i>Rule</i></p>	<p><b><u>Unique Factions</u></b></p> <p>A Piece can only be played if there are no others of its kind on the board.</p> <p><i>Rule</i></p>	<p><b><u>Sheep for _____</u></b></p> <p>As an action any player may trade a Sheep in their holding for any piece in any other players holdings. This trade cannot be refused.</p> <p><i>Rule</i></p>
<p><i>Wait whose turn is it?</i></p>	<p><i>None of these are quite like the other.</i></p>	<p><i>Now you want my sheep.</i></p>

<p><b><u>Learning Curve</u></b></p> <p>Any one who breaks a rule must draw a new piece when they do.</p> <p><i>Rule</i></p>	<p><b><u>Learning Curve</u></b></p> <p>Any one who breaks a rule must draw a new piece when they do.</p> <p><i>Rule</i></p>	<p><b><u>1d4</u></b></p> <p>Add this card to the List of Rules. Draw two cards from the Rules Deck.</p> <p><i>Rule</i></p>
<i>Steep.</i>	<i>Steep.</i>	<i>Average roll:1</i>
<p><b><u>1d6</u></b></p> <p>Add this card to the List of Rules. Draw two cards from the Rules Deck.</p> <p><i>Rule</i></p>	<p><b><u>1d8</u></b></p> <p>Add this card to the List of Rules. Draw two cards from the Rules Deck.</p> <p><i>Rule</i></p>	<p><b><u>1d10</u></b></p> <p>Add this card to the List of Rules. Draw two cards from the Rules Deck.</p> <p><i>Rule</i></p>
<i>Mine Is Metal</i>	<i>Stop shaking your dice.</i>	<i>Wait whose turn is it?</i>

<p><b><u>Soldier -&gt; Castle</u></b></p> <p>Soldiers can be played on Castles.</p> <p><i>Rule</i></p>	<p><b><u>Soldier -&gt; Hat</u></b></p> <p>Soldiers can be played on Hats.</p> <p><i>Rule</i></p>	<p><b><u>Soldier -&gt; Soldier</u></b></p> <p>Soldiers can be played on Soldiers.</p> <p><i>Rule</i></p>
<i>That's where he goes.</i>	<i>Now stand on your Hat Cpl.!</i>	<i>Stack 'em like cordwood!</i>
<p><b><u>Soldier -&gt; SpaceShip</u></b></p> <p>Soldiers can now be played on Spaceships.</p> <p><i>Rule</i></p>	<p><b><u>Hat -&gt; Sheep</u></b></p> <p>Hats can be played on sheep.</p> <p><i>Rule</i></p>	<p><b><u>Hat -&gt; Hat</u></b></p> <p>Hats can be played on Hats.</p> <p><i>Rule</i></p>
<i>Make it so.</i>	<i>No wool Hats.</i>	<i>TSK, TSK, TSK.</i>

<div><div><div><b><u>SpaceShip -&gt; SpaceShip</u></b></div><div>Spaceships can be played on Spaceships.</div></div><div>Rule</div></div>	<div><div><div><b><u>SpaceShip -&gt; Soldier</u></b></div><div>SpaceShips can be played on Soldiers.</div></div><div>Rule</div></div>	<div><div><div><b><u>SpaceShip -&gt; Hat</u></b></div><div>Spaceships can be played on Hats.</div></div><div>Rule</div></div>
Docking procedure started.	Get Probed.	...
<div><div><div><b><u>Ship -&gt; Sheep</u></b></div></div><div>Rule</div></div>	<div><div><div><b><u>Anarchy</u></b></div><div>Remove all Rules from the Rules List.</div></div><div>Event</div></div>	<div><div><div><b><u>Anarchy</u></b></div><div>Remove all Rules from the Rules List.</div></div><div>Event</div></div>
Mine Is Metal	Mine Is Metal	Mine Is Metal

<p><b><u>Check The Rule Book</u></b></p> <p>Draw a card from the top of the Rules Deck face-up. Play it immediately or discard it, you choose.</p> <p>Event</p>	<p><b><u>Flip the Table</u></b></p> <p>Clear the board of all Pieces and Rules. Jerk. As punishment, draw 2 Pieces.</p> <p>Event</p>	<p><b><u>Flip the Table</u></b></p> <p>Clear the board of all Pieces and Rules. Jerk. As punishment, draw 2 Pieces.</p> <p>Event</p>
<i>We've all been doing it wrong.</i>	<i>Don't shake the table!</i>	<i>That's got to be against the rules.</i>
<p><b><u>Roll the Dice</u></b></p> <p>Shuffle all dice in the Rules List back into the Rules Deck. Take that many extra turns at the end of your turn.</p> <p>Event</p>	<p><b><u>Roll the Dice</u></b></p> <p>Shuffle all dice in the Rules List back into the Rules Deck. Take that many extra turns at the end of your turn.</p> <p>Event</p>	<p><b><u>Here Shuffle This</u></b></p> <p>Give this card to another player. That player skips their next turn.</p> <p>Event</p>
<i>...to see how many dice you roll to see how many turns you get!</i>	<i>Roll them all!</i>	<i>We need to shuffle all 13 event decks.</i>

<p><b><u>That Doesn't Go There</u></b></p> <p>Return a Piece being played to its owner. (This card can be played during anyone's turn and does not cost an action.)</p> <p>Event</p>	<p><b><u>That Doesn't Go There</u></b></p> <p>Return a Piece being played to its owner. (This card can be played during anyone's turn and does not cost an action.)</p> <p>Event</p>	<p><b><u>That Doesn't Go There</u></b></p> <p>Return a Piece being played to its owner. (This card can be played during anyone's turn and does not cost an action.)</p> <p>Event</p>
<i>...or there.</i>	<i>Have you played this game?</i>	<i>That piece isn't even from this game.</i>
<p><b><u>I think you Dropped a Piece</u></b></p> <p>Give this card to another player. That player draws a Piece.</p> <p>Event</p>	<p><b><u>I think you Dropped a Piece</u></b></p> <p>Give this card to another player. That player draws a Piece.</p> <p>Event</p>	<p><b><u>I think you Dropped a Piece</u></b></p> <p>Give this card to another player. That player draws a Piece.</p> <p>Event</p>
<i>Get that would you?</i>	<i>Don't lose them.</i>	<i>It's under the table.</i>

<div><div><div><b><u>You Read That</u></b></div><div><b><u>Wrong</u></b></div></div><div>Remove a Rule from the Rules List.</div><div>Event</div></div>	<div><div><div><b><u>With The Expansion</u></b></div></div><div>Everyone draws a new Piece.</div><div>Event</div></div>	<div><div><div><b><u>Just pile Those Here</u></b></div></div><div>All Pieces are stacked into a single pile. Whoever played this card chooses what Piece is on top.</div><div>Event</div></div>
<div><div><div><i>That's not what that means.</i></div></div></div>	<div><div><div><i>More to set up!</i></div></div></div>	
<div><div><div><b><u>Just pile Those Here</u></b></div></div><div>All Pieces are stacked into a Pile. Whoever played this card chooses what Piece is on top.</div><div>Event</div></div>	<div><div><div><b><u>Stacks</u></b></div></div><div>Pieces are laid on top of the Piece they are played "on".</div><div>Board Format</div></div>	<div><div><div><b><u>Stacks</u></b></div></div><div>Pieces are laid on top of the Piece they are played "on".</div><div>Board Format</div></div>

<div>Checkers</div> <div>Pieces are played diagonally next to the Piece they are played "on"</div> <div>Board Format</div>	<div>Checkers</div> <div>Pieces are played diagonally next to the Piece they are played "on"</div> <div>Board Format</div>	<div>Checkers</div> <div>Pieces are played diagonally next to the Piece they are played "on"</div> <div>Board Format</div>
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## it's a Reflex Game

Whenever a Hat is played the last player to touch their head draws a card.

*Rule*

## House Rules

The player who placed this rule may deny any new rules placed in the Rules Lane, discarding it.

*Rule*

## Rules Lawyers

No one can discuss the  
rules. Anyone whoe does,  
draws a piece.

*Rule*

*Put your Right Hand in...*

## it's a Team Game

Every player hides a hand out of view and holds up one or two fingers. On your count, reveal your choices. All players who match form a team. If any player on a team wins the game, the whole team wins.

*Rule*

*My house. My Rules.*

## it's a Memory Game

Flip all Pieces on the board upside-down, keeping the top-most Pieces on top.

*Rule*

*Silence in the Gameroom.*

## it's a Memory Game

Flip all Pieces on the board upside-down, keeping the top-most Pieces on top.

*Rule*

*Theres no "U" in my Team.*

*Hope you were paying attention.*

*Hope you were paying attention.*

<div><div><b><u>1d12</u></b></div><div>Add this card to the List of Rules. Draw two cards from the Rules Deck.</div><div>Rule</div></div>	<div><div><b><u>1d20</u></b></div><div>Add this card to the List of Rules. Draw two cards from the Rules Deck.</div><div>Rule</div></div>	<div><div><b><u>Castle -&gt; Soldier</u></b></div><div>Castles can be played on soldiers.</div><div>Rule</div></div>
<i>Nope, that's my dice.</i>	<i>Maybe microwave it?</i>	<i>Smoosh</i>
<div><div><b><u>Castle -&gt; Castle</u></b></div><div>Castles can be played on Castles.</div><div>Rule</div></div>	<div><div><b><u>Castle -&gt; SpaceShip</u></b></div><div>Castles can be played on SpaceShips.</div><div>Rule</div></div>	<div><div><b><u>Castle -&gt; Sheep</u></b></div><div>Castles can be played on Sheep.</div><div>Rule</div></div>
<i>Always room for renovation.</i>	<i>Just think, Space Castle.</i>	<i>You could?</i>

<div><div><b>Hat -&gt; Castle</b></div><div>Hats can be played on Castles.</div><div>Rule</div></div>	<div><div><b>Hat -&gt; SpaceShip</b></div><div>Hats can be played on Spaceships.</div><div>Rule</div></div>	<div><div><b>Sheep -&gt; Soldier</b></div><div>Sheep can be played on Soldiers.</div><div>Rule</div></div>
<i>It adds to the Feng Shui.</i>	<i>Stealth mode activated.</i>	<i>The Armored Sheep Brigade.</i>
<div><div><b>Sheep -&gt; Castle</b></div><div>Sheep can be played on Castles.</div><div>Rule</div></div>	<div><div><b>Sheep -&gt; Hat</b></div><div>Sheep can be played on Hats.</div><div>Rule</div></div>	<div><div><b>Sheep -&gt; Sheep</b></div><div>Sheep can be played on Sheep.</div><div>Rule</div></div>
<i>Man the Baaaattlements.</i>	<i>No Wool Hats.</i>	<i>Sheep,sheep,sheep,sheep</i>

<p><b><u>Those Aren't Your Pieces</u></b></p> <p>Give this card to another player. That player draws back up to holding 5 Pieces.</p> <p>Event</p>	<p><b><u>Those Aren't Your Pieces</u></b></p> <p>Give this card to another player. That player draws back up to holding 5 Pieces.</p> <p>Event</p>	<p><b><u>Lots of Litte</u></b></p> <p>Play up to 3 of any one Piece as a single action on this turn. Playing this card still costs an action.</p> <p>Event</p>
<i>Sorry not sorry.</i>	<i>Start again.</i>	<i>All my soldiers in Kamchatka</i>
<p><b><u>Lots of Litte</u></b></p> <p>Play up to 3 of any one Piece as a single action on this turn. Playing this card still costs an action.</p> <p>Event</p>	<p><b><u>Lots of Litte</u></b></p> <p>Play up to 3 of any one Piece as a single action on this turn. Playing this card still costs an action.</p> <p>Event</p>	<p><b><u>Check The Rule Book</u></b></p> <p>Draw a card from the top of the Rules Deck face-up. Play it immediately or discard it, you choose.</p> <p>Event</p>
<i>This game has like a thousand plastic bits!</i>	<i>What do I do with 3 sheep?</i>	<i>Yeah, I didn't read that far</i>

<p><b><u>Here Shuffle This</u></b></p> <p>Give this card to another player. That player skips their next turn.</p> <p><i>Rule</i></p>	<p><b><u>Here Shuffle This</u></b></p> <p>Give this card to another player. That player skips their next turn.</p> <p><i>Rule</i></p>	<p><b><u>Here Shuffle This</u></b></p> <p>Give this card to another player. That player skips their next turn.</p> <p><i>Rule</i></p>
But with the deck in my hand how am I supposed to play?	Everyday you're shufflin	Shuffle this will you?
<p><b><u>Here Shuffle This</u></b></p> <p>Give this card to another player. That player skips their next turn.</p> <p><i>Event</i></p>	<p><b><u>I think you Dropped a Piece</u></b></p> <p>Give this card to another player. That player draws a Piece.</p> <p><i>Event</i></p>	<p><b><u>I think you Dropped a Piece</u></b></p> <p>Give this card to another player. That player draws a Piece.</p> <p><i>Event</i></p>
And this.	It was under the table.	Don't lose these.

<p><b><u>That Doesn't Go There</u></b></p> <p>Return a Piece being played to its owner. (This card can be played during anyone's turn and does not cost an action.)</p> <p>Event</p>	<p><b><u>That Doesn't Go There</u></b></p> <p>Return a Piece being played to its owner. (This card can be played during anyone's turn and does not cost an action.)</p> <p>Event</p>	<p><b><u>You Read That Wrong</u></b></p> <p>Remove a Rule from the Rules List.</p> <p>Event</p>
Have you even set up this game before?	Have you even set up this game before?	Hold on, Lemme see that.
<p><b><u>You Read That Wrong</u></b></p> <p>Remove a Rule from the Rules List.</p> <p>Event</p>	<p><b><u>You Read That Wrong</u></b></p> <p>Remove a Rule from the Rules List.</p> <p>Event</p>	<p><b><u>You Read That Wrong</u></b></p> <p>Remove a Rule from the Rules List.</p> <p>Event</p>
<i>*Grin Smugly*</i>	<i>Look at the rules.</i>	<i>Read your quick guide card.</i>

<div><div><b>Stacks</b></div><div>Pieces are laid on top of the Piece they are played “on”.</div><div>Board Format</div></div>	<div><div><b>Grid</b></div><div>Pieces are played vertically or horizontally next to the Piece they are played “on”</div><div>Board Format</div></div>	<div><div><b>Grid</b></div><div>Pieces are played vertically or horizontally next to the Piece they are played “on”</div><div>Board Format</div></div>
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		<i>Mine Is Metal</i>
<p><b><u>Turn Order:</u></b></p> <p>-Draw -Take 2 Actions -Pass Turn</p> <p><b><u>Actions</u></b></p> <p>-Play A Piece (One Per Turn) -Play a Rule, Event, or Board Format</p>	<p><b><u>Turn Order:</u></b></p> <p>-Draw -Take 2 Actions -Pass Turn</p> <p><b><u>Actions</u></b></p> <p>-Play A Piece (One Per Turn) -Play a Rule, Event, or Board Format</p>	<p><b><u>Turn Order:</u></b></p> <p>-Draw -Take 2 Actions -Pass Turn</p> <p><b><u>Actions</u></b></p> <p>-Play A Piece (One Per Turn) -Play a Rule, Event, or Board Format</p>