



## WC Pause...

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Choose a player: he must miss his next turn.

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## Sticky Fingers

*"Uh, look at this, counters seem to be glued to my fingers... it's useful, ah?"*

When you play this card, it remains in play (just like Items) and adds 1 GP to your total.



## De Coubertin was an Idiot!

*"Participating is more important than winning? Ahahaha, who did ever say this imbecility?"*

When you play this card, it remains in play (just like Items) and adds 2 GPs to your total.



## Rifled Hands

*"Oooops! I poured Coca-Cola on the game... and counters fell me into my glass!"*

Play this card on an opponent (your choice) and put it in play in front of him.

As long as a player has this card in play, his total is reduced by 1GP.

NOTE: this card stays in play even though the player has no GPs from counters and other cards (it may cause his total to be less than zero).



## Bertier, Ahahah!

*"And voilà! This is the move of the year... Uh? Who said 'I won the game'?"*

Play this card on an opponent (your choice) and put it in play in front of him.

As long as a player has this card in play, his total is reduced by 2GP.

NOTE: this card stays in play even though the player has less than 2 GPs from counters and other cards (it may cause his total to be less than zero).



## The Goblin's Explanations

*"Ok, the game works this way..."*

As long as you have this card in play, you gain these bonuses on the **Boardgame** category:

- +1 to each die roll for participating in Games belonging to this category (including Games you play);
- all Items belonging to this category are worth 1 GP more (including those you already have in play).



## MarGigi's Hints

*"Yes, effectively, Svadumians are more belligerent than Aldurians, but after the civil war that started in 1238, they proclaimed Elumil-Parath with the Surgh's Edict, and..."*

As long as you have this card in play, you gain these bonuses on the **RPG** category:

- +1 to each die roll for participating in Games belonging to this category (including Games you play);
- all Items belonging to this category are worth 1 GP more (including those you already have in play).



## Wolflord's Advices

*"What are you intended to do with that card in your deck? It's better this ultra-rare, limited promotion, hyper-restricted I found in my first booster pack ..."*

As long as you have this card in play, you gain these bonuses on the **Card** category:

- +1 to each die roll for participating in Games belonging to this category (including Games you play);
- all Items belonging to this category are worth 1 GP more (including those you already have in play).