



## No more credit!

*"Ehm... I'm afraid I have no money left, and I also have some debts!"*

When you play this card, choose an opponent and place it in play in front of him.

As long as a player has this card in play, he can't play Item cards during his turn. However, he can keep any Item he already owns, and he also may acquire new Items because of Special cards.



## Filthy Breath

*"Gasp! What the hell did you eat? Your breath could kill a bat on the fly ..."*

When you play this card, choose an opponent and place it in play in front of him.

As soon as a player receives this card, he must immediately discard his Friend card in play, if any.

As long as a player has this card in play, he can't play Friend cards.



## How I wish a friend...

*"Why nobody wants to play with me?"*

You can play this card during your turn, only if you have no Friend cards in play.

Start revealing the top card from the deck and discard it if it is not a Friend card; keep revealing and discarding cards until you draw a Friend card.

As soon as you reveal a Friend card, immediately put it in play in front of you (just as if you played it from your hand).



## Goblin CHAOS!

*"YEOW! AAAARGGH BROOOT! BURP!"*

As soon as you play this card, all players, including yourself, must immediately pass their hand of cards to the player on their left. If a player has no cards in hand, he passes zero cards (but still he receives cards from his right).

NOTE: players can't use other cards nor abilities until everyone has finished passing cards.



## Lobo explained me these rules!!

*"Ah that's true, a Blood Counter only heals one wound... and you draw a gold card if you kill an opponent... and you can also win the game by..."*

You can play this card after all players have rolled their dice to resolve a Game.

All results rolled are considered to be the opposite: a Goblin King becomes Darth Goblin (and vice versa), a Green Goblin becomes Black Goblin (and vice versa).



## Raising polemics

*"No, really, I would have done another thing if I knew... but in truth I did not realize this... I moved the wrong piece, so I have to make a different move... uh, what, it was two turns ago??!"*

You can immediately draw 2 more cards adding them to your hand,

**otherwise**

force an opponent (your choice) to randomly discard one card from his hand.



## I do whatever I like...

*"I've had enough, now! The game is mine and I'm going to take whatever I need!"*

As soon as you play this card, you can examine the deck and the discard pile: choose a card and immediately add it to your hand. If you choose a card from the discard pile, show it to your opponents before placing in your hand.

After choosing the card, shuffle the deck with the discard pile and form a new drawing deck.



## Aex Equo

*"I'm giving you a base here in exchange for a base there, we're going to share the victory... do you agree?"*

You can play this card when a Game is resolved, even after all players have rolled their dice to resolve a Game.

For the current Game only, every rolled Goblin King result apply (not only the first one): all players rolling a Goblin King share the victory and gain the highest GPs value listed on the card itself.



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