bang

REMOVE A RANDOM CARD

dance

SWAP ANY TWO CARDS

duplicator

PERFORM THE POWER OF AN ADJACENT ACTIVE CARD

hop

REMOVE AN ACTIVE CARD WHICH IS EXACTLY 2 SPACES AWAY AND THE CARD BETWEEN

balance

REMOVE AN INACTIVE CARD WHICH IS EXACTLY 2 SPACES AWAY AND THE CARD IN BETWEEN

conquer

SELECT A RANDOM CARD.
IF IT IS INACTIVE, REMOVE IT AND ANY INACTIVE CARDS ADJACENT TO IT

denied

MOVE THIS CARD ADJACENT TO ANY ACTIVE CARD THEN REMOVE THAT CARD

fight

REMOVE A RANDOM CARD AND A CARD NEXT TO IT

HOP
HOP

DUPLICATOR

BINK!

JUMP

MAKE TWO INACTIVE CARDS WHICH ARE ADJACENT TO EACH OTHER ACTIVE

• • •

PLOT

IF THIS CARD WOULD BE REMOVED AND IT IS ACTIVE, THEN MAKE IT INACTIVE INSTEAD

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PUSH

MOVE THIS CARD ADJACENT TO ANY INACTIVE CARD THEN REMOVE THAT CARD

• • •

SHOOT

REMOVE THE NEXT CARD TO ACT AFTER ITS EFFECT RESOLVES

• •

HUG

MAKE ANY INACTIVE CARD ACTIVE

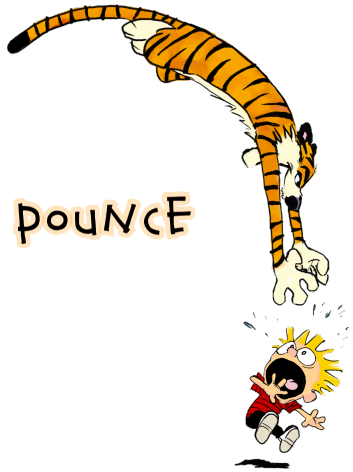
• • • •

MUD FIGHT

REMOVE THIS CARD AND ANY CARDS ADJACENT TO IT

• • •

POUNCE



REMOVE AN INACTIVE CARD WHICH IS EXACTLY 2 SPACES AWAY AND THE CARD IN BETWEEN

• • • •

REST

REMOVE TWO INACTIVE CARDS WHICH ARE ADJACENT TO EACH OTHER

•

z

BLIPP
SPLOPP
BLOOP
BLIBB

snowball

remove one card which is
4 or more spaces away

• • •

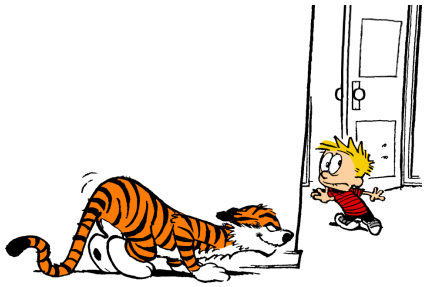
wagon

remove two active cards which
are adjacent to each other

toboggan

select a random card. if that
card is active, then remove it. if
not, make that card active again

stalk



remove an adjacent inactive card

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zombie

draw a random card that was
previously removed and replace it
(active) with this card

• • • •

come out and play

a calvin + hobbes adventure

deal ten cards in a row
remove nine of them

each turn, select one card,
resolve its effect then make it
inactive by flipping it.

randomness: choose a direction
and reveal the counter of the
top card of the deck.

a retheme of murderer's row

come out and play