



CHOPSTICKS

1



If the **1** deck has at least one card, you may transfer its bottom card to the available achievements.



Draw a

1.

NOODLES

1



If you have more **1** in your hand than every other player, draw and score a **2**.



Draw and reveal a **1**. If it is yellow, score all **1**s from your hand.



SOAP

1



Choose a color. You may tuck any number of cards of that color from your hand. If you tucked at least three, you may achieve (if eligible) a card from your hand.

2



COMB

1



Choose a color, then draw and reveal five **1**s. Keep all cards that match the color chosen. Return the rest of the drawn cards.



ICE SKATES

1



Return up to three cards from your hand. For each card returned, either draw and meld a **2**, or draw and foreshadow a **3**. Return your highest top card.



UMBRELLA

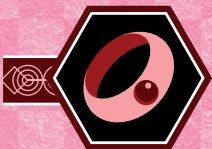
1



Return any number of cards from your hand. Score two cards from your hand for every card you returned.



You may meld a card from your hand.



BANGLE

1



Draw and foreshadow a **3**.



Tuck a red
card from
your hand.



If every other
player has a
higher score
than you,
draw a **3**.

CANDLES

1



I DEMAND you transfer a card with
a  from your hand to my hand! If
you do, draw a **1**!

1



Score a
bottom card
from your
board.

PLUMBING

1



No effect.

2



BELL

1



Draw and foreshadow a **2**.

You may
score a card
from your
hand.



FLUTE

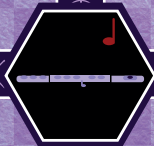
1



I DEMAND you return a card with a bonus from your hand!



Draw and reveal a **1**. If it has a bonus, draw a **1**.



You may splay one color of your cards left.



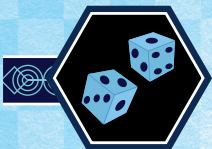
PUPPET

1



No effect.





DICE

1



Draw and reveal a **1**. If the card has a bonus, draw and meld a card of value equal to its bonus.



Draw and
tuck a

1

PERFUME

1



I DEMAND you transfer a top card of different value from any top card on my board from your board to mine! If you do, draw and meld a card of equal value!





RULER

1



No effect.



Draw a

2

2

TOOTHBRUSH

2



You may splay any one color of your cards left.



If the **2** deck has at least one card, you may transfer its bottom card to the available achievements.

Tuck all cards of one present value from your hand.



WATERMILL

2



Tuck a card with a bonus from your hand. If you do, draw a card of value equal to that card's bonus. If the drawn card also has a bonus, you may return a card from your hand to repeat this dogma effect.





GLASSBLOWING



2



Draw and foreshadow a card of value three higher than the lowest non-green top card on your board.



Score a card with a bonus from your hand.

Take a bottom card from your board into your hand.

SCISSORS

2



You may choose up to two cards from your hand. For each card chosen, either meld it or score it.



If Paper is a top card on any player's board, transfer it to your score pile.





3

CROSSBOW

2



I DEMAND you transfer a card with a bonus from your hand to my score pile!



Transfer a card from your hand to any other player's board.





HORSESHOES

2



I DEMAND you transfer a top card without a  or  from your board to my board! If you do, draw and meld a **2** !



Draw and foreshadow a **2** .





PAGODA

2



Draw and reveal a **3**. If you have a card of matching color in your hand, tuck the card from your hand and meld the drawn card. Otherwise, foreshadow the drawn card.



CHATURANGA

2



Meld a card with a bonus from your hand. If you do, draw two cards of value equal to that card's bonus. Otherwise, draw and foreshadow a card of value equal to the number of top cards on your board.



LEVER

2



You may return any number of cards from your hand. For every two cards of matching value returned, draw a card of value one higher.



Draw two

2



LINGUISTICS

2



Draw a card of value equal to a bonus on your board, if you have any.

Draw a **3**
OR
Draw and foreshadow a **4**.



DEODORANT

3



If you have a top card with a , draw and meld a **3**. Otherwise, draw a **4**.

Draw and
meld a
3.



SANDPAPER

3



You may return any number of cards from your hand. Draw that many **3**, and then meld a card from your hand.



Draw a

3 or **4**

CHARITABLE TRUST

3



You may meld the card you drew due to Charitable Trust's echo effect. If you do, either return or achieve (if eligible) your top green card.





HOMING PIGEONS

3



I DEMAND you return two cards from your score pile whose values each match at least one card in my hand!



You may splay your red or green cards left.





LIQUID FIRE

3



I DEMAND you draw a card of value equal to the highest bonus on your board! Transfer it to my forecast! If it is red, transfer all cards from your hand to my score pile!



KATANA

3



I DEMAND you transfer two top cards with a  from your board to my score pile! If you transferred any, draw a card of value equal to the total number of  on those cards and transfer it to my forecast!





NOVEL



3



Draw a **3**. You may splay your purple cards left.



If all your non-purple top cards share a common icon other than , claim the Supremacy achievement.



Draw a

3



SUNGLASSES

3



You may either splay your purple cards in the direction one of your other colors is splayed, or you may splay one of your other colors in the direction that your purple cards are splayed.



Score a card from your hand of a color you have splayed.





ALMANAC

3



You may return a card from your forecast with a bonus. If you do, draw and score a card of value one higher than that bonus.



Draw and
foreshadow
a **4**.



MAGNIFYING GLASS

3



You may return three cards of equal value from your hand. If you do, draw a card of value two higher than the cards you returned.



You may splay your yellow or blue cards left.



Draw a **4**, then return a card from your hand.

BAROMETER



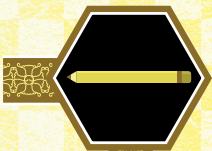
Draw and foreshadow a card of value two higher than a bonus on any board.



You may return all the cards in your forecast. If any were blue, claim the Destiny achievement.

Transfer a
5 from your
forecast to
your hand.





PENCIL

4



You may return up to three cards from your hand. If you do, draw that many cards of value one higher than the highest card you returned. Foreshadow one of them, and return the rest of the drawn cards.

Draw a

5.



CHINTZ

4



Draw a **4**.



If you have exactly one card in your hand, draw a **4**, then draw and score a **4**.



GLOBE

4



You may return up to three cards from hand of the same color. If you return one, splay any color left; two, right; three, up. If you returned at least one card, draw and foreshadow a **6**.

4





KOBUKSON

4



I DEMAND you return all your top cards with a ! Draw and tuck a .



For every two cards returned as a result of the demand, draw and tuck a .



Splay left
one color on
any player's
board.

SHURIKEN

4



I DEMAND you transfer a top non-red card with a  or  from your board to my board! If you do, draw a !



You may splay your purple cards right.



You may splay
your color
with the most
cards right.

CLOCK

4



I DEMAND you draw and reveal
three **10**, total the number of  on
them, and then return them! Transfer
all cards of that value from your hand
and score pile to my score pile!



Draw and
tuck a

4

TOILET

4



I DEMAND you return all cards from your score pile of value matching the highest bonus on my board!



You may return a card in your hand and draw a card of the same value.



SLIDE RULE

4



You may splay your yellow cards right.



Draw a card of value equal to the value of your lowest top card plus the number of colors you have splayed.





TELESCOPE

4



You may place a card from your forecast on top of its deck. If you do, achieve a card from your forecast if you meet the requirements to do so.



Draw and foreshadow
a **5**.

5

PRESSURE COOKER

5



Return all cards from your hand. For each top card on you board with a bonus, draw a card of value equal to that bonus.





STOVE

5



Draw and tuck a **4**. If your top card of the tucked card's color has value less than **4**, draw and score a **4**.



You may splay your green cards right.

6



Score a top card from your board without a .

PALAMPORE

5



Draw and score a card of value equal to a bonus that occurs more than once on your board, if you have such a bonus.



You may splay your purple cards right.



If you have six or more bonuses on your board, claim the Wealth achievement.





SEED DRILL



5



I DEMAND you return a top card from your board of value less than **3**!



Choose the **3**, **4**, or **5** deck. If there is at least one card in that deck, you may transfer its bottom card to the available achievements.



Draw and
tuck a

4

COKE

5



Draw and reveal a 6. If it has
a , meld it and repeat this dogma
effect. Otherwise, foreshadow it.



OCTANT

5



I DEMAND you transfer a top non-red card with a  or  from your board to my board! If you do, draw and foreshadow a **6**!



Draw and foreshadow a **6**.





PIANO

5



If you have five top cards, each with a different value, return five cards from your score pile and then draw and score a card of each of your top cards' values in ascending order.

Draw a card of a value present in any player's hand.



TUNING FORK

Look at the top card of any deck, then place it back on top.



Return a card from your hand. If you do, draw and reveal a card of the same value, and meld it if it is higher than a top card of the same color on your board. Otherwise, return it. You may repeat this dogma effect.



Draw and
tuck a

5

LIGHTNING ROD

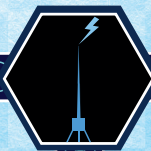
5

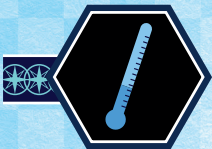


I DEMAND you draw and tuck a **5**! Return your top card of the tucked card's color!



Draw and tuck a **5**. You may return a top card from your board.





THERMOMETER

5



Draw and meld a card of value one higher than the value of your top yellow card. If the melded card is yellow, repeat this dogma effect.

Meld your bottom green card. Maintain its splay.



Draw and
tuck a

6.

DENTURES

6



Score the top two non-bottom cards of the color of the last card you tucked due to Dentures. If there are none to score, draw and tuck a **6**, then repeat this dogma effect.



You may splay your blue cards right.





MORPHINE

6



I DEMAND you return all odd-valued cards in your hand! Draw a **6**!



Draw a card of value one higher than the highest card returned due to the demand, if any were returned.



You may splay your red cards right.



Score an odd-valued card from your hand.

HOT AIR BALLOON

6



You may achieve (if eligible) a top card from any other player's board if they have an achievement of matching value. If you do, transfer your top green card to that player's board. Otherwise, draw and meld a **7**.

Draw and
score a

7



A green steamboat with two smokestacks is shown on a green hexagonal sign. The sign is connected to a green bridge structure on the left.

STEAMBOAT

A white number 6 inside a black star-shaped border.

6



I DEMAND you draw and reveal a **6**! If it is blue or yellow, transfer it and all cards in your hand to my hand! If it is red or green, keep it and transfer two cards from your score pile to mine! If it is purple, keep it!

A white number 6 inside a red circle with a laurel wreath and a star at the bottom. The circle is connected to a green bridge structure on the left.

6





LOOM

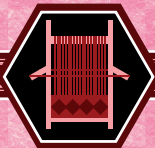
6



You may return two cards of different value from your score pile. If you do, draw and tuck three **6**.



If you have five or more  visible on your board in one color, claim the Heritage achievement.



Score your lowest top card.

SHRAPNEL

6



I DEMAND you draw and tuck a **6**! Transfer the top two cards of its color from your board to my score pile! Transfer the bottom card of its color from my board to your score pile!





INDIAN CLUBS

6



I DEMAND you return two cards from your score pile!



For every value of card you have in your score pile, score a card from your hand of that value.





KALEIDOSCOPE



Draw and meld a **7**. You may
splay your cards of that color right.



Draw and
foreshadow
a card of
any value.

BIFOCALS

6



You may return a card from your forecast.
If you do, draw and foreshadow a card of
equal value to the card returned.



You may splay your green cards
right.



STETHOSCOPE

6



Draw a **7**. If you melded a blue card due to Stethoscope's echo effect, draw an **8**.



You may splay your yellow cards right.

Meld a blue or yellow card from your hand.





ELEVATOR

7



Choose a value present in your score pile. Choose to transfer all cards of the chosen value from either all other players' hands or all their score piles to your score pile.

Score your
top or
bottom
green card.



FERTILIZER

7



You may return a card from your hand. If you do, transfer all cards from all score piles to your hand of value equal to the returned card.



Draw and foreshadow a card of any value.



Draw two **9**.

Return one,
foreshadow
the other.

JEANS

7



Choose two different values less than **7**. Draw and reveal a card of each value. Meld one, and return the other.



A black hexagonal sign with a white border, featuring a green telegraph machine with a long arm and a weight.

TELEGRAPH

7



You may choose an opponent and a color. Match your splay in that color to theirs.



You may splay your blue cards up.





MACHINE GUN

7



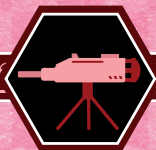
I DEMAND you transfer all of your top cards with a bonus to my score pile! If you transferred any, draw a **7**!



Return all your non-red top cards.



If you have five top cards, draw and score a **7**.





RUBBER

7



Score a top card from your board without a bonus.



You may splay your red cards up.

Draw and
tuck two

8





ICE CREAM

7



I DEMAND you draw and meld a **1**!



Choose the **6**, **7**, **8**, or **9** deck.
If there is at least one card in that
deck, you may transfer its bottom
card to the available achievements.



Score a
non-purple top
card from your
board without
a bonus.



SAXOPHONE



You may splay your purple cards up.



If the  for Bell, Flute, Piano, and Saxophone are visible anywhere, you win. Otherwise, draw a **7** for each  that is visible.



Meld a card
from your
forecast.

PHOTOGRAPHY

7



I DEMAND you take the highest top
card from your board into your hand!



If you have at least three echo effects
visible in one color, claim the History
achievement.



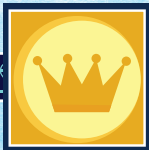


TYPEWRITER

7



Return all cards from your hand.
Draw a **6**. For each color of card returned, draw a card of the next higher value.



AIR CONDITIONER

8



I DEMAND you return all cards from your score pile of value matching any of your top cards!

You may score a card from your hand.

9



TRACTOR

8

Draw a

7.



Draw and score a **7**. Draw a **7**.





NYLON

8



Draw and tuck an **8** for every three  on your board. If any of the tucked cards were green, repeat this dogma effect.



You may splay your red cards up.



Return all
cards from
your hand and
draw two **8**.

SLICED BREAD

8



Return a card from your score pile.
Draw and score two cards of value
one less than the value of the card
returned.



BANDAGE

8



I DEMAND you return the highest card in your score pile for which you do not have a card of matching value in your hand! Return a top card from your board with a !

Meld a card from hand with a .



PARACHUTE

8



I DEMAND you transfer all cards without a  from your hand to my hand!



CROSSWORD

8



For each visible bonus on your board, draw a card of that value.





TELEVISION

8



Choose a value and an opponent. Transfer a card of that value from their score pile to their board. If they have an achievement of the same value, achieve (if eligible) a card of that value from their score pile.



Draw and
meld an

8

A blue satellite dish on a pedestal, enclosed in a black hexagon with a white border. The hexagon is connected to a horizontal bar with a gear pattern.

RADIO TELESCOPE

A white number 8 inside a black diamond shape.

8



For every two  on your board, draw a **9**. Meld one of the cards drawn and return the rest. If you meld AI due to this dogma effect, you win.





X-RAY

8



For every three  on your board, draw and foreshadow a card of any value.



You may splay your yellow cards up.



Draw and
tuck an

8





ATM

9



I DEMAND you transfer the highest top non-yellow card without a  from your board to my board!



You may splay your purple cards up.



Draw and
score a
card of any
value.





WRISTWATCH

9



For each visible bonus on your board, draw and tuck a card of that value, in ascending order.



Take a non-yellow top card from your board and tuck it.

Draw and
foreshadow
a **9**.

CREDIT CARD

9



You may take a top non-green card from your board into your hand. If you do, draw and score a card of equal value.



You may splay your green cards up.



Draw and
foreshadow
a **10**.

EMAIL

9



Draw and foreshadow a **9**.



Execute all non-demand dogma effects on your lowest non-green top card. Do not share them.



HELICOPTER

9



Transfer a top card other than Helicopter from any player's board to its owner's score pile. You may return a card from your hand which shares an icon with the transferred card. If you do, repeat this dogma effect.





JET

9



I DEMAND you return your top card of the color I melded due to Jet's echo effect!

Meld a card from your hand.





KARAOKE

9



Execute all of the non-demand dogma effects of the card you melded due to Karaoke's echo effect. Do not share them.



You may take a bottom card from your board into your hand.

Draw and meld a card of value less than **10**.



9

ROCK



I DEMAND you transfer your top green card to my hand! If Scissors is your new top green card, I win!



You may score a top card from your board. If Paper is your top green card, you win.



CALCULATOR

9



Score two bottom non-blue cards from your board. If you scored two and they have a total value less than 11, draw a card of that total value and repeat this dogma effect (once only).



You may play your blue cards up.

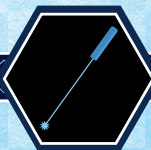


LASER

9



Return all unclaimed standard achievements. Then, return half (rounded up) of the cards in your score pile. Draw and meld two **10**.



CELL PHONE

10



Draw a **10** for every two  on your board.



You may splay your green cards up.



You may tuck any number of cards with a  from your hand, splaying up each color you tucked into.



MP3

10



Return any number of cards from your hand. For each card returned, claim two standard achievements for which you are eligible.



Draw and score a card of value equal to a bonus on your board.





GPS

10



I DEMAND you return all cards from your forecast!



Draw and foreshadow three **10**.



You may splay your yellow cards up.



FLASH DRIVE

10



I DEMAND you return four cards from your score pile!



Return a card from your score pile. If you do, you may splay any one color of your cards up.





CAMCORDER

10



I DEMAND you transfer all cards in your hand to my hand! Draw a **9**!



Meld all **9** from your hand. Return all other cards from your hand. Draw three **9**.





SOCIAL NETWORKING

10



I DEMAND you choose an icon type!
Transfer all top cards without that icon
from your board to my score pile!



If you have fewer 🏭, fewer 👑, and
fewer 🏰 than each other player, you win.



PUZZLE CUBE

10



You may score the bottom card or two bottom cards of one color from your board. If all the colors on your board contain the same number of visible cards (unsplayed = 1), you win.



Draw and meld a **10**.

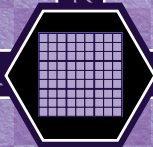


SUDOKU

10



Draw and meld a card of any value. If you have at least nine different bonus values visible on your board, you win. Execute each of the melded card's non-demand dogma effects. Do not share them.





ARTIFICIAL HEART

10



Claim one standard achievement, if eligible. Your current score is doubled for the purpose of checking eligibility.



HUMAN GENOME

10



You may draw and score a card of any value. Take a bottom card from your board into your hand. If the values of all the cards in your hand match the values of all the cards in your score pile exactly, you win.



— WEALTH —



— DESTINY —



HERITAGE



HISTORY



SUPREMACY



◆ ECHOES REFERENCE ◆



Bonuses provide points while visible, adding to your total score. Your highest is worth its face value, and each additional bonus is worth 1 point.



Echo effects are executed when you use dogma effects of the top card in their color. They are shared like other non-demand effects.

◆ ECHOES REFERENCE ◆



Bonuses provide points while visible, adding to your total score. Your highest is worth its face value, and each additional bonus is worth 1 point.



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