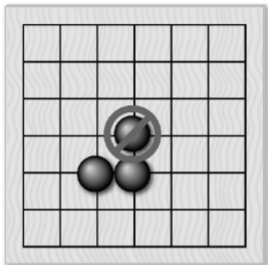


Empty triangle

Hand - Before your move

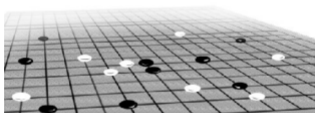


If the last move your opponent has played results in an empty triangle, point it out, then take one stone of this empty triangle as a prisoner.

Cannot be used if your opponent played a 'Replace your move' card during his last turn.

Bombberman

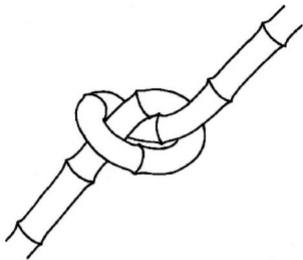
Immediate - Replace your move



Play your move. Attached stones (diagonals not included) are taken as prisoners. Applies to all stones, even yours.

Bamboo sellout

Hand - Replace / Before your move



Choose one:

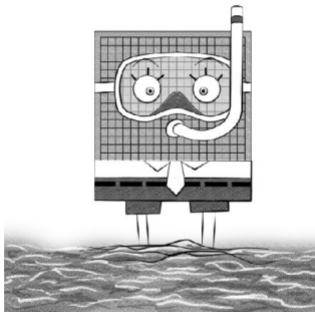
Before your move: You get an extra stone to freely complete a bamboo joint

OR

Replace your move: Play two stones to create a bamboo joint on the board

Rising water

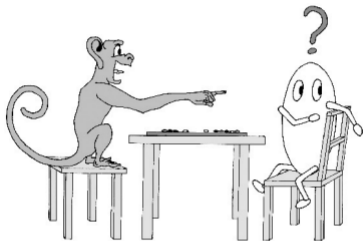
Immediate - Before your move



The stones on the first line go back to the bowls.

Behind you, a three-headed monkey!

Immediate - Before your move



Your opponent doesn't look at the board for the next 10 seconds. Meanwhile, take off the board one of his stones, and only one. If your opponent now manages to find which stone you took within 15 seconds, this stone recovers its place. Else, you keep it as a prisoner.

Chuck Norris

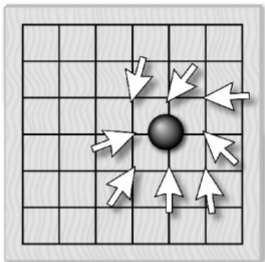
Hand - Counter



Cancels the card your opponent is about to play.

Misclick

Immediate - Before your move



Slide the stone your opponent just played of one intersection in the direction you want.

Cannot be used if your opponent's last turn was under the effect of a 'Replace your move' card.

Detonator

Hand - Before your move

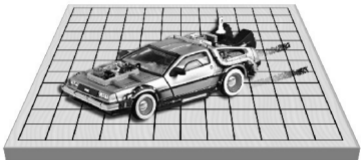


If your opponent's last move is a contact play, the two stones become prisoners.

Cannot be used if your opponent's last turn was under the effect of a 'Replace your move' card.

Ko-Lorean

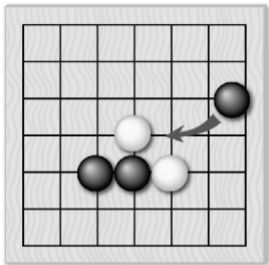
Hand - Replace your move



You may immediately retake a ko.

KGS style

Hand - Before your move

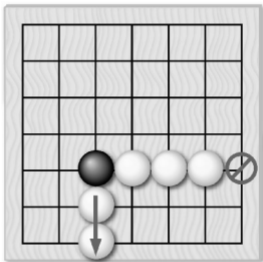


Play an exchange. You must play hane* and your opponent must crosscut.

Hane: contact play in diagonal which goes round your opponent's stone

Flame thrower

Immediate - Replace your move

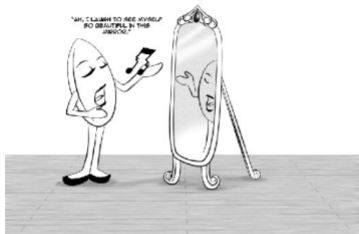


Play your move. Your stone has four fire lines. It chooses one of the nearest edges, and fires in this direction.

The four first stones hit that way go back to their owner's bowl.

Mane Go

Immediate - Before your move

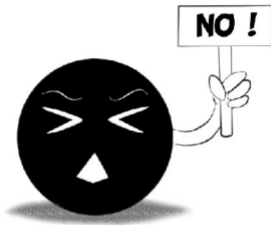


Play three exchanges with your opponent. He must play his moves at a point that "mirrors" yours (Tengen reflection).

Remember that you cannot force your opponent to play illegal moves.

No!

Hand - Before your move

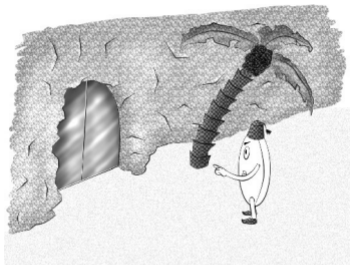


Your opponent takes back the last stone he played and must play it elsewhere.

Cannot be used if your opponent played a 'Replace your move' card during his last turn.

Open Sesame

Hand - Before your move

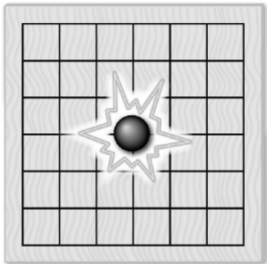


Choose a stone from an opponent's wall*, not at extremities, and take it as prisoner.

*Wall: at least four aligned and connected stones

Takemiya style

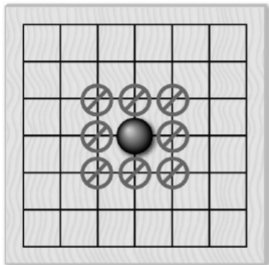
Immediate - Before your move



If the Tengen is still free, you may place a stone at this point (respect the capture rule, though)

Tenuki

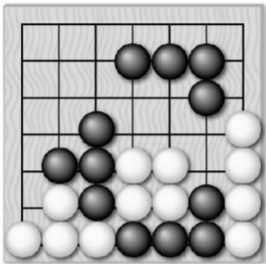
Hand - Before your move



Play an exchange. Your opponent cannot attach to your stone (including diagonals).

Tetris

Immediate - Before your move



The stones are played 4 by 4,
following the Tetris shapes.

Double agent

Hand - Replace your move

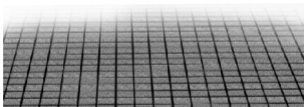


Pick an opponent's stone on the board. This stone turns into your colour.

The stone picked that way goes back to its bowl.

Murphy's law

Immediate - Replace / Before your move



If its effect still can be applied,
immediately play again the last card
of the discard pile.

Color blind

Immediate - Replace your move

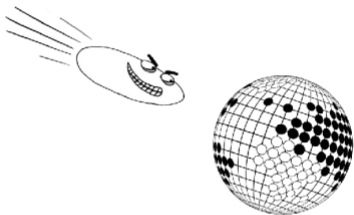


Play your move. All the attached (including diagonals) have their colour changed.

The stones taken from the board that way go back to the bowls.

Armageddon

Immediate - Before your move



Both players alternatively play all the cards in their hand, one by one.

Effects that cannot be applied are cancelled.

Bruce Willis

Hand - Counter

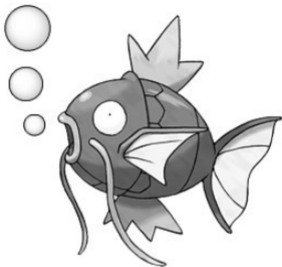


Counters Armageddon

May be played just after Armageddon is triggered, otherwise this card is discarded during Armageddon effect.

Magikarp

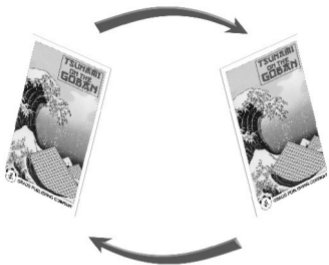
Immediate - Replace your move



Congratulations! You just have lost your turn!

Trade

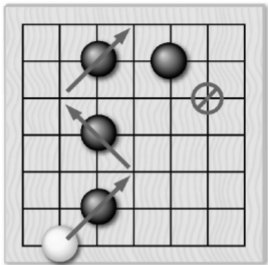
Hand - Before your move



First discard this card. Randomly pick a card in your opponent's hand, then give him one of your cards.

Draughts

Immediate - Replace your move



You may capture up to three of your opponent's stones by moving your stone as a draught piece (i.e. diagonally)

You must capture at least one stone if you can. Choose the direction when many captures are possible.

Repulsive

Hand - Replace your move

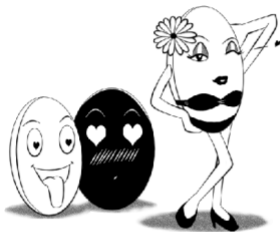


Play your move. The nearest stone in each direction from the one you just played is pushed back until bumping into an obstacle (other stone or first line).

Capture rules apply.

Attraction

Hand - Replace your move

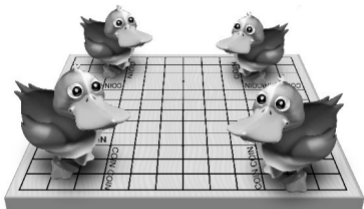


Play your move. The nearest stone in each direction is pulled to the contact of your stone.

Capture rules apply.

Corner

Immediate - Before your move



Play three exchanges with your opponent. Both players must play in the corners*.

*Corner: corner area, hoshi included

YES! I can

Hand - Counter



Nullifies the NO! Card

Sewer rat

Immediate - Before your move

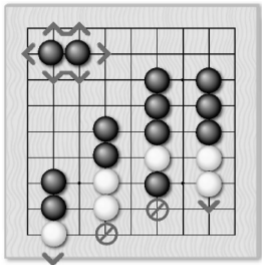


Play three exchanges with your opponent. You must play on the second line. Your opponent must answer with a contact play on the third line.

Remember that you cannot force your opponent to play illegal moves.

Abalone

Immediate - Replace your move

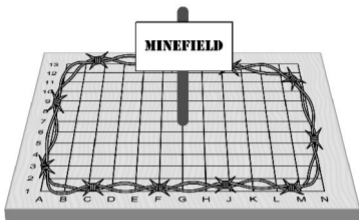


Slide up to three of your aligned and connected stones in the direction you want.

You may push a lesser number of your opponent's stone. A stone pushed out of the board is captured.

Minefield

Immediate - Before your move



Secretly write the coordinates of a point on the goban. As soon as a stone is played on it, this stone is captured.

Keep this card near you until it 'blows', then discard it.

Dawn of the dead

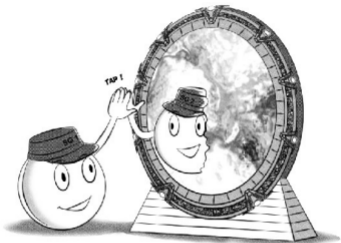
Immediate - Before your move



All the stones in atari are put back to the players' bowls.

Stargate

Hand - Replace your move



Play your move. Then take one of your stones on the board and attach it to the stone you just played (not diagonally).

Go is beautiful

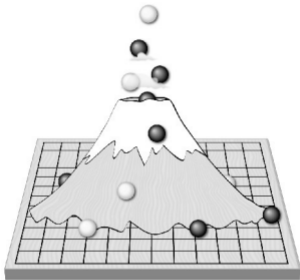
Hand - Before your move



Play five regular exchanges with your opponent.

Mount Fuji awaking

Immediate - Before your move

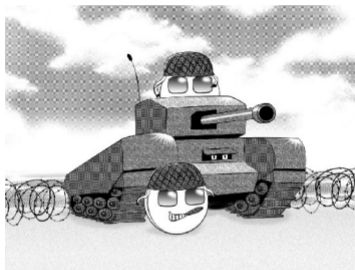


Mount Fuji is erupting off Tengen. All the stones in the center* go back to the bowls.

*Center: fifth line and above

Operation Overlord

Immediate - Replace your move



Land a wall of four stones on the first line.

No!

Hand - Before your move



Your opponent takes back the last stone he played and must play it elsewhere.

Cannot be used if your opponent played a 'Replace your move' card during his last turn.

YES! I can

Hand - Counter



Nullifies the NO! Card

Go is beautiful

Hand - Before your move



Play five regular exchanges with your opponent.