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.
Bomberman

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.
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.
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!
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.