

<p><b>Double Buttons</b></p> <p>Receive double the income for passing this button.</p>	<p><b>Free Patch</b></p> <p>Roll a D20. You may take any remaining, unpurchased piece with a total cost equal to or less than the number of your roll (total cost = time + buttons). If you do, take this piece without paying its cost, and place it immediately.</p>	<p><b>Fabric Annihilator</b></p> <p>Take this card. At any time, you may play this card to remove any remaining, unpurchased piece permanently from the game (your choice). Set it aside. (one-time use)</p>
<p><b>Opponent Push</b></p> <p>Pay any number of buttons. Your opponent must move forward that many spaces. (However, your opponent gains regular income as they move forward.)</p>	<p><b>Extra Income</b></p> <p>Take a button and place it on any buttonless piece on your quilt. You now receive that as income for the rest of the game.</p> <p>(If you have no buttonless pieces, do nothing.)</p>	<p><b>Time is Money</b></p> <p>For the rest of the game, whenever you'd like, you may pay for any amount of time-cost in buttons instead, and vice versa (your choice).</p>
<p><b>Extra Purchase</b></p> <p>You may immediately make another purchase (but you must pay its full cost). If you do, place that piece immediately.</p>	<p><b>Card Swap</b></p> <p>Take this card. At any time, when your opponent is about to draw a blue card, play this card to make them draw a red card instead. Alternatively, play this card when you are about to draw a red card to draw a blue card instead. (one-time use)</p>	<p><b>Discount</b></p> <p>Take this card. On your <i>next</i> purchase, play this card to ignore <i>either</i> that piece's button cost <i>or</i> its time cost (your choice). (one-time use)</p>
<p><b>Lesser Emptiness</b></p> <p>Take this card. At the end of the game, subtract one less point for empty spaces than you normally would.</p> <p>(typically, this will make the penalty for empty spaces -1 point instead of -2 points)</p>	<p><b>Neutral Mover</b></p> <p>Take this card. On your turn, just before any future purchase, you may play this card to move the neutral token to a place of your choice. (one-time use)</p>	<p><b>Limited Options</b></p> <p>Take this card. Just before any future opponent's purchase, you may play this card to forbid them from buying any 2 of the 3 patches ahead of the neutral token (your choice). (one-time use)</p>

<p><b>Trading Places</b></p> <p>The two player's time tokens must trade places.</p>	<p><b>Blue Light Special</b></p> <p>Roll a D20. Place a blue card token on the quilt piece which is that many spaces ahead of the neutral token. (If you go around full circle, keep counting.) Whoever gains this piece first immediately draws a blue card.</p>	<p><b>Card Thief</b></p> <p>If your opponent has any cards, you may take one of your choice. Alternatively, if you have any cards, you may give them one of yours (your choice).</p> <p>(Make this choice immediately. If you do not wish to do either of these things, then do nothing.)</p>
<p><b>Movement Income</b></p> <p>Take this card. For the rest of the game, any movement that earns income earns an extra button.</p> <p>(typically, this will increase your income to 2 buttons for each space that you move forward)</p>	<p><b>Time Travel</b></p> <p>Take this card. On your <i>next</i> purchase, play this card to pay that piece's time cost by moving <i>backward</i> that many time spaces. (one-time use)</p> <p>(You do not earn income if you pass a button while moving backwards)</p>	<p><b>Paying Piece</b></p> <p>Take this card. On your <i>next</i> purchase, play this card to do the following: Rather than <i>paying</i> that piece's button cost, you instead <i>receive</i> that number of buttons. (one-time use)</p>
<p><b>Rearrangement</b></p> <p>Take this card. At any time during your own turn, you may play this card to rearrange your quilt pieces however you'd like. (one-time use)</p>	<p><b>Teleportation</b></p> <p>Take this card. At any time during your own turn, you may play this card to move your time token to any space that is <i>ahead</i> of your opponent's time token. (one-time use)</p>	<p><b>Wide Selection</b></p> <p>Take this card. For the rest of the game, when purchasing, you may choose from any of the 4 patches ahead of the neutral token (rather than the usual 3).</p> <p>(Whenever you possess both this card as well as 'Narrow Selection', then the effects of both cards are cancelled out.)</p>
<p><b>Honest Thief</b></p> <p>Take this card. Just before any future purchase, you may play this card to purchase a piece from your opponent's quilt, rather than one from the table. Pay that piece's cost as usual, except that any buttons paid go to your opponent. (one-time use)</p> <p>(Single 1x1 patches are not for sale)</p>	<p><b>Card Annihilator</b></p> <p>Take this card. At any time, you may play this card to remove any card from the game in order to ignore its effects. (This includes any card that your opponent draws, or has in play.) (one-time use)</p>	<p><b>Lucky 7</b></p> <p>Take this card. At any time during your own turn, if your opponent has the 7x7 special tile, then you may play this card to take it from them. (one-time use)</p> <p>(If you already have the 7x7 tile, take this card and do nothing.)</p>