

<p>Not Your Income</p> <p>All income earned for passing this button goes to your opponent instead of you. However, if your button income is 5 or less, <i>they pay you</i> 5 buttons (in addition to your regular income). If they run out of buttons, they must move forward one space at a time, earning income along the way, stopping only once they've earned enough to pay you in full.</p>	<p>Mandatory Piece</p> <p>Roll a D20. Take the quilt piece which is that many pieces ahead of the neutral token. (If you go around full circle, keep counting.) Place that piece on your quilt immediately. If you cannot place it, set it aside and pay its penalty: A number of buttons equal to its <i>total cost</i> (buttons + time). If you run out of buttons, pay the remaining penalty in time.</p>	<p>Piece Swap</p> <p>Remove the most recently <i>purchased</i> piece from your quilt and give it to your opponent. They must give you one piece from their quilt in return (their choice). You must both place your pieces immediately. If any player cannot place that piece, they must set it aside and pay its penalty: A number of buttons equal to its <i>total cost</i> (buttons + time). If you run out of buttons, pay the remainder in time.</p>
<p>Alms for the Poor</p> <p>You and your opponent count up your occupied quilt spaces. Calculate the difference. The player with <i>more</i> occupied quilt spaces must pay the difference in buttons to the other player as penalty. (If s/he runs out of buttons, s/he must pay the remaining cost in time.)</p>	<p>Love Your Enemy</p> <p>You must give the <i>next</i> piece that you <i>purchase</i> to your opponent. They must place it immediately. If they cannot place it, they must set it aside and pay its penalty: The number of buttons equal to its <i>total cost</i> (buttons + time). If they run out of buttons, they must pay the remaining penalty in time.</p>	<p>Greater Emptiness</p> <p>Take this card. At the end of the game, subtract one more point for empty spaces than you normally would.</p> <p>(typically, this will make the penalty for empty spaces -3 points instead of -2 points)</p>
<p>Quilt Swap</p> <p>Trade quilts with your opponent. Their quilt is now yours, and vice versa.</p>	<p>Special Gifts</p> <p>Give all of your single 1x1 patches to your opponent. They may place them immediately, or keep them in reserve for future placement (whenever they'd like). If you have no single patches, your opponent must give you one instead. (If neither of you has one, do nothing.)</p>	<p>Patch Mover</p> <p>Your opponent may remove one of your placed quilt pieces (their choice) and place it back onto your quilt wherever they'd like.</p>
<p>Narrow Selection</p> <p>Take this card. For the rest of the game, when purchasing, you may only choose from any of the 2 patches ahead of the neutral token (rather than the usual 3). However, if your time token is in the center of the board (i.e., if you have just finished the game), then give this card to your opponent instead.</p>	<p>Red Light Special</p> <p>Roll a D20. Place a red card token on the quilt piece which is that many pieces ahead of the neutral token. Whoever either gains this piece first, or is the first to move the neutral token past this piece on their turn, immediately draws a red card.</p>	<p>Set Income</p> <p>Take this card. For the rest of the game, ignore your regular income. Instead, every time you pass a button, roll a d20. Your button income is equal to the one's place digit of the rolled number (e.g., collect 7 buttons if you roll a 17; 0 if you roll a 20; etc.). However, if your time token is in the center of the board (i.e., if you have just finished the game), then give this card to your opponent instead.</p>