

## **BOOST**

### **ENERGY SNACK**

*Play on your turn*

**CHOMP!**

Gain 1 AP this turn.

— or —

**JUMP!**

Jump over an individual crate or individual player for 1AP.

(Discard after use)

## **ITEMS**

### **ROCK**

*Play on your turn*

**BANG!**

Use before or after an Unlock roll to adjust your dice roll by +1/-1

— or —

**CRACK!**

Use before a Shove/Drag Roll to increase your dice score by +1

— or —

**WHACK!**

Use before a Steal Roll to increase your dice score by +1

(Discard after use)

## **MAGIC**

### **UNLOCK BOMB**

*Play on your turn*

**CH-CLICK!**

Spend 1AP to completely unlock any adjacent locked Gold, Silver or Bronze crate.

— but —

**CH! - CH! - CH! - CH!**

All other visible Bronze and Silver crates are reduced by half. Other Gold crates are unaffected.

(Discard after use)

## **MAGIC**

### **TRANSFERENCE TOKEN**

*Play on your turn before or after unlock rolls.*

This turn you can spend 1 extra AP, per unlock roll to apply any unlock score to one other visible crate.

Meaning you can unlock two crates at the same time, using the same die score.

If you unlock a distant crate using this card you can claim its treasure.

(Discard after use)

## **MAGIC**

### **TELEPORT**

*Play on your turn*

**ZIP!**

Spend 1AP to move yourself 3 movement spaces from your current position.

— or —

**ZAP!**

Spend 1AP to move an opponent 2 spaces from their current position.

(Discard after use)

## **MAGIC**

### **TELEKINETIC THIEF**

*Play on your turn*

**THUMP!**

Spend up to 3AP this turn to attempt Unlock rolls on any visible locked crates and claim any treasure inside.

— or —

**THIEVE!**

Use 1AP to attempt a Steal roll on any opponent on the board.

(Discard after use)

## **MAGIC**

### **SUPER BLOB MASTER**

*Play on your turn or the Blob's Turn*

**SCHLOBOOP!**

Increase or reduce the Blob's next movement by -2 / +2

(Discard after use)

## **MAGIC**

### **SKELETON KEY**

*Play on your turn*

**RR-CLACK!**

Adjust an Unlock roll by +1 / +2 / +3

— or —

**RR-CLICK!**

Adjust an Unlock roll by -1 / -2 / -3

(Discard after use)

## **MAGIC**

### **SHIFTING WALLS**

*Play on your turn*

**BWAAAWAAWAAWA!**

Spend 2AP to rotate any revealed floor tile to a position of your choice.

Players on the tile lose or gain ground as the room spins.

The Blob is unaffected.

(Discard after use)

## MAGIC

### PUPPET MASTER

*Play on your turn*

#### **SEIZE!**

Use to control an opponent's piece on your turn to move and unlock. Roll the die and halve the score to decide how many bonus AP you can use to control them.

You must still be beside a crate to claim treasure from it.

Halved scores are rounded up

Roll a 5, you have 3AP

Roll a 3, you have 2AP

Roll a 1, you have 1AP

You cannot use an opponent's cards

The opponent rolls any necessary dice.

You cannot move an opponent into the Blob, just beside it.

(Discard after use)

## MAGIC

### LUCKY CHARM

*Play on your turn  
or on the Blob's Turn*

#### **BING!**

Adjust any one of  
your die rolls +2 / - 2

or

#### **SCHLOP!**

Increase or reduce the  
Blob's movement by +1/-1.

(Discard after use)

## MAGIC

### CRYSTAL EYEGLASS

*Play on your turn or  
on the Blob's Turn*

#### **VISION!**

Spend 1AP when drawing  
an Action Card to look  
through the entire deck  
and choose one card to keep.

or

#### **SCHLOP!**

Increase or reduce the  
Blob's movement by +1/-1

(Discard after use)

## MAGIC

### CLAIRVOYANCY

*Play on your turn*

#### **PLAN!**

After unlocking, spend an extra  
1AP to draw 3 tokens, you  
choose which one to keep.

or

#### **PREDICT!**

Use to view the top  
three cards in the Blob's  
Movement deck.

(Discard after use)

## MAGIC

### PHANTOM ACTION

*Play on your turn*

#### **MIMIC!**

Once this turn you can view  
one other opponent's hand  
of cards. You can use the  
effect of any one of those  
cards on this turn,  
even Magic Cards.

The opponent still keeps  
the card in their hand  
and can use it later.

(Discard after use)

## BOOST

### SPRINGY SHOES

*Play on your turn*

#### **BOING!**

You can hop over individual  
boxes or individual players  
for 1AP this turn.

If you encounter a row of boxes  
you can hop over the first box  
in that row for 1AP.

You cannot pick up items or  
unlock on the squares you hop over.

Jumping onto an occupied space  
gives an instant shove/drag win.

(Discard after use)

## BOOST

### SKATEBOARD

*Play on your turn*

#### **ZOOM!**

Spend 3AP to skate in a straight  
line along the ground until you  
hit a box, an opponent or arrive  
at an unrevealed room tile.

You cannot pick up cards or  
unlock while skating.

If you crash into an opponent you  
win that Shove/Drag and  
finish on their spot.

(Discard after use)

## BOOST

### PROTEIN BAR

*Use on your turn*

#### **BUFF!**

You can perform  
2 Unlock rolls for  
1AP this turn.

However, both rolls must  
be on the same target.

If you unlock a crate on the  
first roll and switch targets,  
you must use another AP

(Discard after use)

## BOOST

### INSPIRATIONAL POSTER

*Play at the end of turn only*

#### **THROW YOUR CARES AWAY!**

You can move 1 extra space  
by using this card.

— and —

#### **FLING!**

Move 1 space for each  
Action Card that you discard  
from your hand right now.

You can only discard cards that are in your  
hand when this card is played.

(Discard after use)

## BOOST

### GRAPPLING HOOK

*Play on your turn*

#### **HOOK-SWING!**

Spend 2AP to launch yourself up to 4 movement spaces from your current position.

If you land on an opponent you win that Shove/Drag.

You cannot pick up items or unlock while you swing.

(Discard after use)

## BOOST

### BULLDOZER ENERGY DRINK

*Play on your turn*

#### **RAAAAGGHH!!**

You instantly win any Shove/Drag encounters this turn.

— and —

If you move 2 or more spaces directly towards a locked box you can spend 1AP to unlock it completely.

(Discard after use)

## BOOST

### FLASHY SNEAKERS

*Play on your turn*

#### **SHIMMY SHIMMY!**

You can move diagonally along the ground and onto crates this turn.

(Discard after use)

## BOOST

### BOUNCY BOOTS

*Play on your turn*

#### **SKIPPEDY-DOO-DAH!**

This turn, if moving from a crate you can hop over one space for 1AP.

You cannot draw Action Cards from any pick-up spots you hop over

Jumping onto an occupied space gives an instant shove/drag win.

(Discard after use)

## ITEMS

### BOTTLE O' OIL

*Play on your turn only*

#### **SLIP!**

Throw at an opponent, greasing them up. They must now spend 2AP when moving from the ground to a crate on their next turn.

or

#### **SLICK!**

Use before a Steal Roll to increase your score by +1.

or

#### **SLOOP!**

Increase the Blob's next movement turn by +1.

(Discard after use)

## ITEMS

### CROWBAR

*Play on your turn*

#### **CRANK!**

Use before or after an unlock roll to adjust your score by +2/-2

or

#### **CLUNK!**

Use before a Shove/Drag Roll to increase your dice score by +2

or

#### **CLANG!**

Throw at an opponent and force them to drop 1 Action Card of their choice.

(Discard after use)

## ITEMS

### DUSTBIN LID

*Play on your turn, if attacked, or caught by the Blob.*

#### **BATTER!**

Use before or after an unlock roll to adjust your score by +2/-2

or

#### **CLATTER!**

Use before a Shove/Drag to increase your score by +2

or

#### **CLOOP!**

If caught by the Blob feed it this card instead of treasure.

(Discard after use)

## ITEMS

### EXPLODING LANTERN

*Play on your turn only*

#### **FLARE!**

Reveal the next room tile ahead of you.

or

#### **CRASH!**

Throw at any opponent to knock them 1 space from their position.

or

#### **FLASH!**

Lower the Blob's next movement turn by -1.

If an opponent is knocked into another player that player gets automatically moved.

(Discard after use)

## ITEMS

### GLUE POT

*Play on your turn only*

#### **GLOB!**

Throw at an opponent's hand to glue them together. They cannot use any action cards on their next turn.

or

#### **GLUB!**

Throw at an opponent's feet to make them sticky. They cannot move off crates diagonally on their next turn.

or

#### **GLOOP!**

Reduce the Blob's next movement by -1

(Discard after use)



## ITEMS

### LASO

*Play on your turn*

#### **TUG!**

Pull an opponent 1 space towards you without using AP.

\_\_\_\_\_ or \_\_\_\_\_

#### **YANK!**

Pull yourself 1 space towards an opponent without using AP.

\_\_\_\_\_ or \_\_\_\_\_

#### **YOINK!**

Use before a Steal Roll to increase your score by +1.

If an opponent is moved into another player that player gets automatically moved as well.

(Discard after use)

## ITEMS

### LOCKPICK

*Play on your turn*

#### **TWIDDLE TWEAK CLICK!**

Use before or after an Unlock roll to double or halve your score

\_\_\_\_\_ or \_\_\_\_\_

#### **TWOOP!**

If caught by the Blob feed it this card instead of treasure.

(Discard after use)

## ITEMS

### MASTER KEY

*Play on your turn*

#### **CLICK!**

Spend 1AP to instantly open an adjacent Bronze or Silver box.

\_\_\_\_\_ or \_\_\_\_\_

#### **CLICK - CLACK!**

Spend 2AP to instantly open an adjacent Gold box.

(Discard after use)

## ITEMS

### SILK GLOVES

*Play on your turn*

#### **SNAP!**

Use when drawing an Action Card to view the top 3 cards of that deck and choose 1 to keep.

\_\_\_\_\_ or \_\_\_\_\_

#### **PICK!**

Use when drawing Treasure to draw two tokens from the bag, and choose 1 to keep.

\_\_\_\_\_ or \_\_\_\_\_

#### **PLUCK!**

Use before a Steal roll to increase your dice score by +2

(Discard after use)

## ITEMS

### SMOKE BOMB

*Play on your turn*

#### **POOF!**

Throw at an opponent's face blinding them. They must now spend 2AP per unlock roll on their next turn.

\_\_\_\_\_ or \_\_\_\_\_

#### **BAMF!**

Throw at an opponents feet creating a mist. They cannot pick up any new action cards on their next turn.

\_\_\_\_\_ or \_\_\_\_\_

#### **FLOOP!**

If caught by the Blob feed it this card instead of treasure.

(Discard after use)

## ITEMS

### X-RAY SPECS

*Play on your turn*

#### **PEEK!**

Use to view the top card of each Action Deck.

\_\_\_\_\_ or \_\_\_\_\_

#### **SCAN!**

Use to view the cards in an opponent's hand.

\_\_\_\_\_ or \_\_\_\_\_

#### **SNOOP!**

Use to view the next card in the Blob's Movement Deck.

(Discard after use)