

Full description of each Booster Card:



All Change:

All players have to change their current remaining playing cards for new ones from the deck. Discarded cards go to the bottom of the deck.



Bird's Eye View:

Opponent to show 2 of their remaining playing cards; of their choice, to the player who has played the booster card against them only.



Colour Match:

Allows you to place a card that is the same colour of the last playing card. Use wisely when you don't have the number required.



Curtain:

Covers the booster cards for one opponent for their next turn. This opponent cannot use any of their booster cards on their next turn.



Elephant:

Squashes out 1 booster card for one opponent. This booster card is chosen at random out of their remaining booster cards.



Fire:

Burns out 1 booster card for one opponent. This booster card is chosen at random out of their remaining booster cards.



Gift:

A gift to help you. This booster card acts as any playing card you choose it to be. Plus you still choose 'higher' or 'lower' for the next opponent.



Heavy Rain:

One opponent to pick up 3 playing cards. You choose which opponent has to pick up 3 playing cards.



Ice:

Freezes the booster cards for one opponent for their next turn. This opponent cannot use any of their booster cards on their next turn.



Lightning:

Use this card to help you. By playing this booster card, you eliminate one of your own playing cards. You choose the card you want to eliminate.



Lightning Strikes Twice:

Strikes out 2 booster cards for one opponent. These booster cards are chosen at random out of their remaining booster cards.



Light Rain:

One opponent to pick up 1 playing card. You choose which opponent has to pick up 1 playing card.



Mirror:

Mirror's the last played booster card. This booster card becomes the last played booster card and has the same powers.



Multi Card:

Allows you to place multiple cards of the same number. Play this card early as it lasts for the whole game.



Nightmare:

One opponent to pick up 5 playing cards. You choose which opponent has to pick up 5 playing cards.



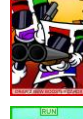
Police:

One opponent to show all of their remaining playing cards to the player who has played the booster card against them only.



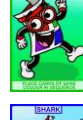
Rainbow:

Allows you to place cards of any colour in number sequence. This sequence can go up or down as long as the first number meets the 'higher' or 'lower' requirement.



Reinforcements:

Allows you to exchange this booster card for 2 new booster cards.



Run:

Allows you to place cards in a number sequence. This sequence can go up or down as long as the first number meets the 'higher' or 'lower' requirement.



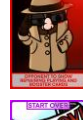
Shark:

Eliminates 1 booster card for one opponent. This booster card is chosen at random out of their remaining booster cards.



Sneaky Snake:

Steal 1 booster card from one opponent. This booster card is chosen at random out of their remaining booster cards.



Spy:

Opponent to show all of their remaining playing cards and booster cards to the player who has played the booster card against them only.



Start Over:

Back to 10 playing cards! One opponent to pick up playing cards until they have 10 again. You choose which opponent has to pick up these playing cards.



Storm:

Miss a turn. 1 opponent to miss their next turn.



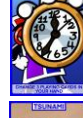
Swap:

Swap one of your own remaining playing cards for a new one from the deck. You choose which playing card to discard.



Switch:

Allows you to switch the opponents choice opposite of either 'higher' or 'lower' - This card cannot be used against Warrior.



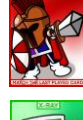
Tick Tock:

Time for a change. Allows you to change up to 3 of your remaining cards. You choose which playing cards you would like to change. Discarded cards to go at the bottom of the deck.



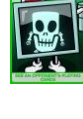
Tsunami:

Washes out 1 booster card and 2 playing cards for one opponent on their next turn. You point to the backs of these cards. Opponent puts them to one side for that turn only.



Warrior:

Match the last playing card played. One opponent has to match the last played playing card when it gets to their turn. If they cannot, they must pick up a card and their turn is over.



X-Ray:

One opponent to show all of their remaining playing cards to the player who has played the booster card against them only.