

These Unfair **HARDPASS+** directions are only valid for use with the *Hard Pass* game changer. Each player must have their own card.

- Start the Events step with this card face-down. When you do not wish to take any more event turns, use your turn to flip this card face-up. You may not take any more event turns this round.
- Whenever it would next be your turn, your turn is skipped and you gain 1 coin instead.
- You may still block events from affecting you or use reaction events such as *Instant Karma*, since that does not use a turn.
- Flip the card face-down again when the Events step is complete.

This card is issued during setup and must be retained throughout the whole game.
Non-refundable • NOT FOR SALE • Only for use at Unfair parks • Other side is face side

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