

More Safety Cards

A player scores 100 points for each safety card he plays.

If a hazard card is played against you and you already have the corresponding safety card in your hand, play it immediately and it will be considered a coup-fourrè. A coup-fourrè scores 300 additional points, and does not need to be followed by a Roll remedy in order that you begin moving again.

If one player plays all four safety cards, he scores 700 additional points.