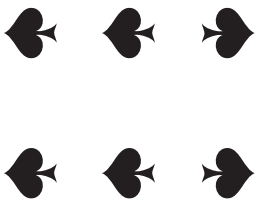


6

A hard bargain



9

Demand respect

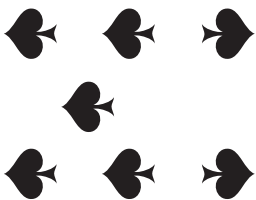
2

Assign blame



7

A good deal



7

Seek obedience

3

Demand information

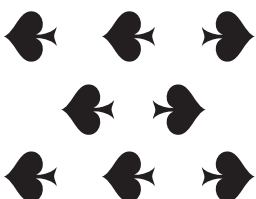


2

A search

8

A gathering



8

Demand show of trust

4

Punish



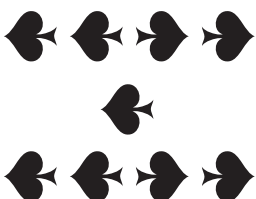
4

A nuisance



9

A foolish scheme



6

Lodge grievance

5

Show disrespect



5

A lucky break



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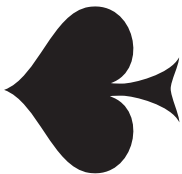
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A

A blunder



A

Show anger

2

An old friend



2

Prove you're right

3

An old enemy



3

Seduce

4

An old debt

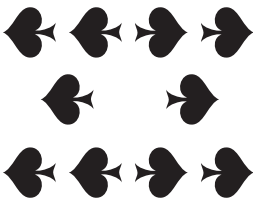


4

Seek advice

10

Fight boredom

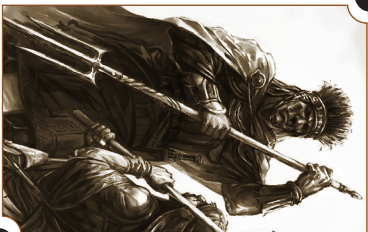


10

A fool gains power

J

Show assurance



J

A delegation

Q

Demand apology



Q

A crime

K

Show annoyance



K

A close call

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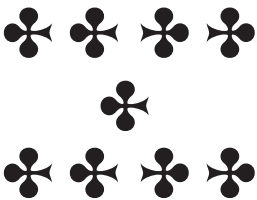
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A trap

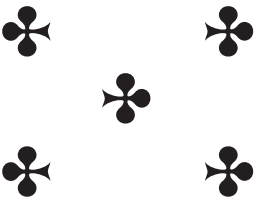


6

Show obedience

5

Evade blame

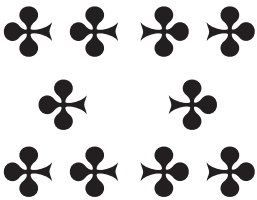


5

An offer of help

10

A terrible discovery

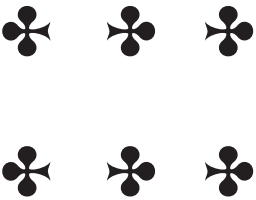


10

Provoke excitement

6

Seek information

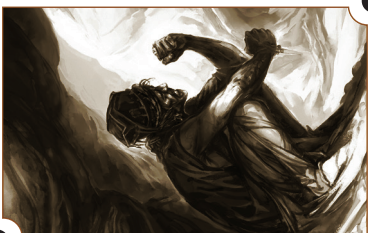


6

An accident

1

A surprise return

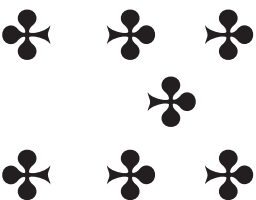


1

Seek comfort

7

Seek sympathy



7

Ambush

Q

A stranger appears

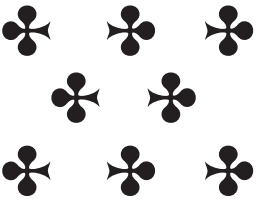


Q

Seek attention

8

Seek respect



8

A welcome discovery

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4

Ill omens



4

Display trust



5

Gossip spreads



5

Mollify grievance



6

Fracas



9

Offer favor



7

Fear of outsiders



7

Extend forgiveness



K

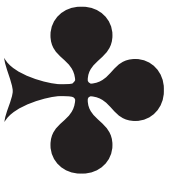
Needle



K

A

Provoke anger



A

2

Seek punishment



2

Loyalty disregarded



3

Show respect



3

Laxness



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Q

Calm before storm

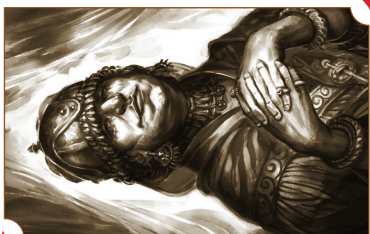


Show affection

Q

K

Betrayal



Extend admiration

K

A

Assertion of authority



Offer acceptance

A

2

Threats from outside

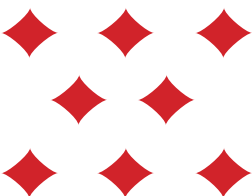


2

Relent

8

Soothe

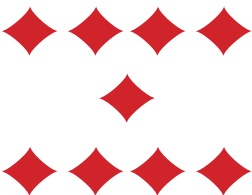


False hope

8

9

Pay heed

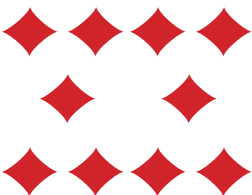


Discension in the ranks

9

10

Offer assurance

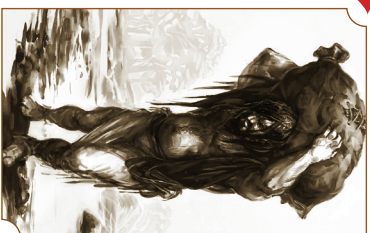


Danger on the horizon

10

J

Offer apology



Celebration

J

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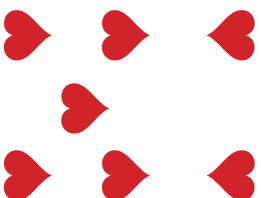
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7

Shift in allegiance

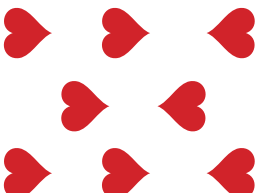


7

Seek favor

8

Pursuit

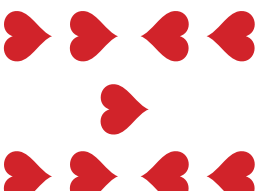


8

Seek forgiveness

9

Power vacuum

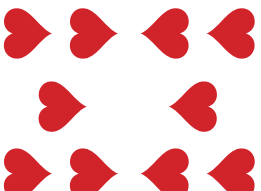


6

Seek acknowledgement

10

Plan gone awry



10

Seek assurance

3

Offer advice



4

Share information



5

Extend sympathy



6

Establish trust



The price of salvation

3

The past rears its head

4

The lure of gold

5

Social disapproval

6

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Natural disaster



News from afar



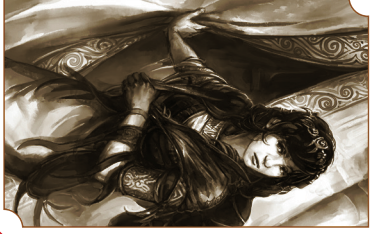
Gain admiration



Seek acceptance



Out of supplies



Gain affection



Peace offer



Offer mediation



SPENDING BENNIES

Spend a bennie to:

- gain a drama token
- gain a procedural token of any color
- draw an additional card in a procedural scene
- jump the caller queue.
- burn one token held by another participant
- crash a scene
- block another player's attempt to crash a scene you've called

SPENDING DRAMA TOKENS

- To force an unwilling granter to make a significant concession to you, spend 2 drama tokens.
- To block a force, spend 3 drama tokens.
- As a player, you may spend 1 drama token to:
 - call a scene in which your character does not appear
 - duck a scene
 - crash a scene whose caller did not include you
 - prevent a player from crashing a scene you called

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