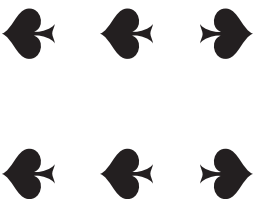


6

A hard bargain



9

Demand respect

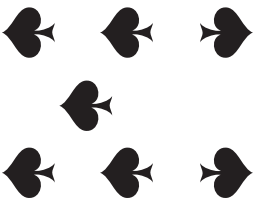
2

Assign blame



7

A good deal



7

Seek obedience

3

Demand information

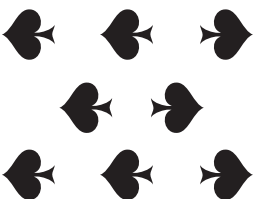


2

A search

8

A gathering



8

Demand show of trust

4

Punish

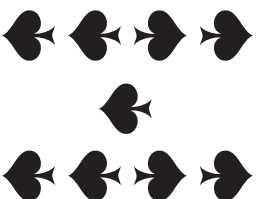


4

A nuisance

9

A foolish scheme



6

Lodge grievance

5

Show disrespect



5

A lucky break

KT•FTTH
HILLF•LK

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A

A blunder

2

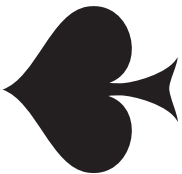
An old friend

3

An old enemy

4

An old debt



A

2

3

4

10

Fight boredom

1

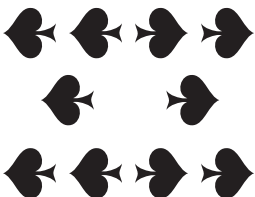
Show assurance

Q

Demand apology

K

Show annoyance



A fool gains power

10

1

A delegation

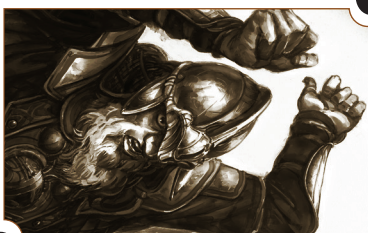


A crime

Q

A close call

K



KT•FTTH
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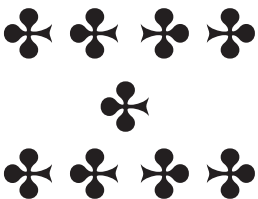
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KT•FTTH
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9

A trap

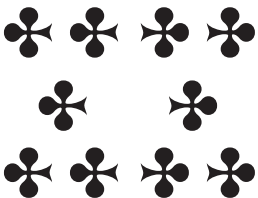


6

Show obedience

10

A terrible discovery

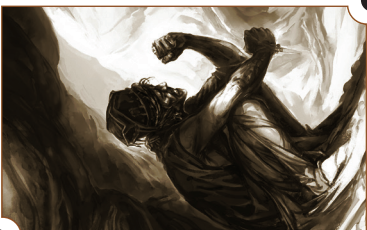


10

Provoke excitement

J

A surprise return



J

Seek comfort

Q

A stranger appears



Q

Seek attention

5

Evade blame



5

An offer of help

6

Seek information



6

An accident

7

Seek sympathy



7

Ambush

8

Seek respect



8

A welcome discovery

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HILLF•LK

4

Ill omens



4

Display trust

5

Gossip spreads



5

Mollify grievance

6

Fracas



6

Offer favor

7

Fear of outsiders



7

Extend forgiveness

K

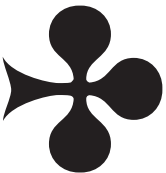
Needle



K

A

Provoke anger



A show of strength

A

2

Seek punishment



2

Loyalty disregarded

3

Show respect



3

Laxness

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Q

Calm before storm



Q

Show affection

K

Betrayal



K

Extend admiration

A

Assertion of authority



A

Offer acceptance

2

Threats from outside

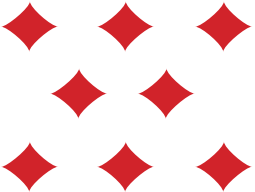



2

Relent

8

Soothe

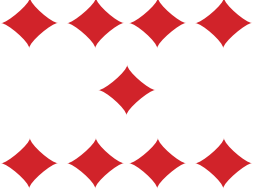


8

False hope

9

Pay heed

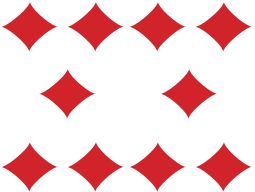


9

Discension in the ranks

10

Offer assurance

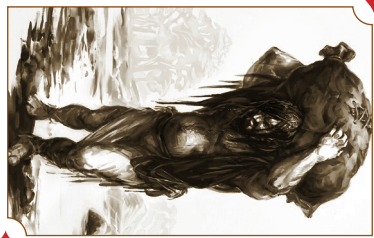


10

Danger on the horizon

J

Offer apology



J

Celebration

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KT•FTTH
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HILLF•LK

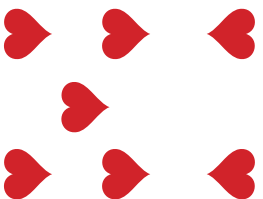
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KT•FTTH
HILLF•LK

7

Shift in allegiance

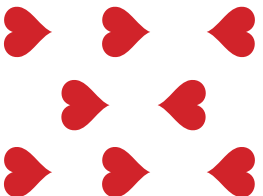


7

Seek favor

8

Pursuit

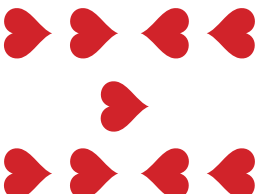


8

Seek forgiveness

9

Power vacuum

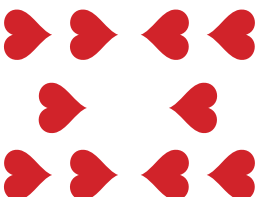


6

Seek acknowledgment

10

Plan gone awry



10

Seek assurance

3

Offer advice



3

The price of salvation



4

Share information



4

The past rears its head



5

Extend sympathy



5

The lure of gold



6

Establish trust



6

Social disapproval



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HILLF•LK

KT•FTTH
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HILLF•LK



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

KT•FTTH
HILLF•LK

KT•FTTH
HILLF•LK

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