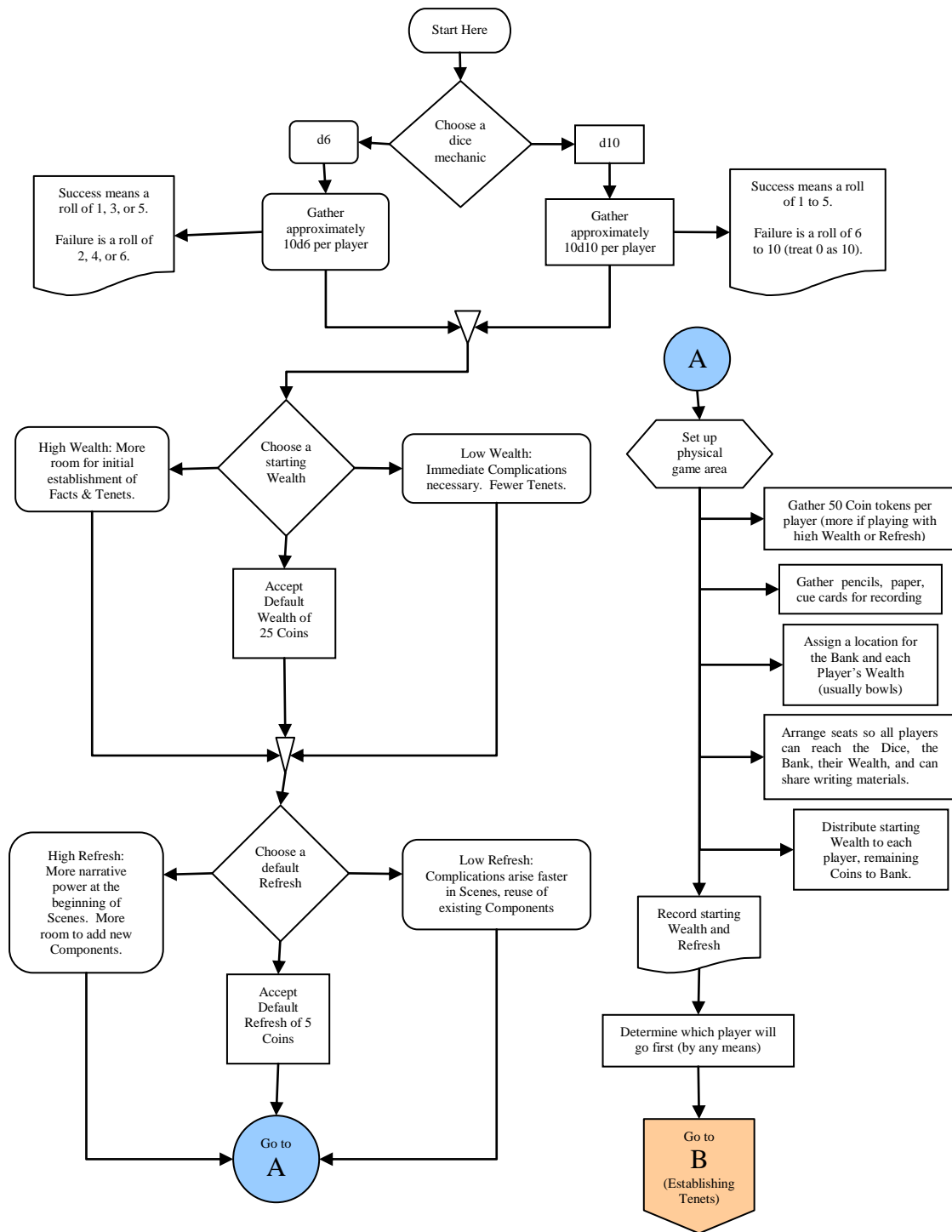
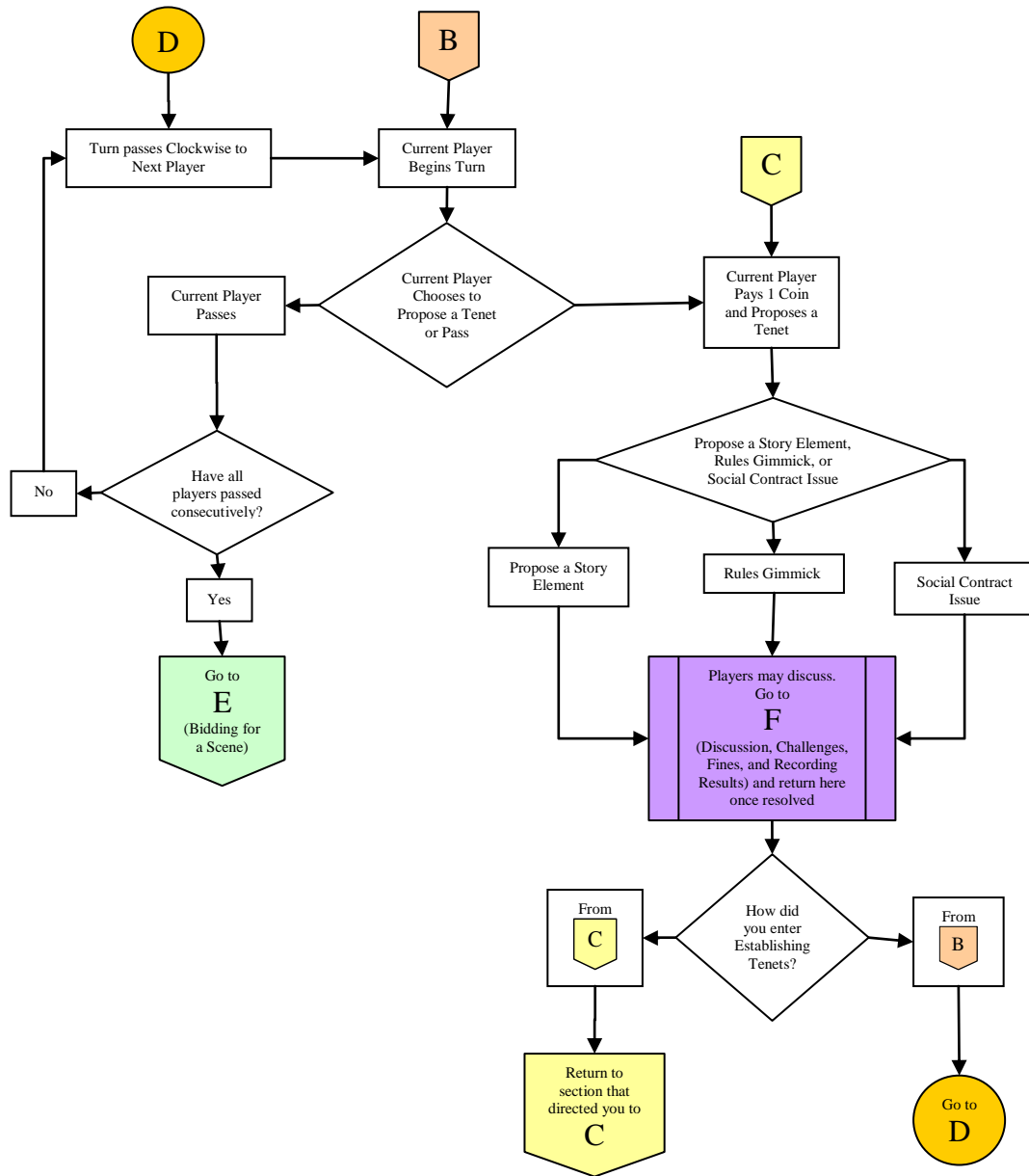


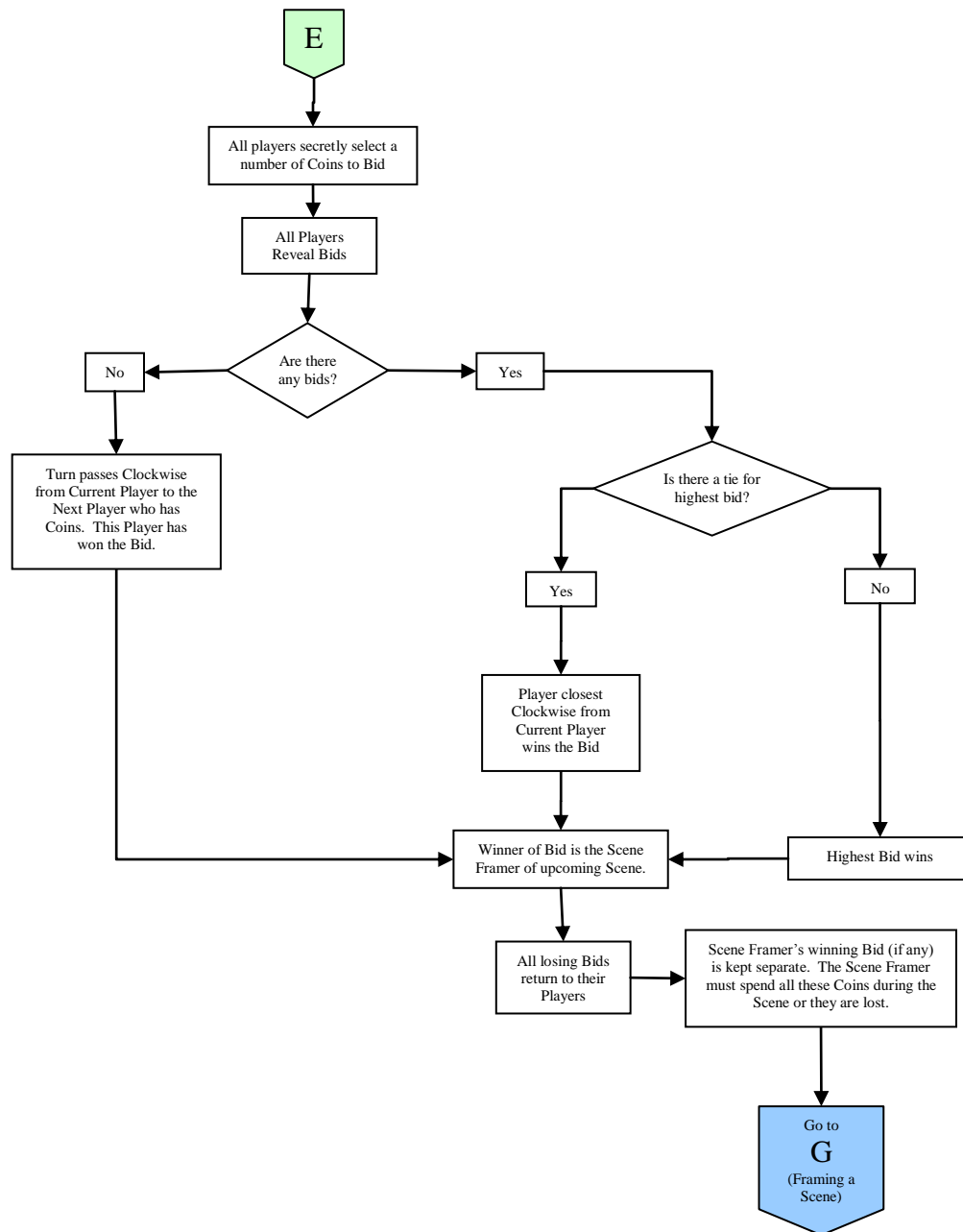
Setup



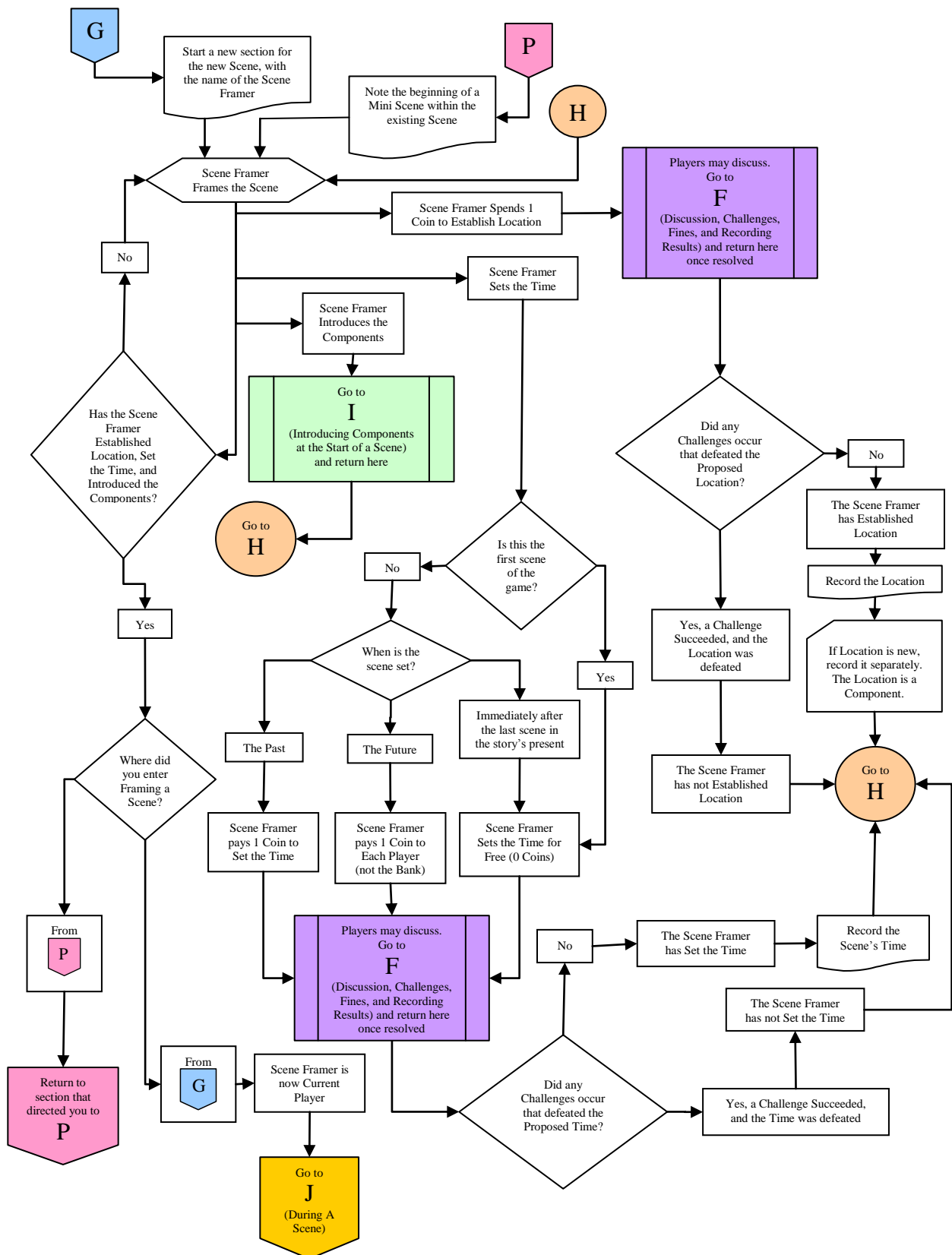
Establishing Tenets



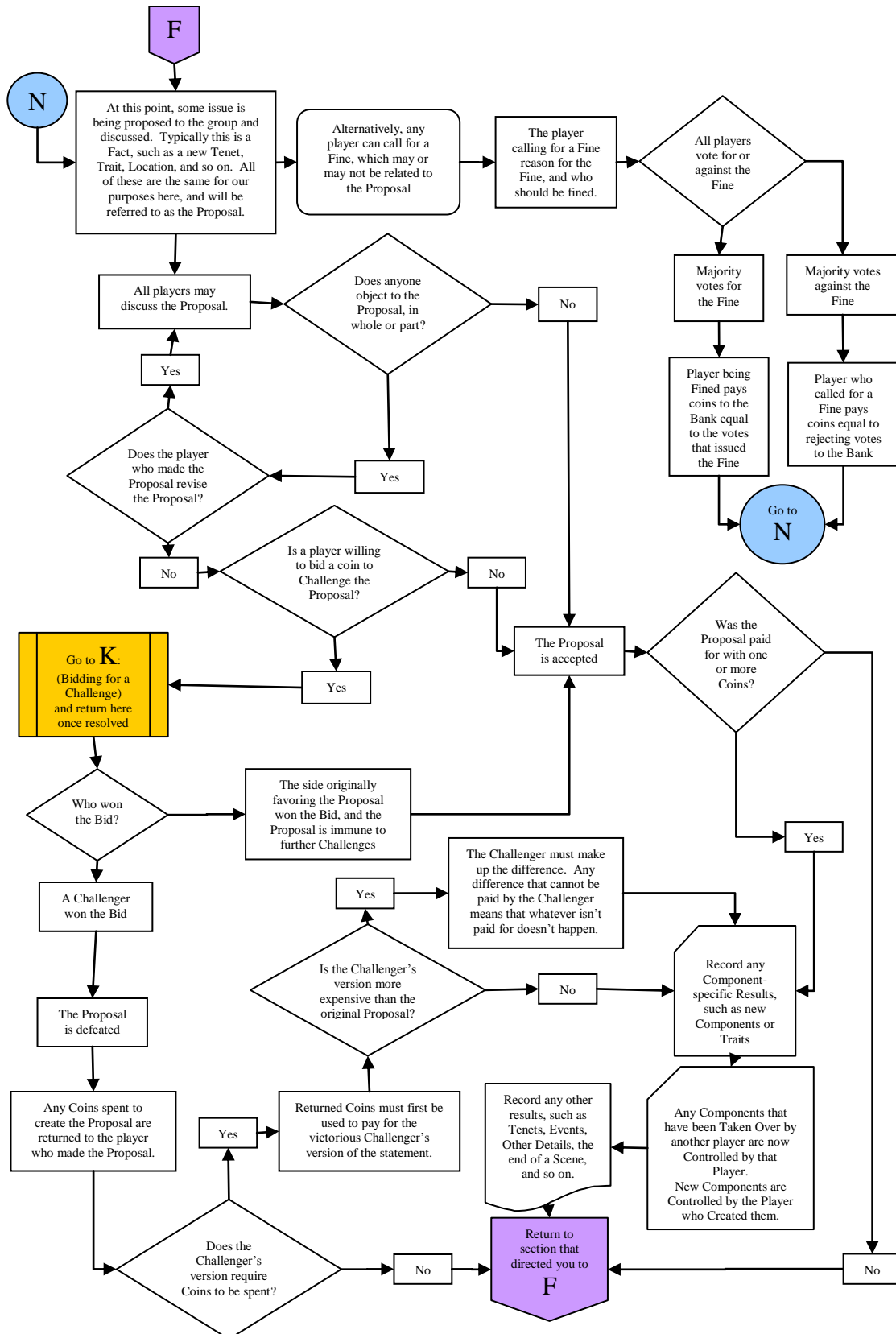
Bidding for a Scene



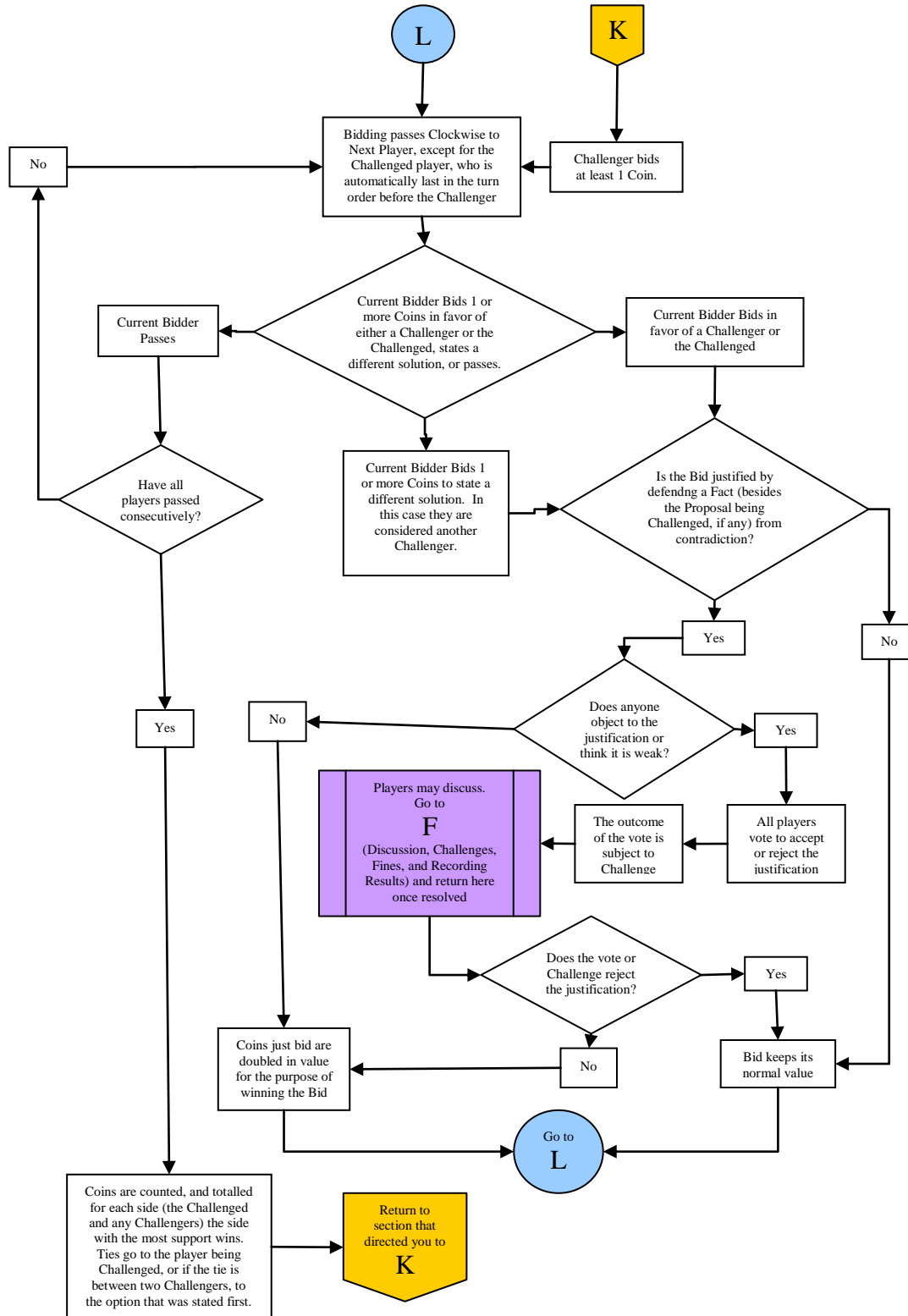
Framing a Scene



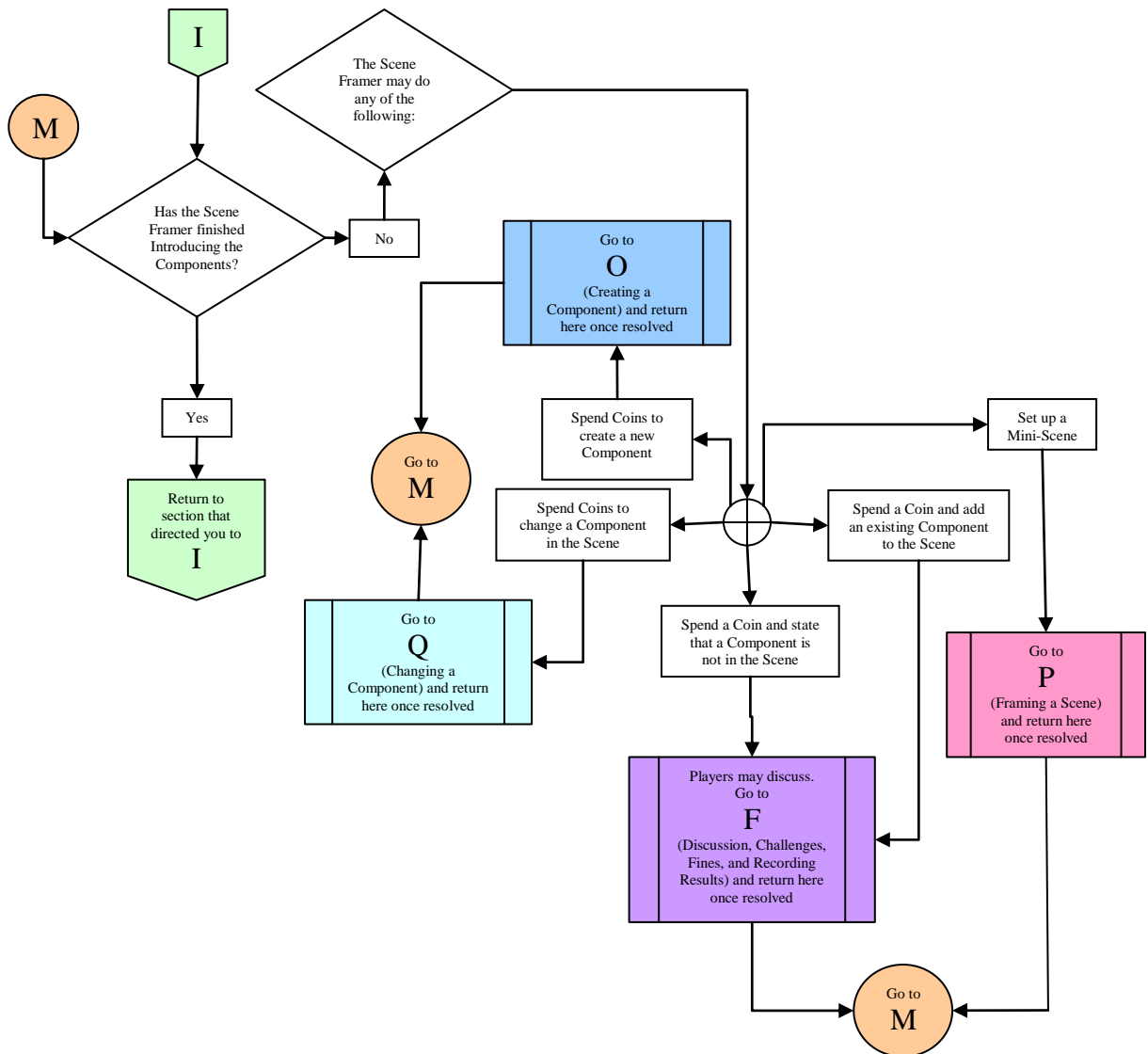
Discussion, Challenges, Fines, and Recording Results



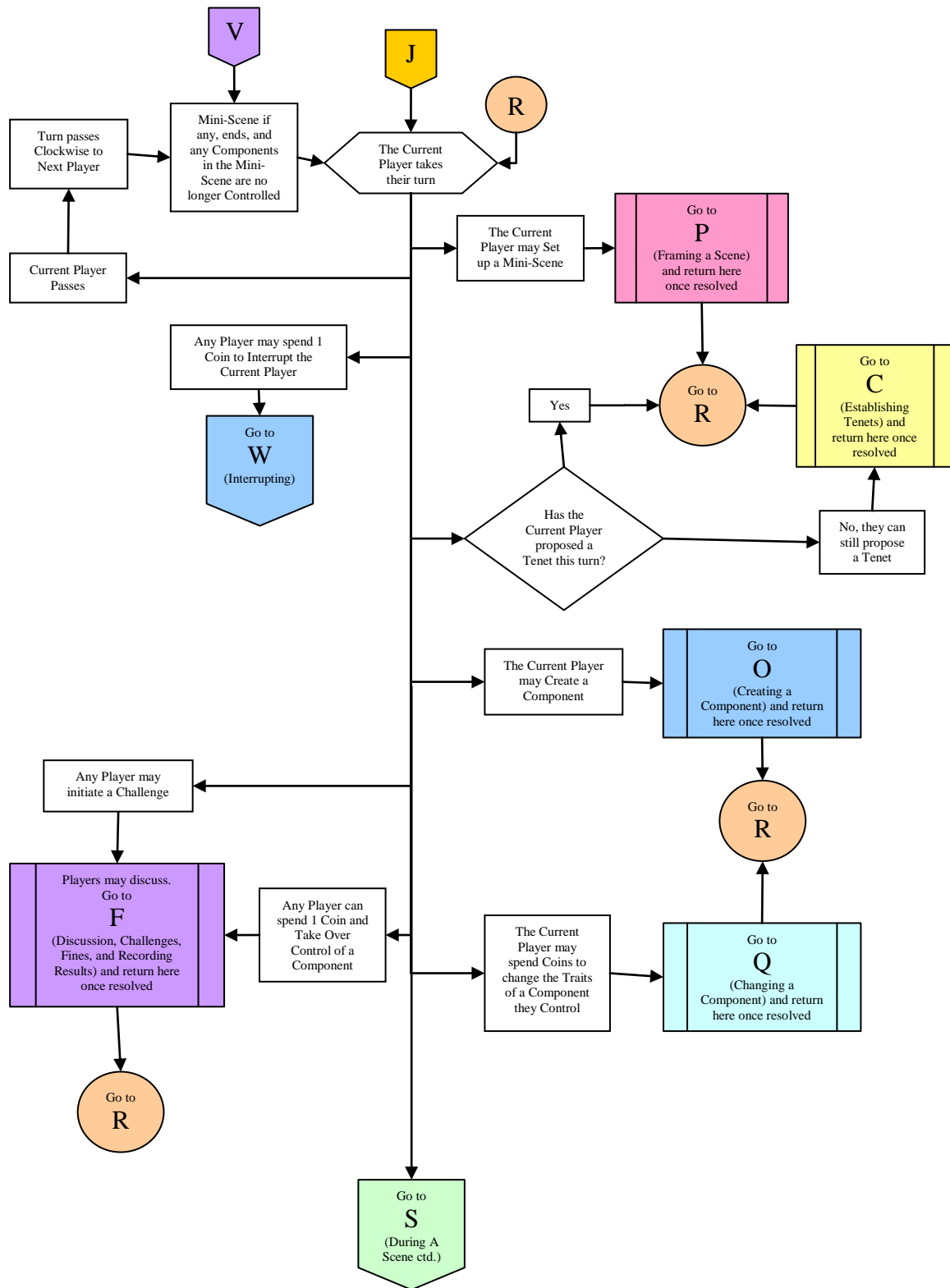
Bidding for a Challenge



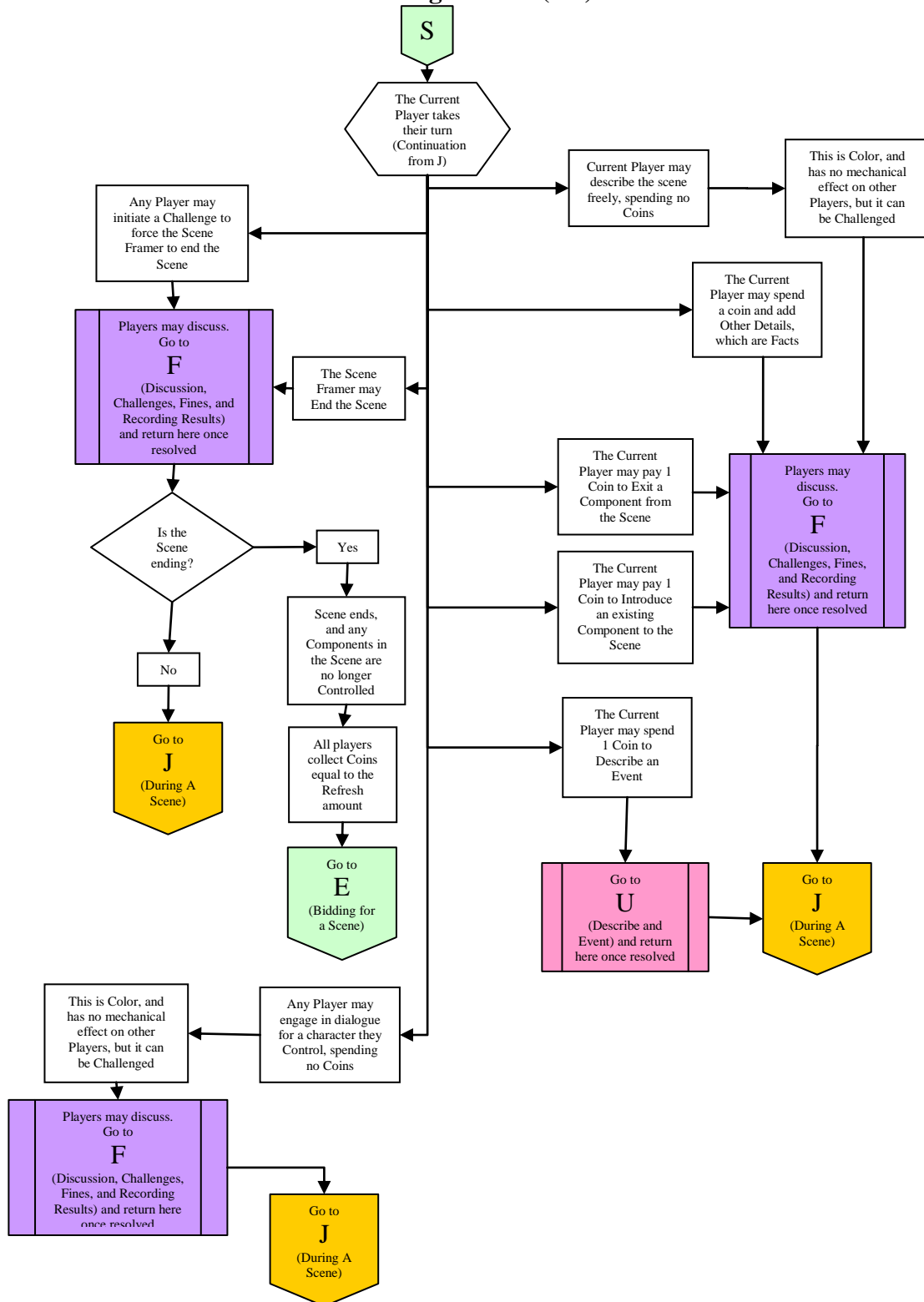
Introducing Components at the Start of a Scene



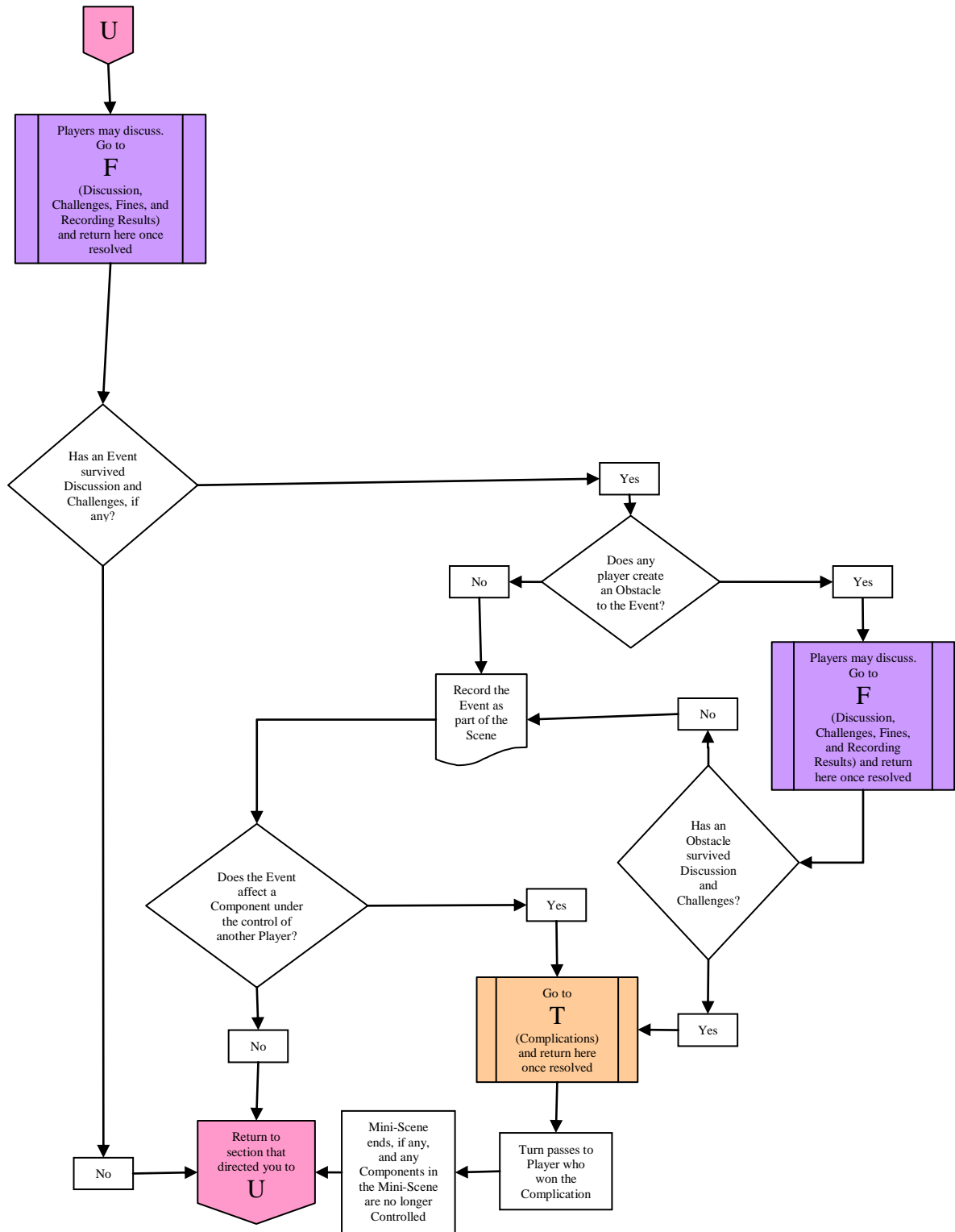
During a Scene



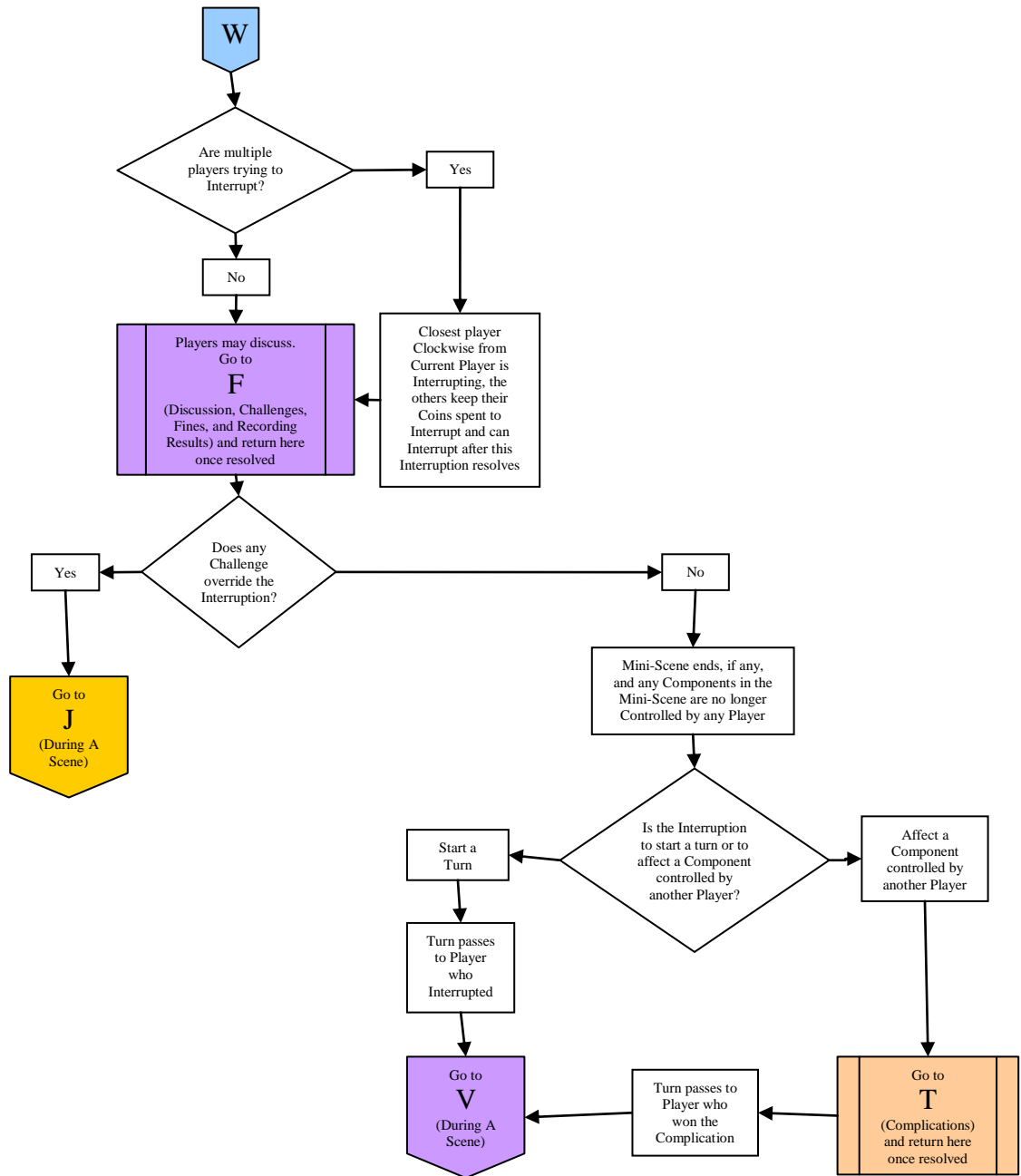
During a Scene (ctd)



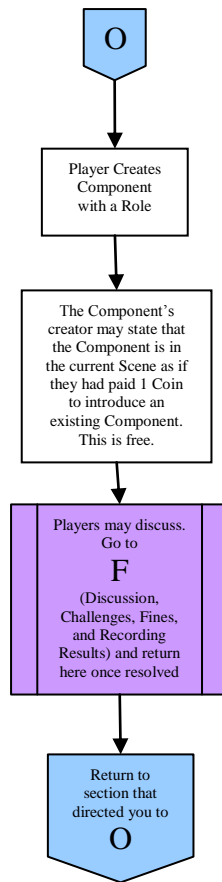
Describing an Event



Interrupting



Creating a Component



Changing a Component

