

MOVIE THEATRE NACHOS

1

Object

Food • Snack • Cheese • Real World

Other Food Objects may be played to Real World Locations for free.

Get a Horse! - 2013

INTERDIMENSIONAL CHASE

3

Event

Real World

Evil Characters may enter and exit Real World Locations for free.

Get a Horse! - 2013

SEALING INTERDIMENSIONAL PORTAL

2

Event

Real World

From your hand, play one copy of **Carpeting Nails** between a Real World Location and a Non-Real World Location. Characters may not move between the two Locations.

Get a Horse! - 2013

TUMBLING INTO OBLIVION

6

Task

Collect all Characters at target Location in your Storyline and throw them up into the air. Archive Characters that don't land on the Location. Characters that do land on the Location come under your control.

Get a Horse! - 2013

"DO IT AGAIN!"

3

Effect

Archive this Effect and immediately play an Event a second time before archiving it.

Get a Horse! - 2013

LOVEY CACTUS

1

Object

Plant • Cactus

Archive when an Evil Character enters the same Location and the Character is Vitality -2.

Get a Horse! - 2013

"POUGHKEEPSIE?"

0

Effect

Real World

If this game is being played in Poughkeepsie, NY (*town of / City of*), Locations may be replaced for free.

Get a Horse! - 2013

PETE • 3-DIMENSIONAL HEEL

0

Character

Cat • Real World • Male • Prime

Vitality is +3 at Real World Locations. May be equipped with Real World Objects for free. May only occupy Real World Locations.

Get a Horse! - 2013

CARPETING NAILS

0

Object

Tool • Metal

More than one copy may be in play.

Get a Horse! - 2013

FLIPPED SCREEN

11

Effect

Real World

Take control of target Location in your Storyline (*by rotating the Location so it faces you right-side-up*). All cards in play at the Location come under your control.

Get a Horse! - 2013

INFLATED BLOOMERS

0

Effect

Target Good Prime Female may not be archived.

Get a Horse! - 2013

HANGING BY A FLOWER

2

Effect

Target Good Prime Female Character at the same Location as a Flower may neither be banished nor archived.

Get a Horse! - 2013

"WHERE ARE WE?"

3

Effect

Real World

Archive target Real World Location and, face-down, replace it with the Location on the top of the Locations Folio. All cards in play at the replaced Location remain in play at the new Location.

Get a Horse! - 2013

3-DIMENSIONAL TERROR

3

Event

Real World

Add "Real World" to the keywords of Evil Characters.

Get a Horse! - 2013

KNOCKED OUT COLD

0

Effect

Real World

Target Good Prime Character at a Real World Location is Vitality 0 and may be neither banished nor archived.

Get a Horse! - 2013

THIS WOULD BE REALLY COOL, IF IT WAS IN 3-D

0

Event

Real World

If you've been playing this game wearing 3-D glasses, you may play a Real World Character directly to a Real World Location for free.

Get a Horse! - 2013

AERIAL CAR CRASH

4

Event

Toss a Transportation Object in play up into the air. Archive the Object and any Characters it lands on.

Get a Horse! - 2013

THEATRE SPEAKERS

5

Object

Metal • Plastic • Musical • Real World

Play only to a Real World Location. Musical cards played to the Location are played for Cost -1. Immovable.

Get a Horse! - 2013