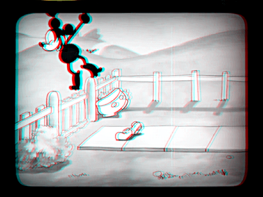
Over-Excited Jump

2



Event

Archive all Apparel Objects.

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Rebuffed in the Buff

0

Event

Move all Apparel Objects to target Location without any cards in play. The moved Objects remain in their Authors' control.

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Shined-On by a Shoe

1

Event

Target Prime Character is Vitality -¼ for each Apparel Object at the same Location.

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Greetings

1

Event

Move **Mickey** to the same Location as **Horace**.

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Passed-By

2

Event

Target Prime Character may not move with Transportation Objects.

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Unintended Passenger

4

Effect

Move **Clarabelle** to the same Location as **Mickey**.

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Horace

3

3

Character

Animal • Horse • Transportation • Male Prime

Other Animals are Vitality +1.

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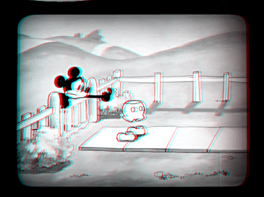
Beckoning His Clothing

2



Effect

Under your control, move all Apparel Objects to the same Location as target Prime Character you control.

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Rogue Shoe

¼

¼

Character

Object • Apparel • Minor

Add 1 to the numbers of other Apparel Objects at the same Location.

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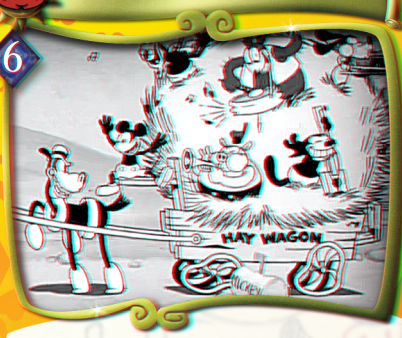
Hay Wagon

6



Object

Wood • Straw • Musical • Transportation

Up to ten Good Characters may move with this Object for free. One Character must be a Transportation Character.

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Clarabelle • Alluring Hitch-Hiker

2

2

Character

Cow • Female • Prime

May move with any Transportation Object regardless of the Object's game text.

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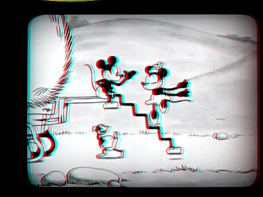
Extended Invitation

2



Effect

Move **Minnie** to the same Location as **Mickey**.

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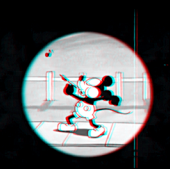
Whistlin' a Tune

0



Task

Whistle a tune for 30 seconds non-stop. If you succeed, you may play one **Prime Character** to your title card for free.

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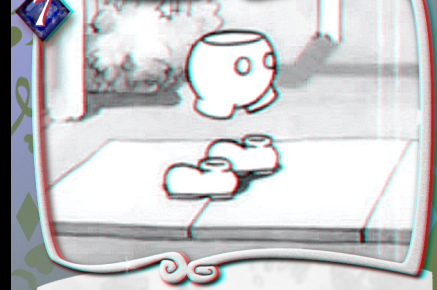
Shorts 'n' Shoes

7



Effect

Archive all cards, except Apparel Objects,at target Location. At least one Apparel Object must be at target Location.

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Almost Re-Dressed

1

Effect

Apparel Objects may not be moved.

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Mickey • Re-Dressed

4

5

Character

Mouse • Male • Prime

Minnie at the same Location is Vitality +2.

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Hitching for a Ride

0

Event

Flip a coin. If the result is tails, move target Good Prime Character to the same Location as a Transportation Object.

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Minnie • Music Enthusiast

4

5

Character

Mouse • Female • Prime

Vitality is +1 each at the same Location as Musical Characters.

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