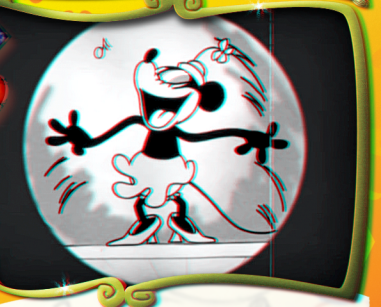
Minnie • Object of Desire

5 / 5



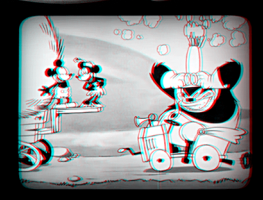
Character
Mouse • Musical • Female • Prime
Evil Males Characters at the same Location are Vitality +1.

Get a Horse! - 2013

© Disney 08/25 © 2002-2025 JOC

Blowing His Top

1



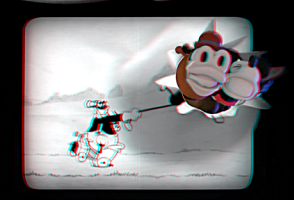
Effect
Pete is Vitality -2.

Get a Horse! - 2013

© Disney 08/25 © 2002-2025 JOC

Breaking Into Reality

5



Event
Real World
Search the Locations Folio for a Real World Location. Under your control, add the Location anywhere in your Storyline. Shuffle the Locations Folio.

Get a Horse! - 2013

© Disney 08/25 © 2002-2025 JOC

3-Dimensional Shock

0

Effect
Real World
Characters target opponent controls at Real World Locations are Vitality -1 if you are wearing 3-D glasses.

Get a Horse! - 2013

© Disney 08/25 © 2002-2025 JOC

Plugging Reality

1

Effect
Real World
Characters may not enter Real World Locations.

Get a Horse! - 2013

© Disney 08/25 © 2002-2025 JOC

Milk Duds

1

Object
Food • Candy • Sugar • Chocolate • Real World
Banish, and equipped Character is Vitality +½. More than one copy may be in play. You may have more than three copies in your Library.

Get a Horse! - 2013

© Disney 08/25 © 2002-2025 JOC

Pete • Impatient Motorist

5 / 5

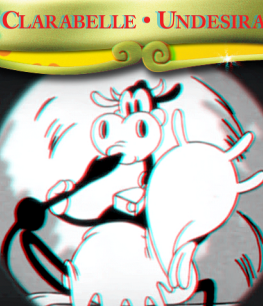
Character
Cat • Male • Prime
May be equipped with Electric Transportation Objects without Flying for free.

Get a Horse! - 2013

© Disney 08/25 © 2002-2025 JOC

Clarabelle • Undesirable

2 / 3



Character
Cow • Musical • Female • Prime
Evil Male Characters at the same Location are Vitality -1.

Get a Horse! - 2013

© Disney 08/25 © 2002-2025 JOC

Pushing the Fourth Wall

4

Effect
Two Good Prime Characters at the same target Location are Vitality 0 and may be neither banished nor archived.

Get a Horse! - 2013

© Disney 08/25 © 2002-2025 JOC

Disturbed Audience

2

Effect
Real World
If you control any Real World Locations, all Characters opponents control at the Locations are Vitality -3.

Get a Horse! - 2013

© Disney 08/25 © 2002-2025 JOC

"All alone without your little pal."

4

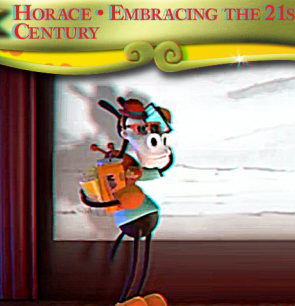
Effect
Real World
Archive all Characters at the same Location as target Good Prime Character.

Get a Horse! - 2013

© Disney 08/25 © 2002-2025 JOC

Horace • Embracing the 21st Century

0 / 2



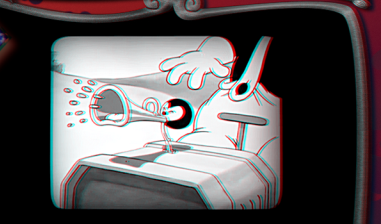
Character
Horse • Real World • Male • Prime
Vitality is +2 at Real World Locations. May be equipped with Real World Objects for free. May only occupy Real World Locations.

Get a Horse! - 2013

© Disney 08/25 © 2002-2025 JOC

"Make way for the future!"

2



Effect
Metal Transportation Objects may be played for free.

Get a Horse! - 2013

© Disney 08/25 © 2002-2025 JOC

Pete's Motor Car

0

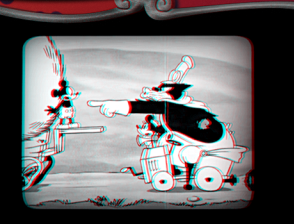
Object
Automobile • Transportation • Metal • Electric
May be moved for free. Only **Pete** may move with this Object for free.

Get a Horse! - 2013

© Disney 08/25 © 2002-2025 JOC

"I'm gonna knock you into next week!"

2



Event
Move target Good Prime Character to a different Storyline in the same game. You must control an Evil Prime Character.

Get a Horse! - 2013

© Disney 08/25 © 2002-2025 JOC

Hole Into Reality

3

Event
Real World
If you added any Real World Locations to the Locations Folio, look at all the Locations in your Storyline. Under your control, turn face-up any that are Real World Locations.

Get a Horse! - 2013

© Disney 08/25 © 2002-2025 JOC

Mickey • 3-Dimensional Hero

0 / 3

Character
Mouse • 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

© Disney 08/25 © 2002-2025 JOC

Converting to Widescreen

0

Event
Real World
Characters you control at Locations adjacent to target Real World Location may move to the Location for free.

Get a Horse! - 2013

© Disney 08/25 © 2002-2025 JOC