## Taunting

2

Event

Characters at the same Location as target Evil Prime Character are Vitality -1.

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## "Give me back my phone!"

0

Task
**Real World**

Authors may not answer their phones. If they do, they lose the game. This card may neither be banished nor archived for any reason.

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## Mobile Candlestick Phone

1

Object
**Communication • Metal • Plastic • Electric**

Equipped Characters from Films released prior to 1995 are Vitality +1.

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## Breaking Ice

3

Event

Archive Evil cards at target Ice Location.

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## Capillary Action

12

Effect
**Real World**

Under your control, move all Characters to target Real World Location. Add "Real World" to the keywords of the moved Characters.

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## Reunited in Reality

4

Effect
**Real World**

Under your control, move **Mickey** and **Minnie** to the same target Real World Location.

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## Flight Conversion

3

Effect
**Real World**

Add "Transportation • Object" to the keywords of target Prime Character with the Mickey's Shorts Icon. **Mickey** may move with the Character for free. The Character has Flying.

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## Crashed Flight

2

Event
**Real World**

Archive target Transportation Character with Flying.

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## Fire Extinguisher

2

Object
**Tool • Metal • Chemical • Real World**

Banish this Object and banish target card that depicts fire. May not be used to banish Locations. More than one copy may be in play.

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## Winterized Setting

0

Effect

Add "Winter • Snow • Ice" to the keywords of target Non-Real World Location.

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## Popping Reality

3

Event
**Real World**

Add "Water" to the keywords of target Real World Location. Add "Characters require Swimming to enter this Location" to the game text of the Location. Archive Character without Swimming at the Location.

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## Minnie • 3-Dimensional Hero

0

3

Character
**Mouse • Real World • Female • Prime**

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

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## Call to Action

3

Event
**Real World**

Real World Characters may be played for free. *(Characters from live action movies are considered Real World.)* **Captain America** may be directly played to any Location for free.

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## Buzzing the Audience

2

Event
**Real World**

Real World Characters may not move to Non-Real World Locations

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## Smart Phone

0

Object
**Communication • Metal • Glass • Electric**
**Real World**

Equipped Real World Characters from Films released in 1994 or later are Vitality +1.

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## Transmitted Foam

0

Effect
**Real World**

Character equipped with **Mobile Candlestick Telephone** is Vitality 1.

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## Water-Logged Screen

3

Effect
**Real World**

Archive target Character without Swimming at target Non-Real World Location.

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## Flooding Theatre

8

Event
**Real World**

Add "Water" to the keywords of target Real World Location. Archive all Characters at the Location.

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