## 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*

©Disney 08/25 © 2002-2025 JOC

## Interdimensional Chase

3

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

*Get a Horse! - 2013*

©Disney 08/25 © 2002-2025 JOC

## 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*

©Disney 08/25 © 2002-2025 JOC

## Tumbling Into Oblivion

6

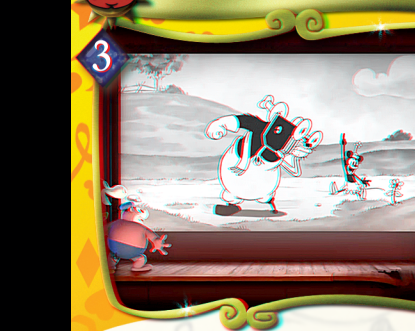
Task
Collect all Characters at target Location in your Storyline and throw them up into the air. Archive Characters that don't land on the Location. Characters that do land on the Location come under your control.

*Get a Horse! - 2013*

©Disney 08/25 © 2002-2025 JOC

## "Do it again!"

3



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

*Get a Horse! - 2013*

©Disney 08/25 © 2002-2025 JOC

## Lovely Cactus

1

Object
**Plant • Cactus**
Archive when an Evil Character enters the same Location and the Character is Vitality -2.

*Get a Horse! - 2013*

©Disney 08/25 © 2002-2025 JOC

## "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*

©Disney 08/25 © 2002-2025 JOC

## Pete • 3-Dimensional Heel

0
4

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*

©Disney 08/25 © 2002-2025 JOC

## Carpeting Nails

0

Object
**Tool • Metal**
More than one copy may be in play.

*Get a Horse! - 2013*

©Disney 08/25 © 2002-2025 JOC

## 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*

©Disney 08/25 © 2002-2025 JOC

## Inflated Bloomers

0

Effect
Target Good Prime Female may not be archived.

*Get a Horse! - 2013*

©Disney 08/25 © 2002-2025 JOC

## 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*

©Disney 08/25 © 2002-2025 JOC

## "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*

©Disney 08/25 © 2002-2025 JOC

## 3-Dimensional Terror

3

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

*Get a Horse! - 2013*

©Disney 08/25 © 2002-2025 JOC

## 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*

©Disney 08/25 © 2002-2025 JOC

## **This Would Be Really Cool If It Was in 3-D**

0

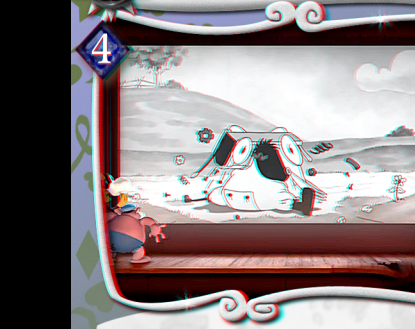
Event
**Real World**
If you've been playing this game wearing 3-D glasses, you may play a Real World Character directly to a Real World Location for free.

*Get a Horse! - 2013*

©Disney 08/25 © 2002-2025 JOC

## Aerial Car Crash

4



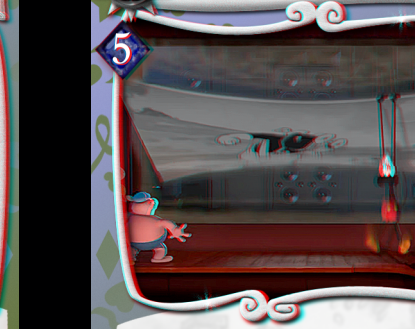
Event
Toss a Transportation Object in play up into the air. Archive the Object and any Characters it lands on.

*Get a Horse! - 2013*

©Disney 08/25 © 2002-2025 JOC

## 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*

©Disney 08/25 © 2002-2025 JOC