

1
"I'LL PUNCH HIM IN THE NOSE!"



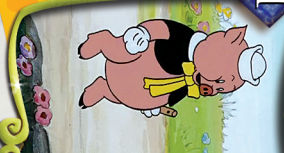
EVENT

Target Evil Prime Male is Vitality -1%.

These Little Pigs - 1933

© 2002, 2004, 2006 DC Comics

“WE’LL PUT HIM ON THE SPOT!”



EVENT

Target Evil Prime Male is Vitality -1.

Three Little Pigs - 1933

© 2002, 2004, 2006

ATTEMPTED CAPTURE

3

Flip a coin. If the result is tails, you may banish one Good or Neutral Prime Character at a Location adjacent to a Location occupied by an Evil Prime Character.

EFFECT

Third Little Pig - 1953



“OPEN THE DOOR AND LET ME IN!”



EVENT

If an opponent wants to move an Evil Character to a Location that is blocked to that Character, roll the six yellow Story Points dice. If the result is ≥ 4 that Character may enter. Only the roll of the four Blue Story Points dice, or Story Points in your cadre may be used to first play this Event.

Three Little Pigs - 1953


 A card titled "Pig Pin-Ups" with a red pig icon and a "1" in a blue circle. It shows a cartoon pig in a sailor hat looking at two pinned pictures of pigs. The top picture is a pink pig with a yellow mane, and the bottom picture is a yellow pig with a pink mane. Both pictures have the number "5" in the corners.

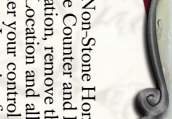
PORCINE PIN-UPS
Object
Paper
 Male Pigs at the same Interior
 Location are Vitality +1/2.

Three Little Pigs - 1933



BLOWING IN A HOUSE OF STRAW

EVENT



If a Non-Stone Home Location has only one Time Counter and **Big Bad Wolf** is at an adjacent Location, remove the Time Counter and banish the Location and all cards in play at the Location. Under your control, replace the Location with the top Location from your Locations told face-up and move **Big Bad Wolf** to the new Location for free.

Three Little Pigs - 1953

2

DISTRESSED CARPET BAG

OBJECT

Luggage • Fabric • Leather

Equipped Character may be equipped with Evil Objects for free.

Three Little Pigs - 1933

1
"I'LL KICK HIM IN THE CHIN!"



EVENT

Target Evil Prime Male is Vitality -1%.

Three Little Pigs - 1933

REALIZED DANGER

Good and Neutral Characters at Locations adjacent to a Location occupied by an Evil Prime Character are Vitality $\frac{1}{2}$.

Those Little Pigs - 1933

2

"NOT BY THE HAIR OF MY CHINNY CHIN-CHIN!"

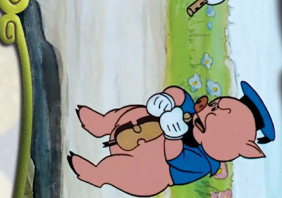


EFFECT

Evil Characters may not enter a Location occupied by target Good or Neutral Character until the beginning of your next turn.

Three Little Pigs - 1933

“I’LL TIME HIM IN A KNOT!”



EVENT

Target Evil Prime Male is Vitality -1%.

Three Little Pigs - 1933

© 2002 AOL, Inc.

©Disney

PRETEND MACHINE GUNS

0

EFFECT
Add "Weapon • Gun" to the keywords of target Prime Good Character. Evil Characters at the same Location are Vitality -¼.

These Little Pigs - 1933

4

SLIPPERY PG



EVENT

If target Character is to be archived or banished by a card that makes use of an Evil Character at an adjacent Location, put the Character into their controller's hand.

Three Little Pigs - 1933

“I’LL HUFF, AND I’LL PUFF, AND
I’LL BLOW YOUR HOUSE IN!”

3



EFFECT

If **Big Bad Wolf** is at a Non-Stone Home Location, place two Time Counters on the Home Location. **Big Bad Wolf** may neither move nor be moved to the Home Location until the Time Counters are removed.

Three Little Pigs - 1953

© Disney

© 2002-2004, 1000