



















<p>CHARACTER</p> <p>GEL</p> <p>Fight: +1 Move: 3 Carry: 3 Health: 19</p> <p>All damage dealt to Gel is reduced by 1.</p>	<p>CHARACTER</p> <p>GIZMO</p> <p>Fight: +3 Move: 3 Carry: 6 Health: 17</p> <p>At the beginning of your turn, you may reveal the <i>bottom card</i> of the discard pile to all players. If it is an Item or Follower, put it into your hand. Otherwise put it <i>on top of</i> the discard pile.</p>	<p>CHARACTER</p> <p>SLURK</p> <p>Fight: +4 Move: 4 Carry: 3 Health: 15</p> <p>You cannot have more than 1 follower in play.</p>	<p>CHARACTER</p> <p>FERRBALL</p> <p>Fight: +2 Move: 4 Carry: 4 Health: 13</p> <p>ABILITY: If the top card of the discard pile is an Item, draw it and then discard 2 cards.</p>	<p>CHARACTER</p> <p>GENERAL KLUTZ</p> <p>Fight: +5 Move: 3 Carry: 4 Health: 11</p> <p>Your weapons get Weight-1 (minimum of 1).</p> <p>Add 1 to your combat rolls when using Shooting weapons.</p>
<p>CHARACTER</p> <p>CHUCK</p> <p>Fight: +2 Move: 3 Carry: 4 Health: 16</p> <p>ABILITY: Destroy one of your followers to deal 4 damage to another player. This damage cannot be prevented with followers.</p>	<p>CHARACTER</p> <p>MOUSER</p> <p>Fight: +1 Move: 5 Carry: 5 Health: 14</p> <p>On the first time you take damage each turn, add 2 to that damage.</p>	<p>CHARACTER</p> <p>YOBIN</p> <p>Fight: +2 Move: 4 Carry: 3 Health: 12</p> <p>When you are attacked with a shooting weapon, you may roll 1d6, and prevent that much damage.</p>	<p>CHARACTER</p> <p>HIRED GOON</p> <p>Fight: +4 Move: 3 Carry: 4 Health: 18</p> <p>You cannot play Followers.</p> <p>When a Follower is destroyed during your turn, draw 1 card. When a Character is killed during your turn, draw 3 cards.</p>	<p>CHARACTER</p> <p>Fight: Move: Carry: Health:</p>



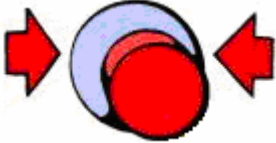

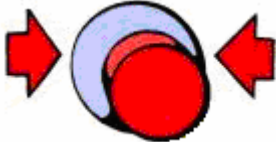
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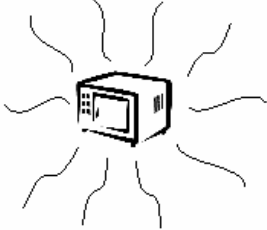



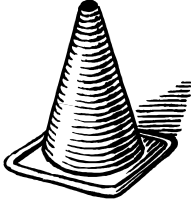
<p>FOLLOWER</p> <p>TRAMPLE</p> <p>Fight: -3 Move: +1 Carry: +1</p> <p>When you play Trample, gain 1 Health.</p> <p><i>“Coming through!”</i></p>	<p>FOLLOWER</p> <p><i>fLipš1δεε</i></p> <p>Fight: +2 Move: -1</p> <p><i>“Kids, don’t use drugs... or you’ll end up like Flipside.”</i></p>	<p>FOLLOWER</p> <p>QUANDARY</p> <p>Fight: -1 Move: +1</p> <p><i>“Feed me, chum!”</i></p>	<p>FOLLOWER</p> <p>LINT</p> <p>Fight: -2 Move: +1</p> <p><i>“I always knew Lint was made of stuff from under the sofa.”</i></p>	<p>FOLLOWER</p> <p><i>COILU</i></p> <p>Move: +1 Carry: -1</p> <p><i>BOIINNGGGG! “Whoaaaaa!!”</i></p>
<p>FOLLOWER</p> <p>HATMAN</p> <p>Fight: -1 Carry: +1</p> <p><i>“By Jove!”</i></p>	<p>FOLLOWER</p> <p>WORDSTER</p> <p>Move: -1 Carry: +1</p>	<p>FOLLOWER</p> <p>RIP</p> <p>Fight: +1 Carry: -1</p> <p><i>“Remind me to strangle Rip.”</i></p>	<p>FOLLOWER</p> <p>EGGHEAD</p> <p>Carry: +1</p> <p>When you play Egghead, take 2 damage</p> <p><i>“I’ve got an idea!”</i></p>	<p>FOLLOWER</p> <p>airhead</p> <p>Carry: -1</p> <p>When you play Airhead, gain 2 Health.</p> <p><i>You know that guy at the circus who hands out balloons? He’s not Airhead.</i></p>





<p>ITEM</p> <p><i>KEY</i></p> <p>ABILITY: roll 1d6: 1: no effect 2-3: switch a random code digit 4-6: switch a code digit of your choice (You may use this card's ability only once per turn.) You can only have one Key in play at a time.</p>  <p>Weight = 1</p>	<p>ITEM</p> <p><i>KEY</i></p> <p>ABILITY: roll 1d6: 1: no effect 2-3: switch a random code digit 4-6: switch a code digit of your choice (You may use this card's ability only once per turn.) You can only have one Key in play at a time.</p>  <p>Weight = 1</p>	<p>ITEM</p> <p><i>KEY</i></p> <p>ABILITY: roll 1d6: 1: no effect 2-3: switch a random code digit 4-6: switch a code digit of your choice (You may use this card's ability only once per turn.) You can only have one Key in play at a time.</p>  <p>Weight = 1</p>	<p>ITEM</p> <p><i>KEY</i></p> <p>ABILITY: roll 1d6: 1: no effect 2-3: switch a random code digit 4-6: switch a code digit of your choice (You may use this card's ability only once per turn.) You can only have one Key in play at a time.</p>  <p>Weight = 1</p>	<p>ITEM</p> <p><i>KEY</i></p> <p>ABILITY: roll 1d6: 1: no effect 2-3: switch a random code digit 4-6: switch a code digit of your choice (You may use this card's ability only once per turn.) You can only have one Key in play at a time.</p>  <p>Weight = 1</p>
<p>ITEM WEAPON</p> <p><i>THROW PILLOW</i></p> <p>Fighting: +1</p> <p>Shooting: 1d6-1</p> <p>After shooting Throw Pillow, put this card in the defender's hand.</p>  <p>Weight = 1</p>	<p>ITEM WEAPON</p> <p><i>BOTTLE ROCKET</i></p> <p>Shooting: 2d6-2</p> <p>Followers cannot be sacrificed to prevent damage from this weapon.</p> <p>After shooting Bottle Rocket, destroy it and then discard your hand.</p>  <p>Weight = 1</p>	<p>ITEM WEAPON</p> <p><i>BOTTLE ROCKET</i></p> <p>Shooting: 2d6-2</p> <p>Followers cannot be sacrificed to prevent damage from this weapon.</p> <p>After shooting Bottle Rocket, destroy it and then discard your hand.</p>  <p>Weight = 1</p>	<p>ITEM WEAPON</p> <p><i>BOTTLE ROCKET</i></p> <p>Shooting: 2d6-2</p> <p>Followers cannot be sacrificed to prevent damage from this weapon.</p> <p>After shooting Bottle Rocket, destroy it and then discard your hand.</p>  <p>Weight = 1</p>	<p>ITEM WEAPON</p> <p><i>BOTTLE ROCKET</i></p> <p>Shooting: 2d6-2</p> <p>Followers cannot be sacrificed to prevent damage from this weapon.</p> <p>After shooting Bottle Rocket, destroy it and then discard your hand.</p>  <p>Weight = 1</p>

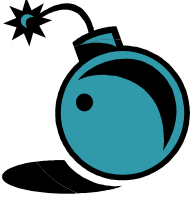


<p>ACTION</p> <p><i>ERASE</i></p> <p>Destroy any one item in play.</p> 	<p>ACTION</p> <p><i>RUMMAGE THROUGH THE BASEMENT</i></p> <p>Take any card of your choice from the discard pile, then discard one card from your hand at random.</p> 	<p>ACTION</p> <p><i>MELLOW</i></p> <p>A player of your choice gains 10 health and skips his or her next turn.</p> 	<p>ACTION</p> <p><i>FREE FOOD</i></p> <p>Destroy any one follower in play.</p>  <p><i>“Oh, look! A buffet! When did Ferrball install that?”</i></p>	<p>ACTION</p> <p><i>RAID THE FRIDGE</i></p> <p>Gain 1d6 Health.</p>  <p><i>“What’s in this box labeled biohazard’... ewwwwwwwwwww!!”</i></p>
<p>ACTION</p> <p><i>ERASE</i></p> <p>Destroy any one item in play.</p> 	<p>ACTION</p> <p><i>ARE THEY THINKING WHAT I'M THINKING?</i></p> <p>Each player draws one card, then you draw two more cards.</p>	<p>ACTION</p> <p><i>SUGAR HIGH</i></p> <p>A player of your choice takes another turn after his or her next turn. At the end of that turn, that player takes 10 damage.</p> <p><i>*munch munch smack gulp*</i> <i>“GYAhHAHahHAhaHAaA!!!”</i></p>	<p>ACTION</p> <p><i>FREE FOOD</i></p> <p>Destroy any one follower in play.</p>  <p><i>“Oh, look! A buffet! When did Ferrball install that?”</i></p>	<p>ACTION</p> <p><i>RAID THE FRIDGE</i></p> <p>Gain 1d6 Health.</p>  <p><i>“What’s in this box labeled biohazard’... ewwwwwwwwwww!!”</i></p>





<p style="text-align: center;">ACTION</p> <p style="text-align: center;">GUEST ANIMATOR</p> <p>A player of your choice discards his or her hand and draws that many cards (not including this card).</p>  <p style="text-align: center;"><i>When the animator gets bored... things get weird!</i></p>	<p style="text-align: center;">ITEM Weapon</p> <p style="text-align: center;">RUBBER BANDS</p> <p>Shooting: 1d6-2</p>  <p style="text-align: center;">Weight = 1</p>	<p style="text-align: center;">FOLLOWER</p> <p style="text-align: center;">DECOY</p> <p>Immune to Free Food and Halitosis.</p> <p>When a Trap card is played, you may destroy Decoy to prevent all effects of that Trap.</p> <p style="text-align: center;"><i>“Wait a minute, this isn’t General Klutz! It’s old snow tires and popsicle sticks.”</i></p> <p style="text-align: center;">“So?”</p>	<p style="text-align: center;">ITEM</p> <p style="text-align: center;">TRANSMOGRIFIER POD</p> <p>ABILITY: Take an item in play from another player and put it in front of you. That player puts this Pod in front of him or her.</p> <p style="text-align: center;">Weight = 2</p>	<p style="text-align: center;">ACTION</p> <p style="text-align: center;">BIG RED BUTTON</p> <p>Switch a code digit of your choice.</p>  <p style="text-align: center;"><i>“AAAAOOOGAAH!!.”</i></p>
<p style="text-align: center;">ACTION</p> <p style="text-align: center;">GUEST ANIMATOR</p> <p>A player of your choice discards his or her hand and draws that many cards (not including this card).</p>  <p style="text-align: center;"><i>When the animator gets bored... things get weird!</i></p>	<p style="text-align: center;">ITEM WEAPON</p> <p style="text-align: center;">EXTENDABLE BOXING GLOVE</p> <p>Fighting: +0</p> <p>If you used this weapon in a Fight and took damage, you may prevent up to two of that damage.</p> <p style="text-align: center;">Weight = 2</p>	<p style="text-align: center;">ITEM WEAPON</p> <p style="text-align: center;">FOLDING CHAIR</p> <p>Fighting: +3</p> <p>Shooting: 3d6-6 (After shooting Folding Chair, destroy it.)</p> <p>To prevent shooting damage from this weapon, two followers must be sacrificed instead of one.</p> <p style="text-align: center;">Weight = 3</p>	<p style="text-align: center;">ITEM</p> <p style="text-align: center;">TRANSMOGRIFIER POD</p> <p>ABILITY: Take an item in play from another player and put it in front of you. That player puts this Pod in front of him or her.</p> <p style="text-align: center;">Weight = 2</p>	<p style="text-align: center;">ACTION</p> <p style="text-align: center;">BIG RED BUTTON</p> <p>Switch a code digit of your choice.</p>  <p style="text-align: center;"><i>“AAAAOOOGAAH!!.”</i></p>

<p>FOLLOWER</p> <p>BLOCKHEAD</p> <p>Move: -1</p> <p>When you play Blockhead, gain 3 Health.</p> <p><i>“And you call yourself a brick!”</i></p>	<p>FOLLOWER</p> <p>HAL</p> <p>Fight: +2</p> <p><i>Due to his popular TV show “Cooking with Hal”, Hal is a wanted felon in seven states.</i></p>	<p>FOLLOWER</p> <p><i>BUZZ</i></p> <p>Fight: +1</p> <p>When you play Buzz, take 2 damage.</p> <p><i>“SUGAR!!!!!!”</i></p>	<p>TRAP!</p> <p>HOLE</p> <p>Roll 1d6: 1-2: no effect 3-6: you die</p> 	<p>TRAP!</p> <p>ANVIL</p> <p>Roll 1d6: 1: no effect 2-6: you die</p> 
<p>TRAP! Item</p> <p>BEAR TRAP</p> <p>Play this card as an item. It cannot be removed from play except by card effect.</p> <p>For each card you draw, take 1 damage. You may skip one turn to destroy Bear Trap.</p> <p>Weight = 2</p>	<p>TRAP!</p> <p>HAL GOES CRAZY AGAIN</p> <p>If Hal is not in play, this trap does nothing.</p> <p>If Hal is in play, destroy Hal. Each player takes 5 damage, then each player takes 5 more damage.</p> <p><i>And yet, we keep him around for his relative sanity.</i></p>	<p>TRAP!</p> <p>WRATH OF THE ANIMATOR</p> <p>You die. Sucks, doesn't it?</p>	<p>TRAP!</p> <p>REJUVENARAMA!</p> <p>Each dead player re-enters the game with full health and a full hand.</p>	<p>TRAP!</p> <p>RAKE IN THE FACE</p> <p>All of your items are destroyed.</p> 

<p style="text-align: center;">TRAP!</p> <p style="text-align: center;"><i>TOO CLOSE TO THE MICROWAVE</i></p> <p>Take damage equal to half your current Health, rounded down. Followers cannot be sacrificed to prevent this.</p> 	<p style="text-align: center;">TRAP!</p> <p style="text-align: center;"><i>HALITOSIS</i></p> <p>Destroy all of your followers in play.</p> <p><i>"On second thought, maybe I should have left that onion, garlic, pickle, baloney, and mustard sandwich in the gutter where I found it."</i></p>	<p style="text-align: center;">ITEM Weapon</p> <p style="text-align: center;"><i>WATER BALLOONS</i></p> <p>Shooting: 2d6-4 (additional +1 if defending player has LINT)</p>  <p style="text-align: center;">Weight = 2</p>	<p style="text-align: center;">ITEM Weapon</p> <p style="text-align: center;"><i>WATER BALLOONS</i></p> <p>Shooting: 2d6-4 (additional +1 if defending player has LINT)</p>  <p style="text-align: center;">Weight = 2</p>	<p style="text-align: center;">ACTION</p> <p style="text-align: center;"><i>BALONEOS</i></p> <p>For each player that has fewer cards in their hand than you do, they take 3 damage.</p> <p><i>"Chocolate cookie sandwiches with a bologna-flavored filling' ...what were they thinking?!?"</i></p>
<p style="text-align: center;">ACTION</p> <p style="text-align: center;"><i>KLEPTO MAILBOX</i></p> <p>A player of your choice discards two cards at random.</p> 	<p style="text-align: center;">ACTION</p> <p style="text-align: center;"><i>WRATHFUL SODA MACHINE</i></p> <p>A player of your choice takes 2 damage for each card in his or her hand. (Treat this as one injury.)</p> <p><i>"The customer is always right...in my crosshairs!"</i></p>	<p style="text-align: center;">ITEM</p> <p style="text-align: center;"><i>TRAFFIC CONE</i></p> <p>All other players get Move-1 while you have Traffic Cone in play.</p>  <p style="text-align: center;">Weight = 3</p>	<p style="text-align: center;">ACTION</p> <p style="text-align: center;"><i>HORNETS' NEST</i></p> <p>Choose a player. On that player's next turn, he or she takes 2 damage for each Move he or she takes that isn't used to draw a card.</p> <p><i>Suddenly you have a motivation to RUN!!</i></p>	<p style="text-align: center;">ITEM</p> <p style="text-align: center;"><i>SOMBRERO</i></p> <p>Whenever any player plays an Action card, you may take 1 damage or discard a card. If you do, cancel all effects of that Action card.</p> <p>If you play an Action card, destroy Sombrero.</p> <p><i>"Hey Senor Mexican dude, have you seen Ferrball?"</i></p> <p style="text-align: center;">Weight = 2</p>

<p style="text-align: center;">ACTION</p> <p style="text-align: center;"><i>TWEET TWEET TWEET</i></p> <p>Play this card only on a player who has taken at least 5 damage this turn. That player skips their next turn. (Followers prevent damage.)</p>  <p style="text-align: center;"><i>“Oww...mind if I lie down for a while?”</i></p>	<p style="text-align: center;">ACTION</p> <p style="text-align: center;"><i>EXPRESS ELEVATOR</i></p> <p>Choose a player. That player draws 4 cards. At the end of that player’s next turn, that player discards his or her hand.</p> <p style="text-align: center;"><i>“Can we please take the stairs next time?”</i></p>	<p style="text-align: center;">ACTION</p> <p style="text-align: center;"><i>HURRICANE HUBERT</i></p> <p>Gather up all Followers and Items in play, shuffle them up, and deal them out evenly, starting with yourself.</p> <p style="text-align: center;"><i>“I’ve done some smart things in my time, but giving a hurricane sentence wasn’t one of them.”</i></p>	<p style="text-align: center;">ACTION</p> <p style="text-align: center;"><i>CEMENT SHOES</i></p> <p>A player of your choice skips his or her next turn. If that player is Gel, deal 6 damage to that player. (Gel’s ability applies to this.)</p> <p style="text-align: center;"><i>“I can’t believe I fell for that again. Fool me seven times, shame on you. Fool me eight times....”</i></p>	<p style="text-align: center;">ITEM</p> <p style="text-align: center;"><i>BAG OF JELLY BEANS</i></p> <p>At the beginning of your turn, gain 2 Health.</p> <p>All other players add 2 to fighting or shooting rolls against you.</p>  <p style="text-align: center;">Weight = 1</p>
<p style="text-align: center;">ITEM WEAPON</p> <p style="text-align: center;"><i>BOOMERANG</i></p> <p>Shooting: 2d6-3 (additional +3 if defending player has QUANDARY)</p> <p>After you use Boomerang, destroy it unless you deal yourself 1 damage.</p>  <p style="text-align: center;"><i>“Australian engineering...HA!”</i></p> <p style="text-align: center;">Weight = 1</p>	<p style="text-align: center;">ACTION</p> <p style="text-align: center;"><i>ONE-ARMED BANDIT</i></p> <p>Roll 1d6: 1-4: discard a card at random from your hand 5: draw 1 card 6: draw 4 cards</p> 	<p style="text-align: center;">ITEM</p> <p style="text-align: center;"><i>BATHTUB OF CHOCOLATE ICE CREAM</i></p> <p>ABILITY: gain 4 Health, then put Bathtub of Chocolate Ice Cream on top of the draw pile.</p> <p style="text-align: center;"><i>“Why do you *slurp gulp* always *slurp* buy *gulp* more of this? You *slurp* know *gulp slurp* nobody eats *slurp gulp* this stuff?”</i></p> <p style="text-align: center;">Weight = 4</p>	<p style="text-align: center;">ACTION</p> <p style="text-align: center;"><i>MUTATE-O-MATIC</i></p> <p>A player of your choice loses his or her current Character card, and is given a different one at random from the unused Character cards.</p> <p>(If there are no unused Character cards, this card has no effect.)</p> <p style="text-align: center;"><i>“Let’s see how many limbs you come out with...”</i> <i>*Cram cram stuff stuff*</i></p>	<p style="text-align: center;">ACTION</p> <p style="text-align: center;"><i>RUNNING GAG</i></p> <p>Each player, starting with yourself and going clockwise, <i>must</i> draw a non-trap card of his or her choice from the discard pile, if able.</p> <p>(Each card drawn in this manner is revealed to all players).</p>

<p>ITEM</p> <p>BOMB</p> <p>When you die, destroy Bomb, and each other player takes 8 damage.</p>  <p>Weight = 2</p>	<p>ACTION</p> <p>DIABOLICAL COMPUTER</p> <p>Look at any one player's hand. Choose and discard a card from that hand.</p> <p><i>"Oh, we will see who has the last laugh. You'll never guess what will happen to your planet in 23 million years (hint: Halley's Comet)."</i></p>	<p>FOLLOWER</p> <p>JORK</p> <p>Fight: -1</p> <p>At the start of your turn, choose a player at random (including you). Deal 2 damage to that player.</p> <p><i>"Where's natural selection when you need it?"</i></p>	<p>ACTION</p> <p>HOINK!</p> <p>Take a card at random from the hand of a player of your choice, and put that card into your hand.</p> 	<p>ACTION</p> <p>BOB'S MILKSHAKES</p> <p>Each player may discard from his or her hand any number of cards as they choose, then gains 3 Health for each card he or she discarded in this way.</p> <p><i>"\$3.95, huh..... how much is that in rubles?"</i></p>
<p>ACTION</p> <p>INFO KIOSK</p> <p>Draw two cards! Yay!</p> <p><i>"Dr. Winston, please come to the ER. Dr. Churchill, please come to the X-Ray room. Dr. Pepper, please come to the cafeteria.... I love this job."</i></p>	<p>ITEM</p> <p>VULCAN MIND BLENDER</p> <p>ABILITY: Destroy Vulcan Mind Blender, then gain 4 Health and draw 2 cards. Until the end of your next turn, you may ignore your Carry limit.</p> <p><i>"Fifty bucks to drink this mystery goo? How dumb do you think I am?" *guzzle*</i></p> <p>Weight = 1</p>	<p>ACTION</p> <p>CENTURY PLANT</p> <p>All other players with 2 or less cards in their hand skip his or her next turn.</p> <p>If any player has Quandary in play, he or she loses their next turn.</p> <p><i>"They say it blooms every hundred years."</i></p> <p><i>"Well, I didn't have anything else planned to do today."</i></p>	<p>ACTION</p> <p>CRUISE SHIP</p> <p>A player of your choice gets Move+1 on his or her next turn, but can only use his or her Moves that turn to draw cards.</p>  <p><i>"Gee, I wonder why this boat was so cheap."</i></p>	<p>ITEM</p> <p>GASSY TEDDY</p> <p>ABILITY: Discard X cards, then all other players take 2X damage</p> <p><i>"Ain't I a little stinker?"</i></p> <p><i>"That's an understatement!"</i></p> <p>Weight = 2</p>

<p style="text-align: center;">ACTION</p> <p style="text-align: center;">SWITCHEROO!</p> <p>Choose a player. That player discards his or her code card, and draws a new code at random to replace it.</p> <p><i>"Eenie, Meenie, Miney....Moo?"</i></p>	<p style="text-align: center;">ITEM Weapon</p> <p style="text-align: center;">RAPID-FIRE SNOWBALL LAUNCHER</p> <p>Shooting: 4d6-8</p> <p>You cannot draw cards as your Move while you have this card in play.</p> <p style="text-align: center;">Weight = 4</p>	<p style="text-align: center;">ITEM Weapon</p> <p style="text-align: center;">GUIDED MISSILE</p> <p>Shooting: 5d6</p> <p>After you shoot Guided Missile, destroy it.</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Weight = 4</p>	<p style="text-align: center;">ITEM</p> <p style="text-align: center;">BADMINTON RACQUET</p> <p>When another player starts a Shooting attack against you, he or she must roll 2d6. If doubles are rolled, the damage from the shooting weapon is dealt to the shooter instead of you. You cannot shoot back during this attack.</p> <p style="text-align: center;">Weight = 2</p>	<p style="text-align: center;">ITEM WEAPON</p> <p style="text-align: center;">BOW & PLUNGER</p> <p>Shooting: 3d6-6 (additional +2 if defending player has EGGHEAD)</p> <p style="text-align: center;">Weight = 3</p>
<p style="text-align: center;">ITEM WEAPON</p> <p style="text-align: center;">LARGE MALLET</p> <p>Fighting: +5</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Weight = 3</p>	<p style="text-align: center;">ITEM WEAPON</p> <p style="text-align: center;">MALLET</p> <p>Fighting: +3</p> <div style="text-align: center;">  </div> <p style="text-align: center;">Weight = 2</p>	<p style="text-align: center;">ITEM WEAPON</p> <p style="text-align: center;">SMALL MALLET</p> <p>Fighting: +1</p> <p style="text-align: center;"><i>"I think I need a bigger mallet."</i></p> <div style="text-align: center;">  </div> <p style="text-align: center;">Weight = 1</p>	<p style="text-align: center;">ITEM</p> <p style="text-align: center;">REALLY BIG MAGNET</p> <p>ABILITY: Discard X cards from your hand; Take an item with a weight of X from in front of another player and put it in front of you.</p> <p style="text-align: center;"><i>"Time to find out if you have any dental fillings."</i></p> <p style="text-align: center;">Weight = 3</p>	<p style="text-align: center;">ACTION</p> <p style="text-align: center;">PLAYS WELL WITH OTHERS</p> <p>Choose another player. That player draws five cards and discards all drawn traps. Then he or she makes two face down piles, dividing the cards as he or she sees fit. You choose one pile and draw all its cards, and the other player draws the other pile.</p>