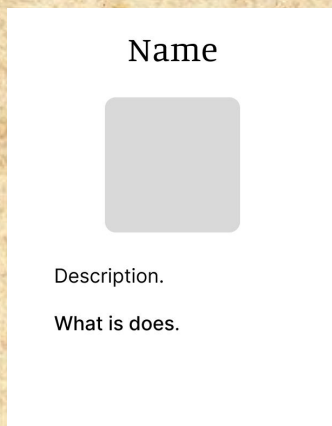


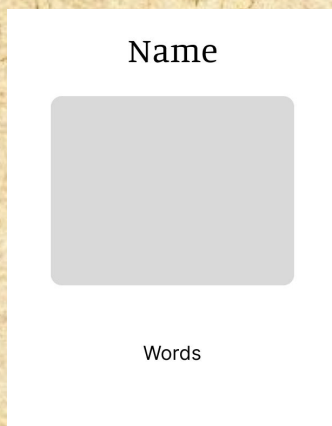
Item Cards

Item cards adjust your abilities and how well you do on certain challenges. They have their title, an image, a brief description, and then the modification that item has. You cannot unequip items; they are permanent.



Location Cards

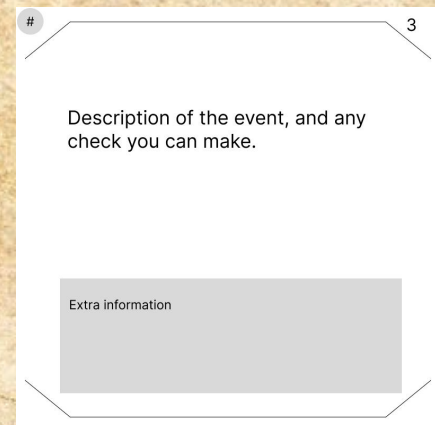
Location cards have very little functional value, but they should help players keep track of where everyone is. Location cards include a title, image, and brief description.



Event Cards

At the end of every round (all players have taken one turn) in ACT 1, an event card must be drawn at random. These cards will list random occurrences, have higher checks, and offer one-time actions.

Event cards include a skill check number in the top left corner, a card number in the top right, a description of the event, and then your choices.



Kick Out Meter

Throughout your time at Ford Theater, you run the risk of being kicked out for causing too much of a disturbance. Anytime a card tells you to add one to the kick out meter, move the token up one space. The meter starts at one to begin with, and if it ever goes above six, you get Kicked Out*.

***See endings if this ever happens**