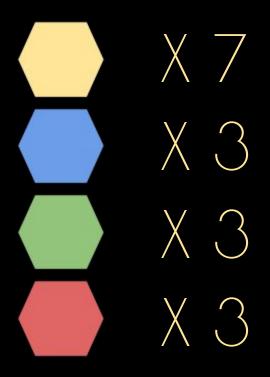


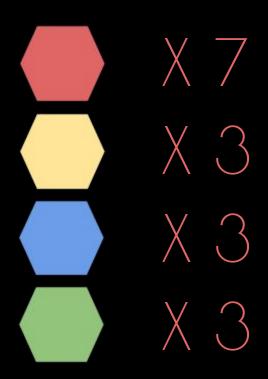
Collect:



Ability: Use 1 **action** to give another player 1 card anywhere on the gameboard



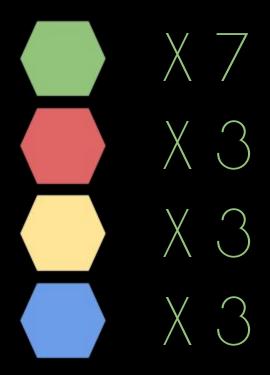
Collect:



Ability: Each Memory card sacrificed moves It back by 2 spaces instead of 1

DISGUST

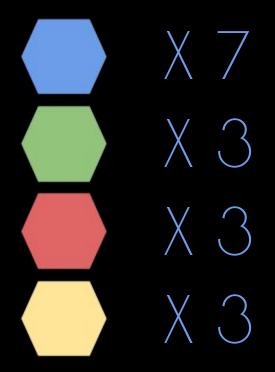
Collect:



Ability: Every turn, draw 2
Event cards instead of 1 and choose 1 to be applied

• SADNESS

Collect:



Ability: Actions can move either other players' or its own token