

## WRITER'S STRIKE

You must turn in this card as soon as you acquire it.

You're done for this scene...go get a soda or something.

(That means you can't take any actions nor react to anything.)

## ENCORE

You may act again immediately.

(Get it? "Act" meaning both take an action and as in acting in a play...Like what the theme is? Nothing? Shut up and just take your extra turn.)

## EXIT STAGE LEFT

You may choose any character that is not currently being played by another Actor. That character, of their own accord, peacefully leaves the scene forever...like permanently.

(Yes, you can use this on the last boss. No, your Director will not think that is funny.)

## PRODUCT PLACEMENT

You must turn in this card as soon as you acquire it.

For the rest of this scene you must use, speak about, or show off an item of the Director's choice every time you act.

(Like the cool refreshing taste of Pepsi.)

## DIRECTOR'S CUT

You must turn in this card as soon as you acquire it.

Stop the current scene. The Director may create an additional Scene. They may add any number of additional actors, props, or plot elements.

(This was my true vision all along...)

## PLOT ARMOR

You may choose any Action in the current scene.

Your character not only cannot be negatively effected by the action, but must benefit in some way.

(If you died what would the next 13 seasons be about?)

# DEUS EX MACHINA

You must turn in this card as soon as you acquire it.

Regardless of the current situation the scene immediately ends in a beneficial way for your character.  
(And then the whole army just realized they were wrong, dropped their weapons, and went home!)

# STANDING OVATION

You automatically succeed the next Action you make.

(Go ahead, take a bow)

# LOW BUDGET

You must turn in this card as soon as you acquire it.

You lose everything. Clothes, weapons, and items all gone.  
(Even important ones...YOU probably shouldn't have been carrying them)

# CENSORED

You must turn in this card as soon as you acquire it.

A network Censor appears. He will follow you around for the rest of the scene and ensure you aren't doing anything "risqué".

(You must to do, or rather NOT do, whatever he says)

# DIVA

You may ignore the Director's comment on any specific Action this Scene, and instead act as you wish regardless of their decisions.

(Don't piss them off though, you WILL run out of cards one day.)

# FROM THE TOP!

Restart the Scene from the beginning. You remember what originally was filmed but no one else does.

(Try again, only this time with FEELING)

## **STICK TO THE SCRIPT**

You may choose the dialogue for any character, even another actor, for the rest of the current scene. Your character does not need to be present in the scene to use this card.

(I rewrote a few things...wonder if anyone will notice?)

## **METHOD ACTOR**

Choose any other character, even another actor, and switch places with them for the rest of the scene.

(You control them, they control you, shenanigans ensue)

## **COMEDIC RELIEF**

You must turn in this card as soon as you acquire it.

For the rest of the Scene your Action will either succeed in a funny way or backfire in some hilarious manner.

(Oh look, a lever...Should I pull it?)

## **MUSICAL EPISODE**

You must turn in this card as soon as you acquire it.

You must sing for the rest of the Scene. Not just in character either.

(Every good show does at least one!)

## **DAMSEL IN DISTRESS**

You must turn in this card as soon as you acquire it.

You immediately become helpless and are placed in serious peril. You are unable to act until you are saved.

(Why am I tied up, and who put this railroad here?)

## **RECAST THE LEAD**

You must turn in this card as soon as you acquire it.

You immediately choose a new character. Your old character ceases to exist...sorry.

(Hey nothing's stopping you from making duplicates, like Darren from Bewitched!)

## CUT!!

The Scene immediately freezes. You are the only character who can move. Take a few moments, rearrange what you want and resume the Scene when you are already.

(You don't have to yell "CUT!!" or "ACTION!!" but why wouldn't you?)

## HARSH CRITIC

You may choose any action. That action fails in the most miserable way.

(Zero Stars...I don't know why they would fund this garbage)

## STUNT DOUBLE

You may choose any action, even one that affects another character, the results of that action will now only affect that characters Stunt Double. Choose another Actor, that Actor controls the Stunt Double for the rest of the Scene.

(It's a dangerous job, and we can't risk losing you)

## EXECUTIVE PRODUCER

For the rest of the scene you act as the Director. They have to play your character, and they have to try to succeed.

(They are still the Director, but we know who REALLY makes the decisions around here)

## COMMERCIAL BREAK

You must turn in this card as soon as you acquire it.

Pause the current Scene and remove all characters. Starting with you, place any character in any position you wish on the board. The Actor to your left does the same. Continue in this order, including the Director, until all characters have been placed.

(What did I miss?)

## FLASHBACK

You must turn in this card as soon as you acquire it.

The current Scene is paused. The Cast must all start a new unrelated Scene. When it has finished return to the current Scene.

(It's the only way to do exposition.)

## **GOLDEN STATUE**

You must turn in this card as soon as you acquire it.

Each Actor secretly votes for a character in the current Scene. The chosen character makes an acceptance speech and goes first in every Scene from now on, even if they are not present. The Director breaks any ties.

(When you have this many awards you always get top billing.)

## **PAPARAZZI**

You must turn in this card as soon as you acquire it.

The Director creates a new character who follows your character for the rest of the scene constantly attempting to get you into a bad situation. You may not interact with this new character having to instead try to avoid them.

(Quick everyone here they come!)

## **CATCH IT IN EDITING**

Choose an Action that just resolved. You may change anything about that Action. This includes changing success, failure, targets, even the action itself. Any consequences of the original Action are ignored.

(Just do whatever, we can fix it in post.)

## **IT'S A CARTOON**

For the remainder of the Scene everything is treated as though cartoon physics were in effect.

(I tawt I taw a puddy tat)

## **RETCON**

Choose a prior Scene. You may change how that Scene played out. The change may alter the current Scene in any way you can convince the Director.

(No. Darth Vader IS his father, always has been.)

## **GRITTY SEQUAL**

You must turn in this card as soon as you acquire it.

The bad guy wins. The Cast fails the current Film. The world is in shambles. Try again except in leather and spikes or something.

(It's SOOOO Edgy.)

## **MONTAGE**

You must turn in this card as soon as you acquire it.

The entire Cast adds a new skill to their characters. Preferably while rocking out to the best 80's music.

(It's the Eye of the Tiger...)

## **ON LOCATION**

Change the current location. The new location can be anywhere you want. Choose wisely.

(Filmed live in Sunny Southern California.)

## **WHAT A TWIST**

You must turn in this card as soon as you acquire it.

The Actor turning in this card chooses a character they have fought. That Actor now controls that character while their old character becomes an Antagonist. The Cast is amazed by this.

(I totally did not see that coming.)

## **TOXIC FANDOM**

You must turn in this card as soon as you acquire it.

The next time you play any card that changes the Scene in anyway a mob of rabid fanboys begins hunting you down.

(There's no witty remark here, Toxic fans are terrible.)

## **CLIFFHANGER**

You must turn in this card as soon as you acquire it.

The current Scene alters so that your character is impacted in some epic and dangerous way. The Scene will pause before it can be resolved. The Cast will move on to a new Scene and revisit the ending at a random time chosen by the Director.

(Tune in next week for the exciting conclusion.)

## **VERY SPECIAL EPISODE**

You must turn in this card as soon as you acquire it.

The entire cast can no longer use any violent actions to solve the current Scene. Everyone must use their words and talk their way out of this conflict in some peaceful manner.

(No Hugging, No Learning.)

## FORESHADOWING

The Director must truthfully explain his planned Actions, and any changes they make, before the Actions happen for the rest of the Scene.

(I trust by now you know the eventual outcome?)

## MACGUFFIN

The actor that turns in this card can choose any item they want for the rest of the Scene to use as they see fit. After the Scene the item vanishes.

(The Holy Grail is the Holy Grail of MacGuffins.)

## CHEKHOV'S GUN

You may choose any Character, Plot, or Prop (even made up ones) that were previously mentioned or described in the Film. The Director must now center the story around this choice.

(...Otherwise don't put it there.)

## THE FOURTH WALL

You may break the fourth wall. Your character may ask any player for advice, including the Director player. They may use this real world knowledge as they see fit.

(PROTAGONIST turns to the camera and winks.)

## STRAIGHT TO VIDEO

You must turn in this card as soon as you acquire it.

For the rest of this Scene and the next everything is downgraded in quality. All Sets and Props are lower quality. All cards have a lesser effect than they normally would.

(Just like a Disney Sequel.)

## JUMP THE SHARK

You must turn in this card as soon as you acquire it.

The Plot begins to fall apart. The Cast will be given new unrelated quests to complete. New Characters will be introduced. Total Chaos ensues.

(In your face Pinky Tuscadero.)