

FINAL TOUCH

(REACT)

USE THIS CARD WHEN A PLAYER SUBMITS
A WORK. THAT PLAYER SCORES 1
ADDITIONAL VICTORY POINT.

FINAL TOUCH

(REACT)

USE THIS CARD WHEN A PLAYER SUBMITS
A WORK. THAT PLAYER SCORES 1
ADDITIONAL VICTORY POINT.

FINAL TOUCH

(REACT)

USE THIS CARD WHEN A PLAYER SUBMITS
A WORK. THAT PLAYER SCORES 1
ADDITIONAL VICTORY POINT.

GOOD EXAMPLE

**(THIS CARD MAY ONLY BE USED IF
YOUR EMOTIONAL BAR IS AT 0)**

DOUBLE YOUR LOGIC OR CREATIVITY
UNTIL THE END OF THE TURN.

GOOD EXAMPLE

**(THIS CARD MAY ONLY BE USED IF
YOUR EMOTIONAL BAR IS AT 0)**

DOUBLE YOUR LOGIC OR CREATIVITY
UNTIL THE END OF THE TURN.

GOOD EXAMPLE

**(THIS CARD MAY ONLY BE USED IF
YOUR EMOTIONAL BAR IS AT 0)**

DOUBLE YOUR LOGIC OR CREATIVITY
UNTIL THE END OF THE TURN.

EMPLOYEE OF THE MONTH

**(THIS CARD MAY ONLY BE USED IF
YOUR EMOTIONAL BAR IS AT 0)**

FOR THE NEXT 4 ROUNDS, YOUR EMOTIONAL
BAR IS NOT AFFECTED BY ANY CARD OR
PLAYER.

(LEAVE THIS CARD IN PLAY AS A REMINDER)

EMPLOYEE OF THE MONTH

**(THIS CARD MAY ONLY BE USED IF
YOUR EMOTIONAL BAR IS AT 0)**

FOR THE NEXT 4 ROUNDS, YOUR EMOTIONAL
BAR IS NOT AFFECTED BY ANY CARD OR
PLAYER.

(LEAVE THIS CARD IN PLAY AS A REMINDER)

EMPLOYEE OF THE MONTH

**(THIS CARD MAY ONLY BE USED IF
YOUR EMOTIONAL BAR IS AT 0)**

FOR THE NEXT 4 ROUNDS, YOUR EMOTIONAL
BAR IS NOT AFFECTED BY ANY CARD OR
PLAYER.

(LEAVE THIS CARD IN PLAY AS A REMINDER)