#### STEAL

TAKE ONE ITEM FROM ANOTHER PLAYER'S TRAY AND PLACE ON OWN TRAY

#### STEAL

TAKE ONE ITEM FROM ANOTHER PLAYER'S TRAY AND PLACE ON OWN TRAY

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TAKE ONE ITEM FROM ANOTHER PLAYER'S TRAY AND PLACE ON OWN TRAY

# **STEAL**

TAKE ONE ITEM FROM ANOTHER PLAYER'S TRAY AND PLACE ON OWN TRAY

# **JOSTLE**

ANOTHER PLAYER MUST REMOVE TWO ITEMS FROM THEIR TRAY

> PLACE IN TRASH PILE

# **JOSTLE**

ANOTHER PLAYER MUST REMOVE TWO ITEMS FROM THEIR TRAY

> PLACE IN TRASH PILE

# **SPILL**

REMOVE ONE ITEM CARD FROM YOUR TRAY

> PLACE IN TRASH PILE

# **JOSTLE**

ANOTHER PLAYER MUST REMOVE TWO ITEMS FROM THEIR TRAY

PLACE IN TRASH PILE

# **JOSTLE**

ANOTHER PLAYER MUST REMOVE TWO ITEMS FROM THEIR TRAY

PLACE IN TRASH PILE

## **BUMP**

ANOTHER PLAYER MUST REMOVE ONE ITEM FROM THEIR TRAY

PLACE IN TRASH PILE

#### **BUMP**

ANOTHER PLAYER MUST REMOVE ONE ITEM FROM THEIR TRAY

PLACE IN TRASH PILE

#### **BUMP**

ANOTHER PLAYER MUST REMOVE ONE ITEM FROM THEIR TRAY

PLACE IN TRASH PILE

#### **BUMP**

ANOTHER PLAYER MUST REMOVE ONE ITEM FROM THEIR TRAY

PLACE IN TRASH PILE

#### **BUMP**

ANOTHER PLAYER MUST REMOVE ONE ITEM FROM THEIR TRAY

PLACE IN TRASH PILE

#### **BUMP**

ANOTHER PLAYER MUST REMOVE ONE ITEM FROM THEIR TRAY

PLACE IN TRASH PILE

# **SNEEZE**

TRASH TWO DISCARD PILES

DEAL OUT NEW ITEMS FROM DRAW DECK

# **SNEEZE**

TRASH TWO DISCARD PILES

DEAL OUT NEW ITEMS FROM DRAW DECK

# **SNEEZE**

TRASH TWO DISCARD PILES

DEAL OUT NEW ITEMS FROM DRAW DECK

## COUGH

TRASH ONE DISCARD PILE

DEAL OUT NEW ITEM FROM DRAW DECK

## COUGH

TRASH ONE DISCARD PILE

DEAL OUT NEW ITEM FROM DRAW DECK

## COUGH

TRASH ONE DISCARD PILE

DEAL OUT NEW ITEM FROM DRAW DECK

# COUGH

TRASH ONE DISCARD PILE

DEAL OUT NEW ITEM FROM DRAW DECK

# **RUDE REACH**

AT START OF ANOTHER PLAYER'S TURN, TAKE ITEM FROM A DISCARD PILE AND PLACE ON OWN TRAY

## **RUDE REACH**

AT START OF ANOTHER PLAYER'S TURN, TAKE ITEM FROM A DISCARD PILE AND PLACE ON OWN TRAY

# COUGH

TRASH ONE DISCARD PILE

DEAL OUT NEW ITEM FROM DRAW DECK

# **CUT IN LINE**

AT END OF A PLAYER'S TURN, TAKE TURN OUT OF SEQUENCE

PLAY RESUMES IN REVERSE ORDER

# **CUT IN LINE**

AT END OF A PLAYER'S TURN, TAKE TURN OUT OF SEQUENCE

PLAY RESUMES IN REVERSE ORDER

# ACTION

# ACTION

# ACTION

ACTION

ACTION
SALAD BAR
ACTION

ACTION

**ACTION** 

SALAD BAR

ACTION