



PRINT & PLAY

3-D OBJECT CARDS

Text from Player's Guide 10/11/2012

PRINTING INSTRUCTIONS

These cards are only to be used in conjunction with their respective 3D objects. They cannot serve as proxies for said 3D objects.

1. From Adobe® Reader® or Adobe® Acrobat® open the print dialog box (*File > Print* or *Ctrl/Cmd + P*).
2. Under *Pages to Print > Pages* input the pages you would like to print. (See *Table of Contents*).
3. Under *Page Sizing & Handling > Size* select *Actual size*.

PRINTING INSTRUCTIONS (CONTINUED)

4. Under *Page Sizing & Handling*>*Multiple*>
Pages per sheet select *Custom* and enter *3 by 3*.
5. Under *Page Sizing & Handling*>*Multiple*>
Orientation select *Landscape*.
6. If you want a crisp black border around each
card as a cutting guide, click the checkbox
next to *Print page border* (under *Page Sizing &
Handling*>*Multiple*).
7. Click OK.

TABLE OF CONTENTS

Bookcase, 5
Computer, 7
Crate, 10
Dumpster, 11
Light Post, 12
Mail Box, 9
Office Desk, 6
Soda Machine, 8

BOOKCASE

Increase the attacker's attack value by 1 when used in an attack.

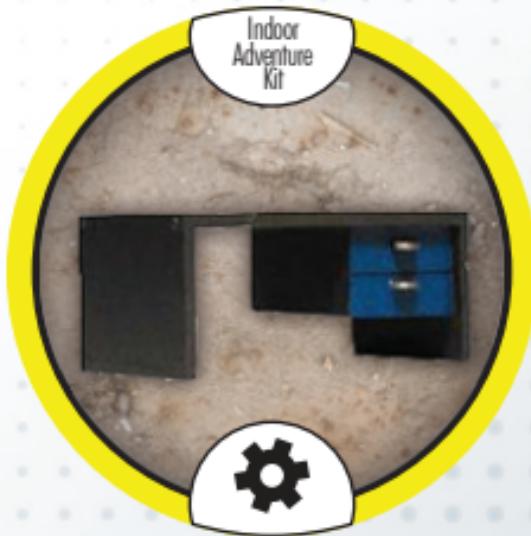


POINT VALUE: 0



OFFICE DESK

When a character holding this object is attacked, you may modify the holding character's defense value by +2. If you do, the object is destroyed after the attack resolves.

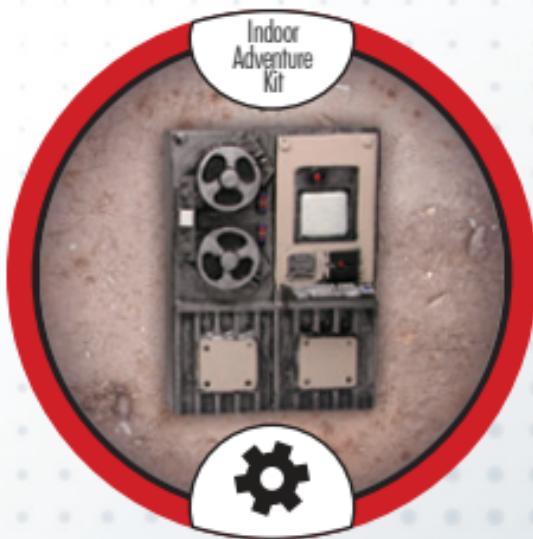


POINT VALUE: 0



COMPUTER

Increase the attacker's attack value by 1 when used in an attack.



POINT VALUE: 0



SODA MACHINE

Increase the attacker's damage dealt by 1 when used in an attack.

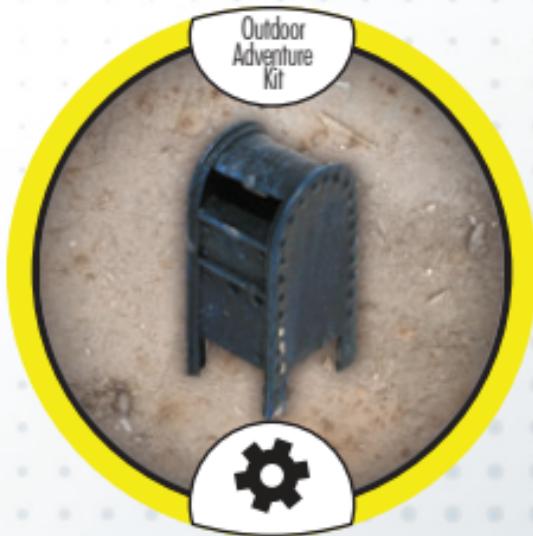


POINT VALUE: 0



MAIL BOX

Increase the attacker's damage dealt by 1 when used in an attack.



POINT VALUE: 0



CRATE

A character may throw this object 10 squares.



POINT VALUE: 0



DUMPSTER

This object is not destroyed when used in an attack. The attacker places it in any square adjacent to the target after use.



POINT VALUE: 0



LIGHT POST

A target with 0 or 1 action tokens that is successfully hit with this object also receives an action token, which can result in pushing damage.



POINT VALUE: 0

